

# NEOEXODUS

LEGACIES

## COLD VISITOR



When a high-ranking member of the Dominion asks for you to come and meet him, one does not make him wait. What he wants you to do appears quite simple but may require much more than a straightforward trip to Gavea. Short trips sometimes make for a long journey.

An adventure for characters levels 3-5.

## HISTORY

Before time began, a being of immense power named Pah'tharsus was cast out of its now-forgotten abyssal realm. Pah'tharsus found itself exiled to Exodus; naturally, it tried to conquer the world. It might have succeeded had it not been for the First Ones it encountered. The First Ones cast great wards, sacrificed thousands of souls and used mighty magic hardly ever seen in the history of Exodus.

Using the lure of a vast trove of magical lore, the First Ones lured Pah'tharsus through a Nexus Gateway to a demi-plane called Praegelidus.

Praegelidus is nothing but a frigid wasteland that had fragmented off the elemental plane of water during some immense prehistoric cataclysm. Lost in the multiverse, Praegelidus soon froze into endless stretches of hostile wind, ice and snow on which no mortal creature could survive for long.

In preparation for the trap, the First Ones surrounded Praegelidus with wards and binding spells that prevented the interference of divine, celestial or infernal creatures and blocked all dimensional travel once Pah'tharsus was trapped. Unable to leave, Praegelidus went into a forced hibernating state. The eternally swirling storms buried the demon into deep layers of snow and ancient ice.

Pah'tharsus remained trapped for millennia on Praegelidus and all records of the existence of the fiend and his prison were destroyed during the Kaga's uprising against the First Ones.

With time, the wards began to break down as Pah'tharsus struggled against them, weakly trying to escape his frozen prison. Finally, 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 called the "entry cycle."

As a signal to indicate the failing wards, Praegelidus' semi-sentient guardian genius loci began pulling in planar travelers that happened to be close to the Gate when the entry cycle was allowing visitors. The intent was that anyone teleported to Praegelidus would repair the wards. So far, the few unlucky souls trapped there were clueless as to their purpose on the plane and unprepared for the harsh conditions.

Five years ago, an Imperial caravan was carrying enough supplies to survive the conditions on Praegelidus until the

next entry cycle and managed to escape, but not before their wizard, one Silas Fedders, learned of the unusual properties of Praegelidus and discovered the trove, bait for Pah'tharsus, 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.

Calling upon connections in the Caneus Empire and the Dominion, Silas set up a small outpost from where he could research the nature of the plane and its properties.

The now regular influx of travelers caused Pah'tharsus to stir in his frozen grave. Using scraps of power at his disposal, he sent dreams to Silas, 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 PCs enter the scene unaware that all hell is about to break loose.

## ADVENTURE SYNOPSIS

The PCs arrive on Praegelidus during a storm. 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 are told the basics of the situation 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 but Silas keeps this secret. Soon the Captain is killed as the Pah'tharsus Shard begins attacking the camp and creating soul shells.

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 gets stronger as he devours 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 re-enter 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 wards while dodging paranoid wizards and soldiers.

## SUGGESTED ATMOSPHERE

The main theme for "Cold Visitor" is isolation and extreme paranoia. The PCs are stuck in a frozen wasteland with 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 thralls 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; roll dice at random and then look disapprovingly at the result, pass lots of notes to the PCs to make them unsure as to who has turned and who hasn't and take a PC aside for a moment or two.

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 NPCs are of limited use to the PCs. Few are mentally prepared for what befalls them and these poor souls soon see threats behind every random noise or strange shadow. Since all the trouble started with the arrival of the PCs, the PCs make ideal targets for their paranoia.

It is suggested the GM 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 loot in the encampment, and it is unlikely the PCs are able to transport all of it off Praegelidus and still manage to survive.

## INTRODUCTION

### READ ALOUD:

A week ago, you were asked to meet with Sheik Arjouf ben Ibrahim in the floating city of Anidem. He has a business opportunity for you, "something that could pay handsomely" as his note claimed.

Give the PCs a chance to react to the offer. Assuming they decide to meet with him, continue.

The floating city is a major magical creation unique in the Dominion. Once there, magical elevators and guides on flying carpets offer to take you to your destination for a few pieces of silver.

The Sheik's home is an open-air, expansive mansion, where you are shown in by extremely comely women servant. She offers you some spiced wine and steaming kebobs as she fetches "the Master."

Ask the PCs to introduce themselves if they do not know each other.

## 1: THE SHEIK

### READ ALOUD

The Sheik arrives a few minutes later.

"I will be brief, for I must meet with the Khan soon. I want to hire you to go explore an island off the coast of Gavea. My one and only offer is for you to take 50% of all treasure and I get to choose first among all the items found."

"If you are honest with me, I have need for many more of these quests. Do we have a deal or not?"

The Sheik is in a hurry.

Assuming the PCs agree, he hands them a note written in Qijomi giving the PCs right to use the local Nexus Gateway to travel to the city of Barlow on Gavea. He also gives them a map (see player handout 2) showing where the island is. The Sheik assumes the PCs are capable of handling the petty details of the trip.

A moment later, the Sheik leaves.

Let the PCs decide what to do and do any shopping they need before they head to the Nexus Gateway.

Asking around

It is very possible the PCs decide to ask about certain thing. In that case, replace the appropriate Knowledge skill by a Diplomacy check.

### Knowledge (geography)

**DC10** Gavea is an independent island nation west of mainland Exodus

**DC13** The area sees a lot of struggle between the locals, the Caneans, and Dominion interests.

**DC15** The only city of any size is the Dominion-influenced port of Barlow.

**DC17** Gavea is home to some of the biggest and fiercest monsters in all of Exodus.

**DC20** It is rumored that many treasures are lost and buried in Gavea and its surrounding islands.

**Knowledge (nobility)**

**DC10** The local nobility all possess a spark of arcane power in their veins making them extremely powerful.

**DC12** The Sheik is a powerful man. He is especially close to some of the Sasori tribes, making him someone who is extremely well-informed.

**DC15** The Sheik is known as a fair man, he often hires adventurers to seek lost treasure for him.

**DC20** The few who crossed the Sheik were found dead in their sleep. Better not cross him.

**Knowledge (religion)**

**DC15** Gaveans are beginning to convert to the Sanguine Covenant, but are pagan for the most part.

**2: YANKED**

**READ ALOUD**

The Sheik's letter open doors and you are quickly shown towards the Nexus Gateway. Deep below the surface of the floating city of Anidem, you are brought through a series of gates defended on both sides by small groups of well-armed guards.

Most simply wave you through, but you are occasionally stopped and questioned. Merely showing the Sheik's letter is enough to be allowed through without further questioning. The man is obviously powerful and his influence is vast in Anidem.

The Nexus Gateway appears as two standing stone covered in glowing magical glyphs that pulse with power. A third stone rests atop the others, forming a rough portal. Each stone is fifteen feet long. Magical energies that radiate from the stones are overwhelming.

The gateway's chamber is protected by a score of sasori warriors armed with pole arms supported by three large scorpions and a trio of elementals. A strange buzz in the air assures you that magical and invisible protections supplement the defenses here.

As you approach them, a sasori motions you forward with his hand. Then you notice the silence around you. The sasori leads you through the soldier and points for a spot for you to stand. He takes a few steps and gestures silently, the room fades.

You are filled with a sense best described as 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.

After a sudden pull to the side, you feel a jerking and falling sensation, followed a blast of cold so strong you blood freezes in your veins. Then the wind hits you. A gale filled with ice chips strikes you like a hail of

needles. Wherever your planned destination was, this wasn't it.

Each PC must make a DC 20 Fortitude save or pass out. The PCs are unlikely ready to face such conditions.

Read to any PC still standing:

The only visible landmark is a pair of stone pedestals right next to you. The 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 an empty space in the middle.

Unlike the portal in Anidem, the magic on the runes is fading fast. It is obvious that you are not leaving the same way you arrived!

Ask for a DC 25 sight-based Perception check for the PCs to notice a dim blue-green light in the snow. Three humanoids approach the PCs.

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. "Why aren't you covered up, you'll catch your death in those clothes!"

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* (described in Appendix 2).

Lieutenant Orgun introduces himself to the PCs, and tells them of the nearby encampment and invites them to visit, noting to them that staying at the portal stone is suicide. Lieutenant Orgun refers questions about why the encampment is here to Captain Penser or Silas.

Visitors being so rare on Praegelidus the soldiers are happy to see the PCs, hoping they can provide some diversion from the monotonous life they have found on Praegelidus.

He is polite and concerned about their well-being considering it is unlikely they have sufficient cold weather gear to be comfortable on Praegelidus.

The encampment is half a mile from the portal stone. It takes 15 minutes to cross the distance because of the heavy snow fall. This may be deadly for some PCs.

Do not cut them any slack. The goal of this original encounter is to make them realize how deadly the conditions are. The men can help the PCs carrying fallen adventurers, but under no circumstances do they remove their heavy clothing.

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 allows the PCs a few minutes to investigate the portal stone but he wants to report back



to camp soon. He knows the portal stone is important so he refuses to let the PCs damage it or cast spells on it, saying they need Silas's permission first.

### **TROUBLESHOOTING: NO STANDING PCS**

It is possible that none of the PCs make the Fortitude save upon arriving on Praegelidus. If that is the case, the PCs are found and brought back by the lieutenant. Each PC wakes up with one hit point, near a warm fire.

### **THE PORTAL STONE**

The Portal Stone is the center of the wards and spells cast on Praegelidus to keep Pah'tharsus trapped. It is slightly warm to the touch and is completely covered in runes. Anyone who succeeds at a DC 20 Linguistics check or who casts a read magic can make out the text found in player handout 2. A DC 20 Spellcraft check identifies the magic as that of the First Ones.

Silas and his people have made a cursory inspection of the Portal Stone but have thus far not thought of translating the runes. They all assume they are similar to those of any other Nexus Gateway. 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.

### **OTHER OUTSIDE LOCATIONS**

Three paths lined with *continual flame torches* lead away from the camp. These paths have one 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 lore house used to lure Pah'tharsus to Praegelidus.

Pah'tharsus prison is two miles away and the lore house is six miles away.

It takes ten minutes to reach the prison of Pah'tharsus shard via dog sled and thirty to reach the lore house. These times are doubled if the sleds are overloaded. Multiply by four if the PCs are on foot.

### **PAH'THARSUS' PRISON**

Ahead a slight rise can be seen, the first real geographic feature you've seen on Praegelidus. The hill gently rises to a point hidden by the snow. Around the hill several dark spots indicate that something is buried under the ice.

Pah'tharsus was frozen below this "hill." The hill is about a hundred feet higher than the surrounding ice plain. It is over a thousand feet across. The main mass seems to be directly below the hill with several tentacles reaching out from this mass. Greater details of Pah'tharsus's body cannot be made out through the ice. The ice covering Pah'tharsus is more than 25 feet thick.

