

Snow Fall

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Theocracy of the Pale Regional Adventure

Version 1.1

by **Donovan Hicks**

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The secrets of the treacherous Troll Winter have been exposed and its origins revealed. Many different factions want the winter ended and the threat of Winterwind put to rest. Do you and your allies have what it takes to stop the Troll Winter and allow the Spring Thaw to take place? As the deepest snows begin to fall, journey across the Pale and face the treacherous winter winds once more. A one-round Theocracy of the Pale Regional adventure for battle-hardened PCs of level 4 to 15 (APL 6-14) who are fully prepared for cold weather. Part 5 of Winter Stalks the Pale.

Resources for this adventure [and the authors of those works] include *Draconomicon* [Andy Collins, James Wyatt, Skip Williams], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], PAL1-02 *Absence of Law* [Bart Scott], PAL2-05 *The Heretic* [Joe Streeper], PAL4-08 *Winters Past* [Donovan Hicks], PAL5-04 *Seeds of Winter* [Neil Harkins], PAL5-07 *Troll Winter* [Donovan Hicks], PAL6S-03 *The Troll Throne* [Donovan Hicks], and PAL6-05 *Heart of Winter* [Donovan Hicks].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you will know too much about its challenges, which kills the fun. Also, if you are playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you will find a RPGA Session Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You will also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Theocracy of the Pale. Characters from the Pale pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

PALE HOLY DAY

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day

of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

SPECIAL RULES FOR THE PALE

See DM Aid 1: Special Rules for the Pale.

ADVENTURE BACKGROUND

In late CY 595 (PAL5-07 *Troll Winter*), Tristan Spencer was slain by the troll Fraz'keldrak, prince of the trolls. This seemed to herald the Troll Winter into the Pale. With the loss of the Champion of Pholtus came the loss of hope for the Pale.

The trolls were massing and a request for the surrender of the Pale was sent to the Theocrat. The response to the Troll King (PAL6S-03 *The Troll Throne*) was swift and purposeful. The Pale Militia, led by heroes and mercenaries of the Pale, stormed the stronghold of the Troll King deep within the Troll Fens. The Pale was victorious in breaking the power of the Troll King, but an even deeper secret was revealed. An old enemy, Winterwind, was still alive and plotting the subjugation of the Pale in carefully orchestrated alliances.

In CY 594 (PAL4-08 *Winters Past*), a clan of Fruztii barbarians came down from their northern homeland and settled in a former Stonehold fort in the Rakers. They claimed to seek peaceful trade with the Pale, but their claims were false. Only one among them was honorable enough to deal with, the young barbarian Falder. Falder warned PCs about the possibility of his clan's dark ambitions in late CY 595 on the same day that Tristan Spencer's corpse was brought into Rakervale (PAL5-07 *Troll Winter*). He said he only asked for honorable adventurers to stand ready to speak on his clan's behalf to show that they were not all as dishonorable as others in his tribe. He warned PCs to be wary of his clan's leadership, specifically the Chief and his shamans. The revelations from the assault on the Troll King's stronghold have proven that he was right. The trolls had large numbers of Frigdrasil war dogs fighting for them during the battle.

Most recently (PAL6-05 *Heart of Winter*), a halfling fire wizard, Sizmar, came forth with a proposition for the Pale and its people. He led adventurers to a lost cache of hardy grain hybridized by the druid Grumbtheen years ago. The grain was recovered along with the notes for its creation, but the adventurers could not decide who to give the grain to, so they split the grain amongst those who laid claim to it. The majority of it went to the Pale, but some was given to the Phostaldaron and even some to the Druids of the Old Faith. The notes themselves were

given to the Pale, but with the grain split, each faction has only a small amount to cultivate and study to make sure the grain can be reproduced. The Shapers of Sun and Stone have already begun work to recreate the grain through other hybrid experiments in hopes of gaining more seed.

At the same time, Chief Fjorgens Iceblood and his shaman were proven to be in alliance with Winterwind. The Fruztii warrior, Falder, challenged Fjorgens and defeated him, thereby becoming the new chieftain. He has vowed to help the Pale find a cure for the cursed bracelet many Palites now wear and to come to their aid should they need it.

Code-breakers working for the Church have finally deciphered a map from the Troll King's lair, revealing the location of portals to a demi-plane of cold. Winterwind opened these portals to extend the Troll Winter indefinitely. This information has been shared with many, in hopes that if anyone finds these portals they might do what they could to seal them.

ADVENTURE SUMMARY

Introduction: The adventure begins with the party camped on the road already on the way to investigate one of the locations on Winterwind's map. Each PC has been hired by the meta-org most closely associated with the PC's beliefs, or simply by the Pale Patrol.

Encounter 1: The party encounters a group of Fruztii barbarians searching for clues about the Bracelet of the North's curse. The group is led by the new Frigdrasil shaman, Inderalis, who is the only one that speaks Common among the group.