Where Silas cut the Pah'tharsus Shard out the ice has refrozen and begun to fill in the hole that was cut.



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. The hill creaks and groans as the prisoner strains against its icy bonds.

All Will saves made within 100 feet of Pah'tharsus suffer a -1 penalty. PCs who are immune to fear do not suffer from this effect.

### THE LORE HOUSE

Ahead is a plain ancient stone structure. 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 enormous. Its entire structure is made out of the same stone as the portal stone but seems completely unadorned.

To trap Pah'tharsus, the First Ones used immense quantity of magical knowledge and research. This knowledge was stored in a massive library and stored here in case the prisoner ever escaped.

This stone building was 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 enter read the following:

The inside of the stone structure would be silent as a tomb, were it not for the maddening howl of the wind outside. However only the howl crosses the threshold, the wind and snow do not enter this silent hall.

Hundreds of books of varying sizes line the walls to a height of fifteen feet. There is no light inside, no heat, no furniture and no other exits.

The lore house would be of great interest to a scholar or to a First One.

The Devourer's Tomb is easy to find if one is looking for it. Inside is the ritual necessary to repair the wards on Praegelidus. The PC can find the book only if they are actively searching for it. 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. Repairing the wards is much simpler. The book is written in Khaynite and written on trumpet archon skin. If the PCs read the book give the player handout 8.

## 3: THE ENCAMPMENT

### READ ALOUD

Every hundred feet or so, sputtering torches mark an unseen path hidden in the blizzard. Orgun's group leads you to what at first appeared to be a darker area of sky looming ahead of you. The wind lets up for just

merciful moment to reveal several small buildings built side by side. The construction looks very stout and certainly warmer than out here in the cold, but has no esthetic qualities.

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 there?"

The guards in the watch post belong to the Green Griffin mercenary company. They 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 or sleeping.

When the PCs reach the watch post the guards exchange words with Lieutenant Orgun 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 the expedition leader, Silas Fedders, joins them shortly afterwards.

## 4: TIME MARCHES ON

The predominant tone of the first part of this adventure is boredom. Initially nothing untoward should occur and you should bore the PCs with mindless tasks. It is important that time apparently passes slowly, no matter the PCs actions.

The soldiers are happy to have people to boss around. The PCs are at the bottom of the totem pole and thus have no say. The soldiers do not abuse them but try to get them the lowest and dirtiest jobs.

The PCs arrive at 12:15 PM local time on day 181 of the Praegelidus expedition. This is referred to as day 1. The entry cycle allows the PCs to leave at 12:00PM on day six.

All they have to do is survive until then.

## 5: DAY 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 on how and why they came to Praegelidus. Captain Penser tries to determine if the PCs are troublemakers. The PCs are questioned about their names, titles, backgrounds, purpose for traveling and their intended destination.

As long as the PCs are forthcoming and at least appear sincere they are allowed to stay in the camp, under the following conditions.

They must stay out of the researchers' wing.

They must stay out of the captain's quarter.

They may not wear armor while inside the compound.

They are expected to work for their keep.

The captain deputizes them into the Green Griffin, as private for the duration of their stay. This places them below all of the mercenaries.

After the interrogation the PCs are given a tour by Lieutenant Orgun and Private Bares who shows them around all of the areas they are allowed to enter.

The lieutenant shows 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 away, he refers them to Captain Penser as he does not know or care.

During their tour, the PCs are beset by a string of Green Griffin soldiers wanting news of the outside world, all of whom will hang on every word the PCs say.

How the PCs treat the demanding soldiers during this tour vastly influences how they are treated later by those soldiers.

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

### THE REST OF THE DAY

The tour of the encampment should be described as taking a few hours. Make sure the PCs understand how to travel between buildings and the threat of the cold around them.

When the tour is over, get the PCs to perform a number of boring tasks: peeling potatoes, cleaning the mess hall. It is clear that they are expected to work. No work, no food.

### TROUBLESHOOTING: RESISTANT PLAYERS

Some players (or their characters) never agree to do what is expected of them. This place is not pleasant for these kind of PCs. It runs with military efficiency (for the most part), and acting lazy is a good way to go without food.

First warn the PC by having a soldier tell him to shape up. Then the soldier tells one of the other PC, warning of the fate that waits the lazy character. The third warning is delivered by one of the sergeants and is not friendly.

After the third warning, the soldiers attack and ice the PC (throw him outside without winter gear), bringing them inside only after they grovel or beg.



## 6: DAY 2

Everyone trickles in for the morning meal except those on watch post duty. Ask the PCs whether they want to get there early, on time or late.

### CHANCE ENCOUNTER

PCs arriving early have a chance to witness the following scene. Ask for a DC 20 Perception check to notice Morkin whispering to Silas “it’s gone. It’s escaped!” With that Silas and his apprentice leave the mess hall and do not return.

PCs who try to ask about this conversation are simply told to mind their own business and that everything is all right.

### BREAKFAST

#### READ ALOUD

The meal 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.

Two snow-covered 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, “something has happened to Miles and Suven.”

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 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.

Captain Penser waves for silence and after a few seconds the mess hall complies.

“Privates Miles and Suven are dead. They were found by Lilit and Pilar during their routine checks. The body of Miles is still in the watch post 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 watch posts.” With that the Green Griffon Company jumps into action.

After Captain Penser is done, Elise Parthil walks up to speak with the Captain. A successful Perception DC 20 overhears that she recommends magically locking the wizard’s wing to avoid guarding them and the laboratories during the alert. The Captain seems reluctant to leave them unguarded but the lack of manpower probably forces her to agree with the apprentice.



Lieutenant Orgun orders the PCs to come after Suven with him. Any PC who refuses is immediately threatened with icing. The mood in the encampment has gone sour very fast and no one is in a mood to laugh.

## GOING AFTER SUVEN

Lieutenant Orgun orders the PCs to gear up to go outside, this takes about 15-20 minutes to get everyone ready.

Following the tracks from the watch post is extremely easy as there is a blood trail still visible on the white snow.

Following Suven requires a DC15 track check to follow. The track is that of a large creature dragging itself along the ground like a worm, pulling a humanoid behind it. A Knowledge (dungeoneering or nature) check confirms this is no creature the PCs know about.

If the PCs' tracking check was over DC20, the tracker knows that the humanoid appears to be struggling against the creature.

A mile from the camp, they find the tracks begin to turn back towards the encampment in a wide arc.

## SUVEN

Two miles out, Suven appears in the snow ahead of them walking toward the camp. He is only wearing parts of his heavy cold weather gear, is covered in blood and walks with a lurching gait, heavily frostbitten. 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 turns to face them, reaching one arm feebly out and asking for help.

He attacks anyone who approaches him. The soul shell fights to the death. This attack has the effect of allowing the Shard to reach the encampment unnoticed.

### SOUL SHELL SUVEN

CR 2

XP 600

Male Human warrior 3

CE Medium humanoid (human)

**Init** +1; Senses Perception +3

#### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+8 armor, +2 natural);

**ACP** -6

**hp** 22 (3d10+6); regeneration 1 (fire; positive energy)

Fort +4, Ref +1, Will +1

#### OFFENSE

**Speed** 20 ft.

**Melee** two tentacles +5 (1d6+2) and longsword +0 (1d8+2/ 19-20)

#### STATISTICS

**Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 15

**Feats** Alertness, Power Attack, Toughness

**Skills** Intimidate +5, Perception +3, Ride -3, Sense Motive +2

**Languages** Common

**SQ** steal soul, transform

**Combat Gear** potion of cure light wounds (2); **Other Gear** half plate, longsword, flail, javelin (3), sap

#### SPECIAL ABILITY

**Steal Soul (Ex)** This horrible ability can only be used on an unconscious target. The target must make a DC 10 Will save every round. If the target fails, it takes 1d2 points of Wisdom damage and is dazed for one round. If the target succeeds, it takes 1 point of Wisdom damage. The Shard can activate this ability as a free action. Anyone brought down to 0 Wisdom, becomes a soul shell. The DC is fixed.

**Transformation (Su)** If a soul shell drains 4 souls using its soul steal ability it begins turning into a Pah'tharsus shard. The soul shell seeks a safe place to hide as soon as possible. Once such a place is found the soul shell collapses, apparently dead, and transforms into a Pah'tharsus Shard over the next ten minutes. The soul shell is considered nauseated during this phase. If the ten minutes pass without interruption the soul shell becomes a Pah'tharsus Shard.

## AFTERMATH

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, depending on the needs and time constraints of the session.

## RETURN TO CAMP

The PCs return to camp to find the place sullen and paranoid. The Captain is gone, there is no word from the wizard and everyone assumes the PCs and Orgun dead.

With the Captain gone, Lieutenant Jandis took command and ordered no one move from their position until the captain returns. For the next few hours, nothing happens in camp as the two lieutenants argue for command. The PCs are forced to do food preparation during this argument. Lieutenant Orgun orders the PCs to deliver food to the men on watch.

Finally Jandis storms out by himself, leaving Orgun in command.

At this point, your goal is to separate the PCs as often as you can, tasking them with delivering food or messages to soldiers or Jandis.

Many players tend to group up when in danger, your goal is to separate them as much and as often as you can for the rest of the day. Nothing should be fast. Make sure

they understand that while time moves on, the situation is essentially a waiting game.

### **TROUBLESHOOTING: HUNKERING DOWN**

Some parties may opt to barricade a single room and fortify it against whatever is out there. While sound, this is a losing tactic as the Shard can wait indefinitely while the PCs' resources are not. Orgun is strongly opposed to such plan.

If the PCs do it anyway, the Shard attempts to burn down their fortified section by using alchemist fire and oil it can find throughout the compound.

It is motivated by pure evil and ruthlessness, as well as a deep cunning and should be run accordingly.

### **7: DAY 3 AND 4**

Throughout those two days, the Shard tries to expand its control and gather souls. The mini-encounters presented here have no pre-set time limit. They should occur at a time when it is most convenient to split the party or when they think they have a fool-proof plan.

### **THE SHARD'S TACTICS**

For the next two days, the Pah'tharsus Shard hides in the snow and attacks in four-hour intervals so long as it does not have four soul shells active in the camp. If four soul shells are active, the Pah'tharsus Shard leaves them to their work.

Any active soul shell tries to go off alone with people and steal their souls, doing their best to keep their cover intact. The sled dogs are some of the first targets of 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.

### **YOU DID IT!**

One of the surviving privates, named Henji, decides another private, Bears, is responsible for the deaths in the camp. If the privates know the soul shells take human form, the paranoid Henji accuses Bears of being a soul shell.

If the soldiers do not know this, Henji then says Bears has gone crazy and is killing people to avoid repaying his gaming debts and Bears owe Henji three months' pay. 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 runs to get them.

The PCs can talk Henji down with a DC 20 Diplomacy or Intimidate check, magical intervention or good role-playing. Otherwise, he eventually attacks Bears with his fists. Unless the PCs break this brawl up within three rounds a knife finds its way to the fight and both men go at it with the clear intention of killing each other. If left unchecked, Bears kills Henji.

### **DOGS ATTACKED**

The Pah'tharsus Shard attacks the dog pens. Simultaneously with this attack two soul shells drop their ruse and attack the nearest victims to draw attention from the Pah'tharsus Shard attacking the dogs. Hearing the attack on the dogs requires a Perception 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 then heads toward the dog pens, breaking down doors as it goes.

Each round, the Pah'tharsus shard kills one dog. If the Pah'tharsus Shard kills all six dogs in one pen, it attempts to turn the second group of dogs into soul shells. It retreats into the snow as soon as more than two people come to defend the dogs. Any soul shell dog seeks to turn their fellow dogs into soul shells and then escape the pens. The canine soul shells then stalk inhabitants of the camp.

### **ELISE IS KILLED**

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 Perception check, DC 15+1 per room between the PC and the attack.

Unless the PCs can reach Elise in five rounds, the Pah'tharsus shard turns her into a soul shell.

As before, the Pah'tharsus Shard flees if confronted by more than two people.

### **SOLDIER MURDER**

Following the previous altercation, in the enlisted barracks Kalit kills Bears out of fear that he is a soul shell. Kalit guts him as he sleeps. If the PCs are not in the barracks when this happens, another private summons them.

After killing Bears and realizing he was human Kalit freaks out and completely loses 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 talk him down and mete out suitable punishment for his deed.



## ACCUSATIONS

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, perhaps using some foolproof method to prove that the PC in question is not in fact a soul shell.

## FIRE

If the PCs haven't already blown up the still, it explodes at 4:00 AM when one of the soldiers starts it up but forgets to empty it. The explosion catches the armory on fire. Unless the PCs act fast, the fire spreads to the rest of the camp.

The PCs can fight the fire using buckets from the kitchen, by throwing snow on it or using magic. It requires 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. Continuous use of create water spells counts as four person working.

If the PCs are not able to contain the fire, one building burns down every 30 minutes. Then the PCs will have to survive in the open until the next entry cycle.

While the fire is burning, anyone left alone in another area of the camp is attacked by the Pah'tharsus Shard.

## SNOW STORM (DAY 4)

Late on day four, a powerful snowstorm kicks up around the encampment. The conditions become the equivalent of heavy snow and hurricane-force wind. These conditions persist until the next opening cycle.

From that point on, the Shard pulls back and the attacks stop. This will be a brief lull in the hostilities.

## 8: DAY 5 AND 6

During the fifth day, the PCs should use this opportunity to do some research if they can.

With nightfall, the Pah'tharsus Shard and all the soul shells go on all out attack. The Pah'tharsus Shard attacks anywhere it can, seeking to create as many soul shells as possible before the next opening cycle. The soul shells are unconcerned about secrecy at this point, seeking to cause as many fatalities as possible. The Pah'tharsus Shard attacks every hour, retreating only to regenerate.

## THE RITUAL

If the PCs know about the ritual, they may try to re-seal Praegelidus. 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 desperately trying to complete the ritual to seal Pah'tharsus again while 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 (brief) lives.

### LEAVING

To leave, one must use a *coldshift* spell during the entry cycle. The fate of any member of the expedition is left to the PCs. When the PCs leave, proceed to the Conclusion.

### CONCLUSION

When the PCs escape, they reappear in the chamber deep below Anidem where the Sasori soldiers demand to know where they have been. The Sasori stand ready to reactivate the portal to send the PCs to Gavea, or they can chose to remain here.

The trip to Gavea and the completion of the Sheik's mission appears in the *NeoExodus Adventure: The Curse of Lannil Island*.

If the PCs bring back any soul shells with them, things could get very dangerous, very quickly. If a soul shell is able to eat enough souls it seeks 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 neglected to finish the ritual, Pah'tharsus may now escape his prison. The more souls he ate, the better the odds of his escape. The PCs may eventually have to 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 saves thousands, if not millions of lives.

### TROUBLESHOOTING:

#### AWAKING PAH'THARSUS

For every ten soul shells created by Pah'tharsus, it grows more powerful. Mindless creatures do not help it towards its freedom; each beasts' soul (creatures with an intelligence of 1-2) counts as a one-fourth; intelligent life forms counts as one; particularly powerful souls (those with a Wisdom score above 15 counts as one and a half).

If Pah'tharsus steals ten souls, it spawns another Shard. After the tenth soul is taken a dark, oppressive air settles over all of Praegelidus. As a mind-affecting fear effect, anyone on Praegelidus takes a -1 penalty to all Perception checks and Will saves. Spells with the "Good" descriptor

have their duration halved while spells with the "Evil" descriptor have their duration doubled.

If Pah'tharsus collects thirty souls, it breaks free and escapes during the next entry cycle. If this happens, the NeoExodus becomes subject to the fiend's full power.

The End

## APPENDIX 1: PRAEGELIDUS THE WEATHER

The average daytime temperature is thirty degrees below zero and there are no seasons to speak of. Day and night each last thirteen hours. No sun or moon can to be seen in the sky, making daylight more like twilight and nighttime pitch black.

Snowstorms occur regularly every few days and are very intense. The most powerful snowstorms occur with each entry cycle.

Anyone unprotected outside takes 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of additional nonlethal damage.

PCs with protection must only make this save once every ten minutes. Carrying a hot stone grants a +5 bonus to their Fortitude saves. A hot stone and cold weather gear negate the automatic damage.

Taking damage from the cold makes one fatigued. If the total damage is equal to one's Constitution score, the fatigued person becomes exhausted.

Anyone outside without eye protection must make a DC 15 Fortitude save every ten minutes or be blinded. One hour indoors removes the blindness.

### THE SNOW FALL

**Snow:** Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

**Heavy Snow:** Heavy snow has the same effects as normal snowfall but also restricts visibility as fog does (see Fog). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm). Snow has the same effect on flames as moderate wind.

## THE WIND

The winds on Praegelidus always range from Severe to Hurricane (30-150 mph).

**Severe Wind: (30-50 mph)** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind spell.

**Windstorm: (50-74 mph)** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

**Hurricane-Force Wind: (75-174 mph)** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often falls trees.

## SPELL CASTING

On Praegelidus, spells, magic items or abilities that involve dimensional travel or summoning automatically fail. This includes summon monster and summon nature's ally spells, but also blink, ethereal jaunt and divination spells like commune.

This also means bags of holding, efficient quivers and portable holes cannot be accessed. Their dimensional abilities are simply locked. They function normally as soon as the PCs leave the plane.

Finally, any divine spell cast while on Praegelidus require a DC 15 + spell level concentration check. Channeling energy – whether positive or negative – has its effects halved.

Items that duplicate such spells – such as healing wands or potions – are unaffected.

## APPENDIX 2: THE ENCAMPMENT

Silas's encampment was constructed over a period of six months with materials brought through with each entry cycle using Silas's coldshift spell. Through a great expenditure of funds and effort, Silas brought wagonloads of supplies to build the current encampment. The construction is not over as evidenced 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.

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 have an airlock-like arrangement composed of two doors.

## OUTSIDE ACCESS

The outer door is opened after the inner door is closed to conserve heat. The airlock rooms are ten feet by ten feet in size.

## MOVING BETWEEN BUILDINGS

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 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.

Each room is warmed by a magical hot stone, which keeps the buildings at a constant 50 degrees Fahrenheit. The 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, is required every hour to prevent taking 1d4 points of nonlethal damage. Wearing cold weather gear prevents the need for the Fortitude check.

If more than one hot stone is removed from a room, the temperature 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.

All rooms have an attic space where supplies are kept. Attics 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.

## FOOD AND SUPPLIES

The camp has enough food to feed thirty six people for two months when the PCs arrive.



## LOCATIONS ON THE MAP

The areas of the camp are described below.

### 1. BARRACKS

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.

This sparsely decorated room is where the sixteen privates in the Green Griffon Company stay. The privates of the Green Griffon Company are tired of this assignment regardless of the money being made. Discipline and morale is suffering greatly for it.

At any given time four privates sleep in this room (the rest are on watch or in the mess hall). They do not wake up 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 rudely usher them out because this is the only private place they have in the whole encampment.

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. The footlockers are locked with a simple lock (DC15 Disable Device to open). Each foot locker contains personal effects worth 2d4 gp in mundane equipment.

Two hot stones heat this room.

### 2. SERGEANTS' QUARTERS

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.

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.

One of the sergeants is always here either sleeping, writing in his journal or relaxing. They do not take kindly to intrusion unless the person is passing through to get to the Enlisted Barracks or to get outside. They do expect those passing through to do so quickly and quietly. The journals detail 6 months of drudgery guarding Silas as he builds this camp.

The footlockers are locked with a simple lock (DC15 Disable Device to open). Each foot locker contains personal effects worth 2d4 gp in mundane equipment.

The only interesting events in the journals occurred the week before the PCs' arrival.

Silas directed several 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.

None of the sergeants like the idea of bringing anything into the camp but they were overruled by Lieutenant Jandis. The young man helped the wizard get the creature back to camp, 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.

This room is heated by two hot stones.

### 3. OFFICERS' QUARTERS

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This room is dominated by two sets of furniture in opposite corners. One is neat and orderly with sheets folded and papers in neat piles while the other is disorganized and messy by comparison.

Paintings of green landscapes hang on the walls. Several skulls and skins adorn one wall, all of which painted with tribal markings.

---

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 getting 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.

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.

Both chests are locked with average locks (DC20 to open).

Jandis's chest contains his journal, 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 chest contains his journal, a potion of bull's strength, 120 cp, 34 sp, 67 gp, heavy cold weather gear, snow shoes, 2 sunrods and 3 +1 arrows.

Two hot stones heat this room.

### THE JOURNALS

The journals a detailed account of six months of boring duty whose monotony is only broken in the past week.

One week ago, Silas asked Jandis to investigate something without asking the captain. 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. Orgun writes that he agrees with the Captain's action.

Jandis's journal takes an odd tone on the situation. He 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 Shard without having to go through the Captain.

### 4. MESS HALL

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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 is well organized and 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.

This room is clearly well-used.

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The mess hall is where meals are served and where the locals spend their recreational time. It is the camp's common room and nearly always occupied by someone. Large meetings are held here.

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.

There is no ladder to reach the attic in the mess hall. One must stand on one of the tables to reach the trap door. Additional food is stored in the attic.

Unless they are on watch or sleeping, soldiers spend their time here, playing cards or dice. 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

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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.

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The kitchen is where meals are prepared. Cooking detail is considered a good assignment because the kitchen is warm. This room is the only one where open flames are permitted without special dispensation from Silas or Captain Penser. This room is empty except for the hour directly preceding meal times.

Numerous knives and firewood can be found here. The attic is filled with more wood and food.

## 6. ARMORY

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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. The equipment here looks well cared for.

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In this room, the soldiers keep their extra weapons and armor. 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.

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 disassembled light ballista with 10 bolts. Reassembling the ballista requires at least one hour by someone knowledgeable in its use.

Four hot stones heat this room.

## 7. STILL

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Empty shelves cover every wall of this room. A few mugs, pots, glasses and bottles, several of which are labeled ale or rum only enhance the feeling of emptiness.

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.

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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 the soldiers built 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.

If the PCs light the fire in the still and do not empty it within two hours, pressure builds up and the still explodes after two hours. Anyone in the room takes 12d6 points of fire damage (Reflex DC25 half). Anyone in adjacent buildings takes 6d6 points of fire damage (Reflex DC15 half). This destroys the building, anything inside and sets adjacent ones on fire.

Also 10 gallons each of rum and ale can be found on the shelves of this room.

## 8. CAPTAIN'S QUARTERS

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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 cot whose only luxury is a large bear fur blanket. Broken weapons hang on the walls like trophies.

---

The barracks of Captain Penser, no one is allowed in this room without her permission. Anyone in the room without her permission receives a stern reprimand. 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). If she is absent or asleep, the doors are kept locked.

The Captain is in her room while not dealing with the troops or on patrol.

Search the room yields 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 tanglefoot bags, 10 torches, 5 vials of alchemist fire, ten days of trail rations, an extra hot stone, 100 arrows and 2 daggers.

Two hot stones heat this room.

## 9. COMPANY STORAGE

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This room is always locked with good quality locks (DC 30 to pick). This is where most of the more valuable possessions of the Green Griffon Company are kept.

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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 are weapons, armor or small personal goods and all are neatly tagged with the name of the owner.

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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 one of the lieutenants.

The metal chest contains the funds of the Green Griffon Company. The lock is of good quality (DC30 to open). The lock has a hardness of 10 and 15 hit points. The chest has a hardness of 10 and 80 hit points. Opening the chest triggers a loud alarm spell that is bound to draw attention. Inside the chest are 531 pp, 1,265 gp, 2,345 sp, 2,678 cp, 1 ruby worth 500 gp, a diamond necklace worth 450 gp, and a small statue of a dragon worth 200 gp.

On the shelves the PCs can find a *+1 longsword*, a *+1 sickle*, a container of *restorative ointment*, two *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 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’tarsus, 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. KENNEL

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, twelve dogs seem

somewhat agitated.

The dogs are all longhaired, Arman dogs well-suited for this climate. The cages look quite sturdy and are locked. A set of keys hang on a peg near the door.

This room houses twelve dogs originally brought to act as sled dogs. Other than the trips to the magical lore house and the sojourn for the body of Pah’tarsus, they have done little in the last six months.

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’tarsus 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’tarsus Shard, the dogs attack. The dogs are always skittish and scared, trying to get as far as possible from the Pah’tarsus Shard.

Sergeant Laskin is specifically charged with seeing to the dogs and likes them very much. He refuses to let them get hurt and may very well respond with force to anyone hurting them.

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.

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:

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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.

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## 12. APPRENTICE'S 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.

Occupied by Morkin Sonderhed and Elise Parthil, this room serves as both as a living space and private workroom. Elise spends little time here 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.

Morkin's journal includes a long, detailed, boring account of the supplies of the camp and its finances (both are in decent shape). 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. It includes the only list of all the titles of the lore house books, which you should feel free to make up as needed, and their locations. The only one of import is The Devourer's Tomb, which the list says is still in the lore house.

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 can dominate person on Lieutenant Jandis but in her journal she has written that she supports Silas's actions in getting the Pah'tharsus Shard.

Search this room yields the apprentices' spell books (see their stat blocks for details).

Two hot stones heat the room.

### MORKIN'S SPELL BOOK

**1st** - *alarm, comprehend languages, endure elements, expeditious retreat, floating disk, hold portal, identify, mage armor, mount, shield*

**2nd** - *invisibility, scorching ray*

### ELISE'S SPELL BOOK

Elise trapped her spell book with an *explosive runes* trap.

**1st** - *alarm, charm person, endure elements, hold portal, identify, mage armor, obscuring mist, shield, true strike, unseen servant*

**2nd** - *acid arrow, arcane lock, cat's grace, continual flame, darkness, flaming sphere, fog cloud, invisibility, knock, levitate, locate object, mirror image, obscure object, resist elements, shatter, summon swarm, web, whispering wind*

**3rd** - *daylight, dispel magic, explosive runes, fireball, flame arrow, fly, hold person, nondetection, protection from energy, suggestion*

## 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, Silas tries to seal it in an arcane lock.

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This room is oddly very out of place amongst the rough and martial style found in the rest of the encampment. The walls are covered in embroidered silken tapestries. The floor has a thick fur rug covering it. The four poster bed must be at least four feet high and beautiful pelts are used for blankets. A full length mirror stands in one corner and a sizeable desk is pushed against the east wall.

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The most luxuriously decorated room in the encampment belongs to the expedition leader. 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 others.

Four hot stones heat this room, one in each corner, and three *continual flame torches* light it. Several ancient looking books of enormous size are spread across the bed and the desk. All the books share the same binding and construction, being part of a set.



Searching this room yields two *scrolls of coldshift*, Silas's spell book, three bottles of good wine (worth 50 gp each), and three books from the lore house.

To read the books of lore the characters must be able to read Sorcerous (and make a DC 15 Linguistics check) or must make a DC 25 Linguistics check. These dense tomes on arcane magic are confusing in their use of an ancient form of Sorcerous script. The books cover a wide variety of topics, most of which have some relation to outer planes. Once one can decipher the language, the books are amazingly informative and would greatly aid in any magical research. If successful give them player handout 3.

The characters also find Silas's journal, which is protected by both a *snake sigil* on the first page and *explosive runes* on the second page. His journal is written in Common. Give them player handout 4.

If the PCs read the journal after the Pah'tharsus Shard escapes, also give them player handout 5.

The attic contains one *scroll of cold shift* and 500 gp.

There are three hot stones in this room.

### SILAS' SPELL BOOK

Silas' spell book is protected by two *extended sepia snake sigil* spells.

**1st** - *alarm, burning hands, change self, charm person, comprehend languages, detect secret doors, detect undead, endure elements, enlarge, erase, feather*

*fall, hold portal, hypnotism, identify, jump, mage armor, magic missile, magic weapon, obscuring mist, protection from chaos, protection from evil, ray of enfeeblement, reduce, shield, sleep, summon monster I, true strike, unseen servant*

**2nd** - *alter self, arcane lock, bear's endurance, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, daylight, detect thoughts, flaming sphere, fog cloud, glitterdust, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, mirror image, misdirection, obscure object, protection from arrows, pyrotechnics, resist elements, see invisibility, shatter, summon swarm*

**3rd** - *blink, clairaudience/clairvoyance, dispel magic, displacement, fireball, fly, greater magic weapon, gust of wind, haste, hold person, illusory script, invisibility sphere, magic circle against evil, major image, nondetection, protection from elements, secret page, sepia snake sigil, shrink item, slow, suggestion, tongues, water breathing, wind wall*

**4th** - *arcane eye, charm monster, confusion, detect scrying, dimension door, dimensional anchor, fire shield, hallucinatory terrain, illusory wall, improved invisibility, locate creature, minor creation, minor globe of invulnerability, phantasmal killer, rainbow pattern, remove curse, scrying, solid fog, stonkskin*

**5th** - *cone of cold, dismissal, dominate person, passwall, permanency, teleport*

**6th** - *antimagic field, globe of invulnerability, legend lore, mass suggestion, mislead, repulsion, true seeing*

**7th** - *forcecage, mass hold person, power word, stun, planeshift*

## 14. SILAS'S LABORATORY

This small room is Silas's personal laboratory. From the point the PCs arrive, it is locked both with a good quality lock, DC 30 to pick, and arcane locked.

This room is a maze of tables, shelves, glass work and braziers. It is a hectic mess of a lab. Dozens of books are piled haphazardly on bookshelves lining the walls. The center of the room is dominated by what looks like a large research or operating table.

### BEFORE THE SHARD ESCAPES

On this table lies a large, muddy-brown, slime-covered, disgusting creature the size of a cow. Chunks of ice partially cover the creature and waters drips down from it. Four tentacles sprout off the worm-like creature's body at random intervals.

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

### AFTER THE SHARD ESCAPES

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 muddy-brown slime is evident on the floor leading to the hole from the table at the center of the room.

Searching the room yields two vials of alchemist's fire and two potions of cure light wounds

Two hot stones heat this room.

## 15. SILAS'S STORAGE

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 was meant as extra storage space for Silas but with the construction of the attic it has not seen much use. It is neither heated nor lit. It contains extra home furnishings Silas brought with him. Buried under it all is a forgotten flying carpet. It is unlikely (Perception DC 30) the PCs find it though. Also in a back corner is a box with 12 vials of alchemist's fire.

### ONCE THE KILLINGS BEGIN

The Pah'tharsus Shard may hide in here because of the cold.

## 16. COMMON LIBRARY

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. The walls are covered with half-full oaken bookshelves.

The place is well furnished compared to most of the other rooms in the camp, including two large mahogany tables, eight plush chairs, large paintings of thick forests, a tapestry depicting a huge battle and a statue of a dragon in one corner.

This is the library. It holds several dozen research-quality books on everything from literature to astronomy. Other than one of the books from the lore house, none of them have any value or usage directly related to the adventure. Elise spends much of her time here.

If searched, this room yields many books, including one from the lore house. If the PCs read the lore house books (it is written in Exodite, requiring a DC25 Linguistics if no one speak Exodite), give them player handout 6.

This room is heated by two hot stones.

## 17. COMMON LABORATORY

Judging by the dust accumulated on many of its surfaces, this room sees little use. The glassware is dull and dirty 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. Dirty, grimy, glassware dominates the table and empty book shelves cover the walls.

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:

On the bookshelves are three of the lore house tomes. One of these books, Age of the Devourer, details the deeds of Pah'tharsus is written in Khaynite (DC25 Linguistics to understand). If the PCs successfully read it, give them player handout 7.

### THE WATCH POSTS

Watch posts are located a short distance from the camp, one in each of the cardinal directions. They are little more than a hut with a small source of heat. There are normally two soldiers in each post but as conditions in the camp worsen some may become unmanned. Soldiers on duty spend most of their time talking, playing cards or napping.

The wind finds its way into the watch post through the many cracks in its structure, meaning the watch post is nearly as cold inside as out. There is an *continual flame torch* inside illuminating the room. There are two chairs in the watch post, each piled high with blankets.

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

### ONCE THE KILLINGS BEGIN

Read the follow when the PCs visit the first post after the Shard's escape.

It seems the interior has been splattered with several gallons of gore. Chairs in the watch post 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.

Decked out in the colors of the Green Griffon Company, a mangled corpse lies dead. 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.

Tracking anything is impossible due to the snow storm.

## APPENDIX 3: NEW RULES

### NEW ITEMS

**Heavy Cold Weather Gear:** These thick furs are made of thick layers of furs are designed to be worn over armor. This provides a +4 circumstance bonus on Fortitude saves against exposure from cold. Because it is heavy and thick, it adds a -2 penalty to one's armor check penalty and imposes a 10% arcane spell failure.

**Weight** 10 lbs.; **cost** 8 gp.

**Snow blinders:** These goggles are usually made of bone or wood with a thin slit in the center. They provide a +2 circumstance bonus to all saving throws against blinding effects from cold and snow, such as snow blindness, extreme bright light. However, these goggles impose a -4 circumstance bonus to vision-based Perception checks.

**Weight** -; **cost** 2 gp.

**Snow shoes:** These high-tension nets of rope or sinew in wooden frames which are lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled.

**Weight** 8 lbs.; **cost** 15 gp.

## NEW SPELL

### COLDSHIFT

**School** conjuration; **Level** cleric 5, sorcerer/ wizard 5

**Casting Time** 1 round

**Component** V, S, F

**Range** Touch

**Target** Creature touched, up to one willing creature/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

This spell acts like *plane shift* but it only transports the targets of the spell to and from Praegelidus through a Nexus Gateway. This spell must be cast during the entry cycle or it fails. 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 targets to the last locations each creature occupied on any plane other than Praegelidus.

## NEW BOOKS AND TOMES

### BINDINGS AND PRISONS

<b>Full Name</b>	Bindings and Prisons
<b>Author</b>	Unknown, but believed to have been Tarlos the Evenhanded, a powerful Exodite wizard.
<b>Publication</b>	The book was written during the First One Empire, a precise date is impossible to pinpoint.
<b>Description</b>	An old leather-bound book written on vellum pages.
<b>Content</b>	Details bindings and some of the prisons created by the First Ones.
<b>Status</b>	Like any writings by the First Ones, the knowledge and contents of this book is deemed heretical. Any copies given to the Sanguine Covenant will be swiftly destroyed.
<b>Language</b>	Exodite, no translations are known to exist.
<b>Locations</b>	The only existing copy is on Praegelidus.
<b>Reference</b>	+2 competence bonus the following skill: Knowledge (arcana) and Spellcraft checks related to bindings and wards.
<b>Spells</b>	None
<b>Other Versions</b>	No other versions are known to exist.

## NEW MAGIC ITEMS

### HOT STONES

Faint evocation; **CL** 5th; Craft Wondrous Item, endure elements, flaming sphere; **Price** 1,000gp

#### DESCRIPTION

A hot stone is a one pound stone that generates heat to warm room by up to 30°F (about 15°C), up to a temperature of 60°F (15°C). They can cause fire but can burn flesh if touched directly, but do not generate flames unless touched by a flammable substance. A hot stone causes 1 point of fire damage to exposed flesh if contacted directly.

## STAT BLOCKS

### PAH'THARSUS SHARD

Pah'tharsus is a primordial demonic creature created before time. Unable to defeat or destroy it, the First Ones captured and trapped Pah'tharsus in Praegelidus.

At full strength, Pah'tharsus can swat dragons aside with ease and defeat armies as if they were 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.

Presented here is but a shard of Pah'tharsus, not the full creature itself.

### PAH'THARSUS SHARD

**CR 10**

**XP 9,600**

NE Large outsider (evil, extraplanar, shapeshifter)

**Init** +5; **Senses** Darkvision 60ft.; Perception +20

**Aura** frightful presence (30ft.; Will DC14)

#### DEFENSE

**AC** 24, touch 9, flat-footed 25 (+15 natural, -1 size)

**hp** 136 (13d10+65); regeneration 5 (positive energy)

**Fort** +12, **Ref** +3, **Will** +11

**Immune** cold, enchantment, mind-affecting spells; DR 5/good

#### OFFENSE

**Speed** 30 ft. (not affected by snow)

**Melee** four tentacles +18 (1d6+6, 19-20) and two pseudopods +18 (1d6+2 plus grab)

**Special Atk** constrict (1d10+9), multiple attacks

**Space** 10ft.; **Reach** 10ft;

#### TACTICS

**During Combat:** The Shard tries to take down opponents so it can turn them into soul shards.



**Morale:** The Shard's tactics changes over the course of the adventure.

#### STATISTICS

**Str** 22, **Dex** 11, **Con** 20, **Int** 11, **Wis** 18, **Cha** 8

**Base Atk** +13; **CMB** +20 (+24 grapple); **CMD** 30 (cannot be tripped)

**Feats** Ability Focus (steal soul), Improved Critical (tentacle), Improved Initiative, Multiattack, Toughness

**Skills** Bluff +15, Knowledge (planes) +16, Perception +20, Sense Motive +20; **Languages** Abyssal, Infernal  
**SQ** positive energy bane, steal soul

### SPECIAL ABILITIES

**Frightful Presence (Su)** Anyone with fewer hit dice than the shard that gets within 30ft. of it must make a DC14 Will save or be shaken. This is a mind-affecting fear effect.

**Positive Energy Bane (Su)** Whenever positive energy is channeled near the shard, it takes damage as though it were undead. This vulnerability is triggered even if the channeler is not trying to harm creatures. The shard is allowed a saving throw like an undead. It is affected normally by negative energy.

**Multiple attacks** A Shard takes no penalty to attacks with its tentacles when using them against others targets than the ones grappled. If grappled, then shard may still take attacks of opportunity with its tentacles.

**Steal Soul (Ex)** This horrible ability can only be used on a grappled target. The target must make a DC 18 Will save every round. If the target fails, it takes 1d8 points of Wisdom drain and is dazed for one round. If the target succeeds, it takes 1d4 points of Wisdom damage. The Shard can activate this ability as a free action. Anyone brought down to 0 Wisdom, becomes a soul shell. The DC is Constitution-based and includes a +1 racial bonus.

### SOUL SHELL (TEMPLATE)

A soul shell is the animated husk created when a creature's soul is stolen by Pah'tharsus. The body retains all knowledge of the creature, allowing it to masquerade as the victim, however the longer a body is a soul shell, the harder it can maintain the masquerade. It appears completely normal until threatened. Soul shells infiltrate settlements and absorb all of its members, then moving on to another source of souls.

Animal souls do not significantly help Pah'tharsus's efforts to break free but soul shells may create animal soul shells to assist them.

Threatened soul shells drop their human disguise and attack with their ugly tentacles. These tentacles 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 DC 20 Heal check representing physically checking the soul shell by hand. Soul shells refuse to let themselves be examined. The tentacles form within ten minutes of the soul shell's creation.

### GREEN GRIFFIN SOUL SHELL

**CR 2**

XP 600

Male Human warrior 3

CE Medium humanoid (human)

**Init** +1; **Senses** Perception +3

### DEFENSE

**AC** 20, touch 10, flat-footed 20 (+8 armor, +2 natural);

**ACP** -6

**hp** 22 (3d10+6); regeneration 1 (fire; positive energy)

**Fort** +4, **Ref** +1, **Will** +1

Offense

**Speed** 20 ft.

**Melee** two tentacles +5 (1d6+2) and longsword +0 (1d8+2/ 19-20)

### STATISTICS

**Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 15

**Feats** Alertness, Power Attack, Toughness

**Skills** Intimidate +5, Perception +3, Ride -3, Sense Motive +2

**Languages** Common

**SQ** steal soul, transform

**Combat Gear** *potion of cure light wounds* (2); **Other**

**Gear** half plate, longsword, flail, javelin (3), sap

### SPECIAL ABILITY

**Steal Soul (Ex)** This horrible ability can only be used on an unconscious target. The target must make a DC 10 Will save every round. If the target fails, it takes 1d2 points of Wisdom damage and is dazed for one round. If the target succeeds, it takes 1 point of Wisdom damage. The Shard can activate this ability as a free action. Anyone brought down to 0 Wisdom, becomes a soul shell. The DC is fixed.

**Transformation (Su)** If a soul shell drains 4 souls using its soul steal ability it begins turning into a Pah'tharsus shard. The soul shell seeks a safe place to hide as soon as possible. Once such a place is found the soul shell collapses, apparently dead, and transforms into a Pah'tharsus Shard over the next ten minutes. The soul shell is considered nauseated during this phase. If the ten minutes pass without interruption the soul shell becomes a Pah'tharsus Shard.

### SOUL SHELL TEMPLATE (CR+1)

A soul shell can be created from any intelligent, living creature. The soul shell loses any spell-casting ability it possessed in life.

Alignment changes to CE; AC: increases natural armor by +2; hp gains regeneration 1 (fire, positive energy); Attacks gain two tentacle (slam attack) as primary natural weapons. Soul shells with weapons in their entry treat these as secondary attacks; **SQ** gains the steal soul and transform abilities;

**Steal Soul (Ex)** This horrible ability can only be used on an unconscious target. The target must make a DC 10 Will save every round. If the target fails, it takes 1d2 points of Wisdom damage and is dazed for one round. If the target succeeds, it takes 1 point of Wisdom damage. The Shard can activate this ability as a free

action. Anyone brought down to 0 Wisdom, becomes a soul shell. The DC is fixed.

**Transformation (Su)** If a soul shell drains 4 souls using its soul steal ability it begins turning into a Pah'tharsus shard. The soul shell seeks a safe place to hide as soon as possible. Once such a place is found the soul shell collapses, apparently dead, and transforms into a Pah'tharsus Shard over the next ten minutes. The soul

shell is considered nauseated during this phase. If the ten minutes pass without interruption the soul shell becomes a Pah'tharsus Shard.

## THE SCHOLARS

### SILAS FEDDERS, LEADER

Silas Fedders started out as an adventuring wizard in the Arman Protectorate but soon found the adventuring life too 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 made a sizeable fortune selling his magical skills.

Silas rarely mingles with the “hired thugs” and is only tolerated by them because he pays well.

Silas thinks Pah'tharsus is some ancient god he can gain power from. To this end, Silas cast dominate person on Lieutenant Jandis a week before the PCs arrived so Jandis would help Silas get the Pah'tharsus shard out of the ice and bring it back to the camp. Confronted about bringing Pah'tharsus to the camp, he insists it could make them all rich.

Silas tries 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.

His alignment shifts to neutral evil when the PCs and soldiers begin to hunt “his shard.”



### SILAS FEDDERS

CR 12

XP 19,200

Male human wizard 13

N then NE Medium humanoid (human)

Init +2; Senses Perception +4

#### DEFENSE

AC 19, touch 16, flat-footed 17 (+3 armor, +4 deflection, +2 Dex)

hp 80 (13d6+26)

Fort +5, Ref +5, Will +10

#### OFFENSE

Speed 30 ft.

Melee dagger +4 +10/+5 (1d4+4/ 19-20)

Ranged dagger +4 +12 (1d4+4/ 19-20)

Ranged ray +8 Ranged touch

Special Atk dazing touch (8/day, +6 touch, dazes livings foes with less than 14HD for 1 round)

Wizard Spells (CL 13th; concentration +18 (+22 when casting defensively))

7th—mass hold person (DC23)

6th—mass suggestion (DC22), repulsion

5th—cone of cold, dominate person (DC21), feeblemind (DC21), silent dimension door, silent phantasmal killer

4th—crushing despair (DC20), dimension door, empowered scorching ray x2 (3 ray), silent dispel magic



3rd—blink, deep slumber (DC19), empowered magic missile, extended invisibility, suggestion (DC19)  
2nd—arcane lock, extended alarm, extended expeditious retreat, hideous laughter (DC18), invisibility  
1st—color spray, comprehend languages, endure elements, expeditious retreat, magic missile x2  
0—detect magic, light, mage hand, read magic

**Arcane School:** Enchantment; **Opposition Schools:** conjuration, necromancy

## STATISTICS

**Str** 10, **Dex** 13, **Con** 12, **Int** 20, **Wis** 14, **Cha** 8

**Base Atk** +6; **CMB** +6; **CMD** 17

**Feats** Alertness, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Empower Spell, Eschew Materials, Extend Spell, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness

**Skills** Appraise +21, Bluff +3, Diplomacy +3, Fly +17, Intimidate +3, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (nature) +21, Knowledge (planes) +21, Linguistics +21, Profession (accountant) +18, Spellcraft +21

**Languages** Abyssal, Ancient Arman, Caliban, Celestial, Common, Cynean, Draconic, Exodite, Giant, Infernal, Khaynite, Nasian, Prymidian, Qijomi, Sasori, and Sorcerous.

**Combat Gear** potion of cure moderate wounds (2);

**Other Gear** bracers of armor +3, hot stone, lesser rod of still spell, ring of major elemental resistance (cold), ring of protection +4 (arcane focus).

**SQ** aura of despair, enchanting smile

## SPECIAL ABILITIES

**Aura of Despair (Su)** You can emit 30ft aura for up to 13 rounds per day, enemies within take -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks.

**Enchanting Smile (Su)** You gain a +4 Enhancement bonus on Bluff, Diplomacy, and Intimidate checks.

## MORKIN SONDERHED

The son of a wealthy cloth merchant from Saidah in the Dominions, 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.

Morkin is smart 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. Morkin is affected heavily by cabin fever. It is unlikely he keeps his cool as things begin to degenerate at the camp

## MORKIN SONDERHED

CR 5

XP 1,600

Male human rogue 3/ wizard 3

N Medium humanoid (human)

**Init** +3; **Senses** Perception +5

## DEFENSE

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

**hp** 36 (3d8+3d6+6)

**Fort** +2, **Ref** +4, **Will** +4

## OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +8 (1d6+2/ 18-20)

**Melee** dagger +6 (1d4+1/ 19-20)



**Melee** touch +6 touch  
**Ranged** dagger +6 (1d4+1/ 19-20)  
**Ranged** ray +6 touch  
**Special Atk** hand of the apprentice (6/day, make attack with Melee weapon up to 30ft.), sneak attack +2d6  
**Wizard Spells** (CL 3rd; concentration +6 (+10 when casting defensively))  
 2nd—*invisibility, scorching ray*  
 1st—*endure elements, shocking grasp* x2



0—*detect magic, light, mage hand, read magic*  
**Arcane School:** universal

### STATISTICS

**Str** 12, **Dex** 16, **Con** 13, **Int** 16, **Wis** 8, **Cha** 10  
**Base Atk** +3; **CMB** +4; **CMD** 17  
**Feats** Arcane Armor Training, Arcane Strike, Combat Casting, Scribe Scroll, Weapon Finesse  
**Skills** Acrobatics +9, Appraise +12, Bluff +6, Disable Device +10, Intimidate +6, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +12, Knowledge (planes) +9, Linguistics +9, Perception +5, Sense Motive +5, Sleight of Hand, +9, Spellcraft +6, Stealth +9, Use Magic Device +6  
**Languages** Ancient Arman, Common, Cynean, Draconic, Exodite, Qijomi and Sorcerous.  
**SQ** arcane bond (+1 rapier), trapfinding, trap sense +1  
**Combat Gear** potion of cure light wounds; **Other Gear** +1 mithral shirt, +1 rapier, dagger.

### ELISE PARTHIL

Silas's star pupil, Elise is a half-elf who has been under Silas's tutelage for five years. Her parents came from a distant world through a Nexus Gateway. They joined the small community of elves in Nyssa.

Young Elisa grew up with a strong fascination to other planes, Nexus Gateways and extraplanar creatures of all types. She has not learned much from Silas. She begins thinking about leaving him

Elise remains cool-headed throughout this adventure, which may make her appear to be guilty or uncaring. She is not much a leader but is an excellent second in command. Elise defends Silas's actions until the end, seeing his actions as being worthy for the expansion of knowledge.

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 he is threatened, she will not act rationally.

### ELISE PARTHIL

CR 4

**XP** 1,200  
 Female half-elf wizard 5  
 NG Medium humanoid (elf, human)  
**Init** +8; **Senses** low-light vision; Perception +2

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)  
**hp** 27 (5d6+5)  
**Fort** +2, **Ref** +3, **Will** +4  
**Defensive Abilities** diviner's fortune, elven immunities, forewarned

## OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +2 (1d4-1/ 19-20)

**Ranged** mwk dagger +5 (1d4-1/ 19-20)

**Ranged** ray +5 touch

**Wizard Spells** (CL 5th; concentration +9 (+13 when casting defensively))

3rd—*extended flaming sphere, hold person*

2nd—*acid arrow, flaming sphere, see invisibility*

1st—*comprehend languages, color spray, endure elements, magic missiles*

0—*detect magic, light, mage hand, read magic*

**Arcane School** divination; Opposition Schools conjuration, necromancy

## STATISTICS

**Str** 8, **Dex** 14, **Con** 13, **Int** 18, **Wis** 8, **Cha** 10

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge (planes)), Still Spell

**Skills** Knowledge(arcana)+12, Knowledge(engineering)+12, Knowledge (nobility) +12, Knowledge (planes) +15, Profession (scribe) +8, Spellcraft +12

**Languages** Common, Draconic, Elf, Nasian, Sorcerous and Sylvan.

**SQ** arcane bond (*amulet of natural armor* +2)

**Combat Gear** *potion of cure light wounds, scroll of cat's grace, scroll of mage armor, scroll of protection from evil, scroll of true strike*; **Other Gear** *amulet of natural armor* +2, mwk dagger.

## SPECIAL ABILITIES

**Diviner's Fortune (Sp)** Standard Action, 6/day, touch grants +2 Insight bonus on all of its attack rolls, skill checks, ability checks, and saves

**Forewarned (Su)** You gain a +2 bonus on Initiative check; may always act in surprise round even if you fail Perception roll to notice foe, still considered flat-footed until you take an action.

## THE GREEN GRIFFONS

The Green Griffon Mercenary Company was formed of Sametian exiles to Koryth. The men and women who formed the company fought many years against the rise of the Janus Horde, but as their numbers plummeted, the company was forced to seek other employment. Thus they served the Imperial Alliance, the Dominion and a number of rich patrons, earning a good reputation wherever they served. The long isolation on Praegelidus is affecting their morale and discipline. The Captain is thinking of taking the company elsewhere, ideally some place warm.

When the killing starts, the Green Griffon soldiers initially act with military discipline, but as the body count mounts, that quickly degenerates. Unless the PCs make quick, demonstrable progress toward stopping Pah'tharsus's shard, the soldiers blame the PCs and Silas's people for their predicament and plot against them.

The detachment here is only a small portion of the company's effectives.

## CAPTAIN KALA PENSER

As a child, Kala saw her family killed by the Janus Horde. She has born a grudge since then. A career military woman, she has served the company for the last twelve years,



She is used to command and being relied upon in all things military. But Silas has overstepped his bounds many times, insisting he knows what is best. This has caused serious friction between the two. However the Captain is careful to have any argument with her employer happen behind closed doors.

### CAPTAIN KALA PENSER

CR 7

XP 3,200

Female prymidian Fighter 8

LN Medium humanoid

**Init** +8; **Senses** low-light vision; Perception +2

#### DEFENSE

**AC** 27, touch 12, flat-footed 25 (+11 armor, +2 Dex, +4 shield); **ACP** -3

**hp** 76 (8d10+24)

**Fort** +9, **Ref** +4, **Will** +0

**Defensive Abilities** bravery +2

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 flaming longsword +14/+9 (1d8+8 plus 1d6 fire/ 17-20)

**Special Atk** Cleave, Power Attack (-3 atk, +6 dmg), Vital Strike

**Space** 5ft.; **Reach** 5ft. (10ft. with lunge)

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

**Base Atk** +8; **CMB** +11; **CMD** 23

**Feats** Cleave, Improved Initiative, Lunge, Power Attack, Shield Focus, Step Up, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Intimidate +13, Profession (soldier) +9, Survival +9

**Languages** Common and Prymidian

**SQ** arcane polyglot, armor training 2, tentacles, weapon training (heavy blade)

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 heavy darkwood shield, +2 full plate. +1 flaming longsword

### LIEUTENANT ORGUN

Lieutenant Jat Orgun is a native of an arctic region to the far south of the Dominion. He was hired specifically for this assignment and has proven his worth to the company.

Lieutenant Orgun is probably the person in the encampment least bothered by the conditions on Praegolidus. 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 begins to try and track it on his own.

He does not currently have an animal companion.

### LIEUTENANT JAT ORGUN

CR 4

XP 800

Male human ranger 4

CG Medium humanoid

**Init** +3; **Senses** Perception +2



## DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex, +1 shield); **ACP** +0  
**hp** 40 (4d10+12)  
**Fort** +6, **Ref** +7, **Will** +3

## OFFENSE

**Speed** 30 ft.  
**Melee** mwk battle axe +7 (1d8+2/ x3)  
**Melee** mwk battle axe +5 (1d8+2/ x3) and mwk kukri +5 (1d4+2/ 18-20)  
**Special Attack** favored enemy (human +2)  
**Ranger Spells** (CL 1st; concentration +3)  
1st—*cure light wounds*

## STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10  
**Base Atk** +4; **CMB** +6; **CMD** 19  
**Feats** Double Slice, Endurance, Nimble Moves, Two-Weapon Defense, Two-Weapon Fighting  
**Skills** Climb +9, Heal +9, Knowledge (nature) +7, Ride +10, Stealth +10, Survival +9 (+11 when following tracks), Swim +9  
**Languages** Common.  
**SQ** favored terrain (arctic), hunter's bond (animal companion), wild empathy (1d20+4)  
**Combat Gear** wand of endure element (25 charges), potion of cure light wounds (x2); **Other Gear** mwk battle axe, mwk kukri.

## LIEUTENANT WILLIAM JANDIS

A bookish man, Lieutenant Jandis is the quartermaster and paymaster of the Green Griffon Company. Though much more experienced than the Captain, he has been demoted and passed over many times for his smart alec comments and wisecracks. An abrasive and insulting man, he is hated by most of the soldiers under him.

When the Pah'tharsus Shard begins attacking, Jandis will be one of the first to lose his cool. It is possible that some of the soldiers turn on him and leave him for dead.

### LIEUTENANT WILLIAM JANDIS

CR 8

**XP** 4,800

Male human Fighter 9  
CN Medium humanoid  
**Init** +1; **Senses** Perception +2

## DEFENSE

**AC** 24, touch 11, flat-footed 23 (+11 armor, +1 Dex, +2 shield); **ACP** -4  
**hp** 94 (9d10+36)  
**Fort** +8, **Ref** +4, **Will** +5  
**Defensive Abilities** bravery +2

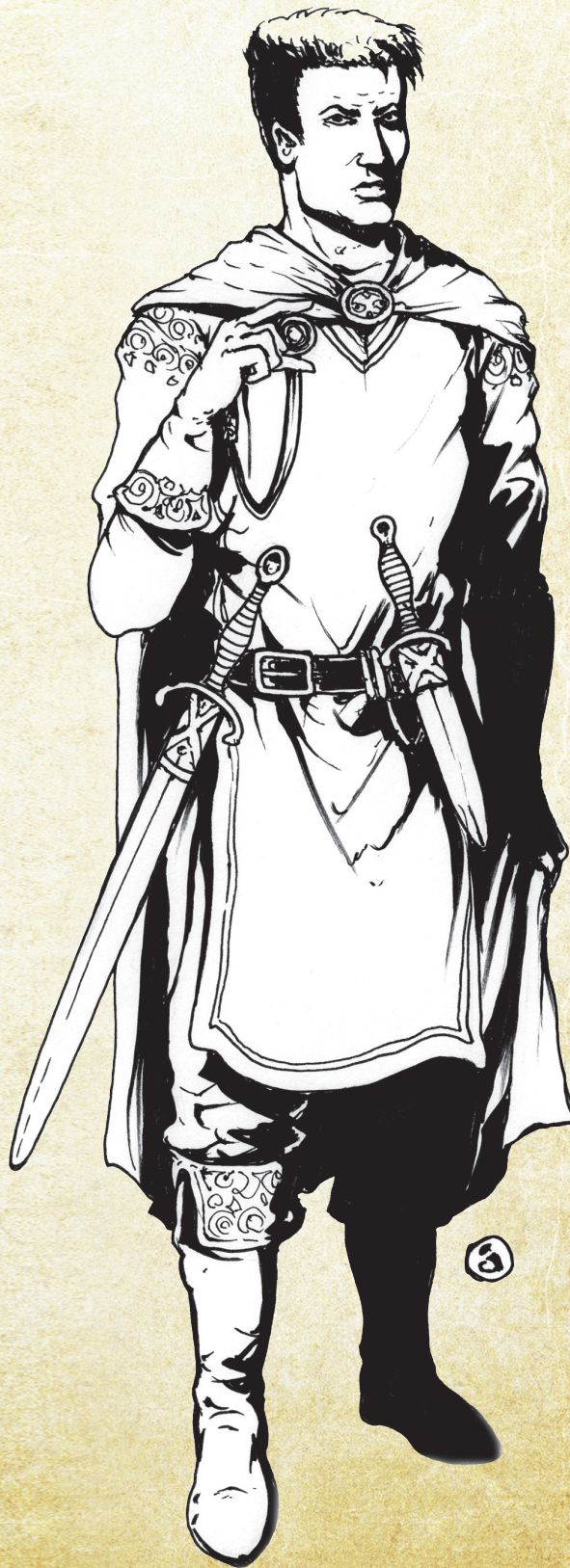
## OFFENSE

**Speed** 30 ft.

**Melee** +2 flail +17/+12 (1d8+9) or mwk flail +16/+11 (1d8+7)

## STATISTICS

**Str** 16, **Dex** 12, **Con** 14, **Int** 14, **Wis** 14, **Cha** 8  
**Base Atk** +9; **CMB** +12 (+16 disarm or trip with flail);  
**CMD** 23 (25 vs. disarm or trip)



**Feats** Combat Expertise, Deflect Arrows, Greater Trip, Improved Disarm, Improved Trip, Improved Unarmed Strike, Step Up, Toughness, Weapon Focus (flail), Weapon Specialization (flail)

**Skills** Intimidate +11, Knowledge (engineering) +14, Profession (soldier) +14, Survival +14

**Languages** Arman, Common and Prymidian.

**SQ** armor training 2, weapon training (flail)

**Combat Gear** *potion of barkskin, potion of cure moderate wounds (x2)*; **Other Gear** +2 full plate, +2 flail, mwk flail, mwk heavy wooden shield, 50pp.

## THE SERGEANTS

These four men (named Calder, Laskin, Messer and Yusik) all served under Captain Penser for several years joining her on this mission and share a Sametian origin with her. They are reliable and well-discipline men used to military campaign, not the isolation and boredom of garrison duty. All of them have informed the Captain of their desire to leave as soon as possible.

Once the killing begins they try to impose martial law and may often overrule the PCs. If the Captain is turned into a soul shell, they become erratic and will be prone to panic or indecision.

In game terms all are the same and act like classic drill sergeant: a lot of barking orders and the expectation of being obeyed.

Sergeant Messer recently entered into a romantic relationship with Elise Parthil, one of Silas's apprentices. If Elise is in trouble, he breaks rank and disobeys orders, trying to save her.

### GREEN GRIFFON SERGEANT CR 3

**XP 800**

Male or female human fighter 4

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +3

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex, +2 shield); **ACP** -8

**hp** 38 (4d10+16)

**Fort** +6, **Ref** +2, **Will** +1

**Defensive Abilities** bravery +1

Offense

**Speed** 20 ft.

**Melee** mwk longsword +9 (1d8+3/ 19-20) or sap +7 (1d6+3 nonlethal)

**Ranged** javelin +5 (1d6+2)

#### STATISTICS

**Str** 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Combat Reflexes, Dazzling Display, Skill Focus (Intimidate), Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Intimidate +11, Perception +3, Ride +2, Sense Motive +2

**Languages** Common

**SQ** armor training 1

**Combat Gear** *potion of cure light wounds*; **Other Gear** full plate, masterwork guisarme, javelin (3), sap

## GREEN GRIFFON PRIVATES

The sixteen rank and file soldiers of the Green Griffon Company have only served the Company for a year or two. Under most situations they would be valuable soldiers, but after six months of isolation, they 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 panic if faced by the Pah'tharsus Shard and its minions, refusing to go anywhere near the creatures or go off alone unless cowed or threatened.

### GREEN GRIFFON SOLDIER CR 1

**XP 400**

Male or female human warrior 3

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +3

#### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor); **ACP** -6

**hp** 22 (3d10+6)

**Fort** +4, **Ref** +1, **Will** +1

Offense

**Speed** 20 ft.

**Melee** longsword +5 (1d8+2/ 19-20) or flail +5 (1d8+2) or sap +5 (1d6+3 nonlethal)

**Ranged** javelin +3 (1d6+2)

#### STATISTICS

**Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 15

**Feats** Alertness, Power Attack, Toughness

**Skills** Intimidate +5, Perception +3, Ride -3, Sense Motive +2

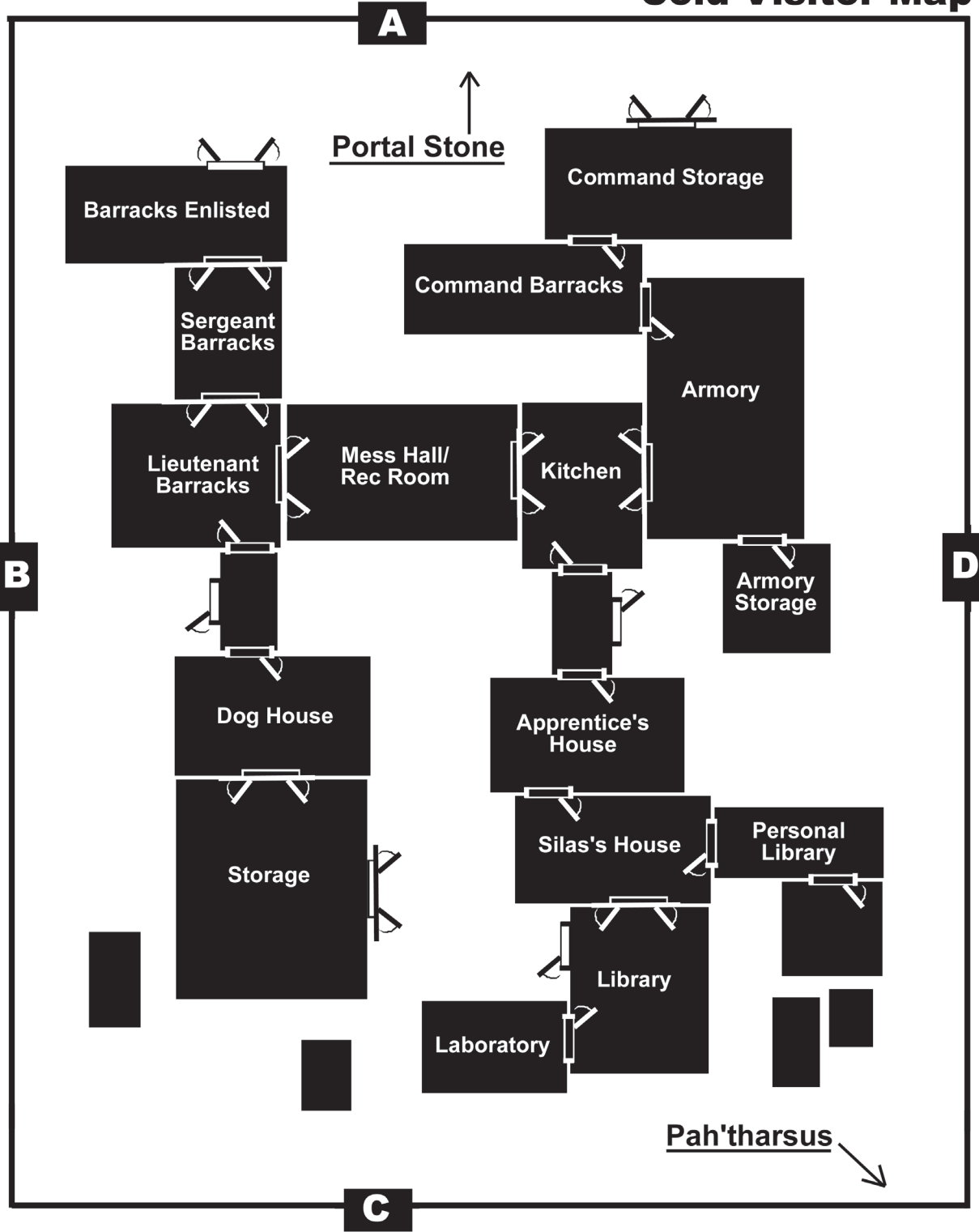
**Languages** Common

**Combat Gear** *potion of cure light wounds (2)*; **Other Gear** half plate, longsword, flail, javelin (3), sap

## HUMAN

Humans of Exodus are just like those found in the Pathfinder RPG Core Rulebook.

# Cold Visitor Map



### PLAYER HANDOUT 1: DRAMATIS PERSONÆ

**Captain Kala Penser:** Female prymidian from Sametia - Commanding officer of the Green Griffons Mercenaries

**Lieutenant William Jandis:** Male human from Sametia - Quartermaster and paymaster of the Green Griffons

**Lieutenant Orgun:** Male human from the far southern Dominion - Cold weather specialist

**Silas Fedders:** Male human from the Arman Protectorate - Expedition leader & Wizard

**Elise Parthil:** Female half-elf from the Caneus Empire - Silas' Apprentice & Wizard

**Morkin Sonderhed:** Male cardosian from the Dominion - Silas' Apprentice and bookkeeper & Wizard

### PLAYER HANDOUT 2: THE TEXT ON THE GATEWAY

Here Pah'tharsus, Devourer of Lands and Taker of Souls, sleeps locked away from his demonic brethren and all those who would use spells to seek him out. Do not break this obelisk lest Pah'tharsus again walk the lands of mortals.

If you have come here it means his prison is weakening. Seek the library a league ahead to find the means to reseat the door on the prison for Pah'tharsus, Destroyer of all he touches.

### PLAYER HANDOUT 3: SILAS'S ARCANÉ TOMES

The last book you check is titled "Binding and Prisons". It deals with trapping and binding of creatures. The book was obviously written by someone who was familiar with the First Ones' magic and magical feats.

At the end of the book, a whole chapter is dedicated to the lost demons of the First Ones. It details how a powerful group of First Ones imprisoned a powerful demon named Pah'tharsus on a small elemental bubble they called Praegelidus. They warded the demon so it could not escape and obscure its whereabouts to its followers. Warnings are given should Pah'tharsus escape.

The book speaks of a tome called "The Devourer's Tomb", that contains many more wards and protection from such creatures.

### PLAYER HANDOUT 4: SILAS'S JOURNAL

Silas's journal is filled with monotonous experiments and research on the plane of Praegelidus. His notes are described in painstaking details. The research indicates that no dimensional travel is possible except during the entry cycle and no divination spells functions here.

Two months ago the journal mentions the discovery of an artificial construction on Praegelidus, the first sign of habitation the expedition has found. The stone building is located six mile south of the encampment and contained hundreds of books of magical lore, written in Draconic, Exodite and Khaynite. Silas raves at his luck at finding such a treasure trove of First One magic. He notes that such books could fetch thousands of gold pieces if sold to the Church of the Kaga or the Royal Library in Nyssa.

Silas brought a few dozen of these tomes back to his camp for research. The tomes cover a great deal of different subjects and Silas raves at the scientific knowledge he has gleaned from them.

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, Silas asked Jandis to accompany him in finding the source of the dream but the lieutenant refused. Silas was outraged and dominated him into compliance. The two of them, Elise and four privates went to find the thing beneath the ice.

A mile from camp they found an enormous hill where a great dark shape lay frozen beneath the ice. Silas estimates this form to be three hundred paces across. The men dug up a tentacle and brought it back to the camp for study.

Silas raves that if the creature is freed, it could provide him with ancient knowledge and power.



### PLAYER HANDOUT 5: MORE TO SILAS'S JOURNAL

A final entry was written in a nervous version of Silas' handwriting.

"It escaped in the night.

Burst right through the wall! We have to capture it.

Those fools are going to try and kill it I'm sure. It must be spared and brought back to Exodus.

Such a powerful force is under that ice!

Only one chance to gain control of it...

The Captain and the help must not suspect anything

Or they must be removed..."

### PLAYER HANDOUT 6: BOOK FROM THE LIBRARY

Bindings and Prisons, written in Exodite, details several of the outer planes.

A sigil is placed on a page in the middle of the book. The page describes a demi-plane spawned from the elemental plane of water called Praegelidus. It broke off long before the rise of the First Ones.

A note scribbled in the margin next to this remarks

"This will be a perfect place to imprison the beast."

### PLAYER HANDOUT 7: AGE OF THE DEVOURER

This book, The Age of the Devourer, is written in Khaynite and details the path of destruction wrought by a creature the book calls Pah'tharsus.

When Pah'tharsus was banished from the dark realm that spawned it, it sought to devour all of Exodus, and nearly succeeded. The beast consumed the souls of his enemies, animating their bodies. The animated bodies – called soul shells – mimicked their old ways, fooling all but the most determined inspection and bringing souls to feed their bloated and ever-hungry master.

Soul shells recover from the most grievous wounds. Fire slows their recuperative powers. Soul shells can create more of their kind with a touch.

### PLAYER HANDOUT 8: THE DEVOURER'S TOMB

This large and weighty tome details the actions of a group of First One mages, led by Tarlos the Evenhanded, to trap Pah'tharsus the Devourer on the demi-plane of Praegelidus. The author relishes the fact that a thousand human souls were sacrificed to trap the Devourer in a prison "no one will ever reach, no one will ever destroy." The rituals contained therein can only be completed by a spell caster of great power that would take years to prepare and months to cast.

However, the first pages are dedicated to a ritual designed to reenergize the wards that can be done by anyone with magical training (whether arcane or divine).

This ritual requires ten pounds of silver, enough flammable material to ring the portal stone in flame, a blade of quality, and a magical item of moderate power.

The ritual must be done during an entry cycle and requires the caster complete a lengthy incantation that takes about five minutes to complete. At the start of the ritual, the portal stones must be ringed in flame, into which the silver is thrown. The edge of the portal is traced with the blade and the magic item is placed in the center of the portal stone. The magic item is then destroyed, its magic used to re-energize the wards on Praegelidus.

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Special / Notes



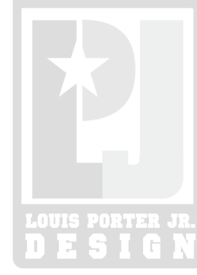
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DELAY or READY

UNCONSCIOUS

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LOUIS PORTER JR.  
DESIGN

DELAY or READY

UNCONSCIOUS

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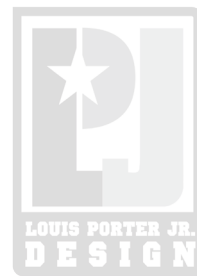
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DESIGN

DELAY or READY

UNCONSCIOUS

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AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>		<input type="checkbox"/>	
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>		<input type="checkbox"/>	
MELEE	<input type="text"/>	<b>HIT POINTS</b>			<input type="checkbox"/>		<input type="checkbox"/>	
MELEE	<input type="text"/>				<input type="checkbox"/>		<input type="checkbox"/>	
RANGE	<input type="text"/>				<input type="checkbox"/>		<input type="checkbox"/>	
RANGE	<input type="text"/>				<input type="checkbox"/>		<input type="checkbox"/>	
Attacks (#)								

Special / Notes



LOUIS PORTER JR.  
DESIGN

DELAY or READY

UNCONSCIOUS

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NAME	RACE / CLASS			LVL	Acrobat		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Percep.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Stealth	<input type="checkbox"/>
MELEE	<input type="text"/>		<b>HIT POINTS</b>				<input type="checkbox"/>
MELEE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
Languages							



Special / Notes

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NAME	RACE / CLASS			LVL	Acrobat		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Percep.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Stealth	<input type="checkbox"/>
MELEE	<input type="text"/>		<b>HIT POINTS</b>				<input type="checkbox"/>
MELEE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
Languages							



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NAME	RACE / CLASS			LVL	Acrobat		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Percep.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Stealth	<input type="checkbox"/>
MELEE	<input type="text"/>		<b>HIT POINTS</b>				<input type="checkbox"/>
MELEE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
Languages							



Special / Notes

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NAME	RACE / CLASS			LVL	Acrobat		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Bluff	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Diplom.	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Intim.	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Percep.	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Sense Motive	<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Stealth	<input type="checkbox"/>
MELEE	<input type="text"/>		<b>HIT POINTS</b>				<input type="checkbox"/>
MELEE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
RANGE	<input type="text"/>						<input type="checkbox"/>
Languages							



Special / Notes

LOUIS PORTER JR. DESIGN

DELAY or READY

UNCONSCIOUS



**BUFF SHEET**  
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

Armor Class	Flat Footed	Touch AC	CMB	CMD	Temp	Fort	Reflex	Will

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

**Notes**

NEOEXODUS  
A HOUSE DIVIDED

**BUFF SHEET**  
Player Character:



Name	Range	Bonus	Type	Duration	Start	End

Abilities	Max.	Skills	Bonus

Armor Class	Flat Footed	Touch AC	CMB	CMD	Temp	Fort	Reflex	Will

MELEE	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

RANGED	ATTACK BONUS					
	Base	Luck	Enhancement	Morale	Competence	Other

**Notes**

NEOEXODUS  
A HOUSE DIVIDED

# COMBAT & INITIATIVE TRACKER



## INITIATIVE & ROUNDS

NAME	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
#1:																	
#2:																	
#3:																	
#4:																	
#5:																	
#6:																	
#7:																	
#8:																	
	HP	AC	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
NPC #1:																	
NPC #2:																	
NPC #3:																	
NPC #4:																	
NPC #5:																	
NPC #6:																	
NPC #7:																	
NPC #8:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
CONDITION:																	
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
SPELL IN EFFECT:																	
<b>COMBAT/ENCOUNTER NOTES:</b>																	