Encounter 2: In this encounter, the party runs into some hungry arctic predators who have wandered south for the easy prey. The encounter occurs during a heavy snowstorm, which reduces visibility for the party and the creatures. This can work for and against the party, as both sides will not be able to see more than 10 ft.

Encounter 3: The party locates the portal after their journey. The portal is guarded on the outside by ice drakes hiding in the blizzard-like weather surrounding the portal.

Encounter 4: The party must journey across dangerous terrain in the demi-plane of cold to seal the portal somehow. The terrain itself is the danger here and can permanently damage the health of the PCs.

Encounter 5: The party finally locates the item keeping the portal open, an ice furnace being fed by an enslaved group of frost giants. The giants themselves were all gathered up by Winterwind in hatred of the weaker half of his racial composition. The party will either have to fight the giants or find a way to free them and allow them to resettle in the Rakers, once more placing the threat of frost giants on the Palish border.

Encounter 6: The party can meet with the Fruztii and Major Milecia Garandeau back at the Pious Pilgrim. This should be a simple meeting, allowing the PCs to learn the secret of breaking the bracelet's curse.

Conclusion: The party meets with their original employers (meta-org) and receives an appropriate reward.

PREPARATION FOR PLAY

The PCs begin this adventure separately. It is okay for those who would logically be travelling together to be together, but each PC may have been hired by a different entity and sent out separately. They will meet in the Introduction, so there is no need to worry about them not being able to coordinate tactics before the first battle begins.

Determine which PCs have a Bracelet of the North from PAL4-08 *Winters Past* and whether they suffer from the compulsion on the AR from PAL6-05 *Heart of Winter* ("Bracelet of the North – Cursed Magic"). PCs so compelled cannot use any fire-based attacks against minions of Winterwind, including the ice drakes in Encounter 3.

Throughout this module, the Pale is undergoing the effects of a Troll Winter and the Rakers are even worse. In all combats, the battlefield is considered difficult terrain (movement costs are doubled, no 5-foot steps) unless they have a method to overcome the hindering terrain of ice and snow.

INTRODUCTION

The adventure starts with the PCs on the road, about fifteen miles outside of Rakervale; they will have been employed by whichever meta-organization they belong to in the Pale to investigate a location on a map stolen from Winterwind. If the PC does not belong to a meta-org and is not sympathetic to any of them, then the Pale Patrol has asked for their help. Read or paraphrase the following:

The trail you have been following is covered in a thick blanket of snow. The snow melts around your warm body and the freezing water seeps into your boots.

New snows fall every night and tracks are almost imperceptible in the fresh fall every morning. It is even worse on the nights that the wind blows hard from the north and blizzards blow across the Pale for days on end.

Camping is difficult on many nights, as useable firewood is hard to find. Water is easy enough to melt from the snow, but water freezes in waterskins, and even trail rations seem tainted with frost.

This year-long winter has claimed hundreds of lives and much of the Pale's spirit. Some residents have all but forgotten the feel of a warm summer morning. But now there is hope. A map recovered from the fortress of the so-called Troll King—actually the archvillain Winterwind—points to several sites of interest in the remote reaches of the Rakers. Copies of this map have reached most of the important organizations in the Pale, both the

legitimate and the shady. Whatever their differences at other times, all share the goal of defeating Winterwind and restoring the natural weather of the Pale. Now as an agent of [insert names of the PCs' meta-orgs, or the Pale Patrol by default], you are making your way up to the Rakers, searching for the key to ending this winter.

Tonight, you have met others on the road travelling in a similar direction as you. Some you know and others are newly met friends, but like many travellers in the Pale on these cold nights, you huddle together and share tales of your adventures as you realize you share a common purpose.

Allow the PCs to introduce themselves to each other at this time.

ENCOUNTER 1: FROZEN TRAILS

This encounter occurs the morning after the PCs first meet each other. As all of the PCs are gathering up their belongings, they hear the crunch of snow from beyond a nearby snow drift, as a group of Frost Barbarians from the Frigdrasil clan are approaching. Allow a good Listen check (your discretion) to determine the sizes or numbers in the group before they are visible. Read or paraphrase the following when the PCs decide to investigate:

Beyond the tall drift of snow, several humanoids, dressed in heavy furs but with obviously muscular frames underneath, are approaching your campsite. The leader pulls back her hood for a moment to reveal the face of a Suloise woman of approximately sixty winters. Her stark white hair becomes tangled in the violent wind. Her grey eyes peer about the snowy landscape as she raises a hand in greeting.

From this point, the encounter is very much free-form role-playing. The humanoids are a band of Frigdrasil hunters who have been sent out by Falder to explore two locations for clues to breaking the curse of the Bracelet of the North.

The leader of the band is Inderalis ["in-DARE-ah-liss"], the Frigdrasil's new shaman and a priestess of Llery (see her description below). The ten warriors with her are her honor guard and will defend her until death, though they are probably easily outclassed by most parties in this adventure. They share their information with the party if the PCs approach with honor and do not act in a hostile fashion. In general, the Frigdrasil reciprocate whatever attitude the PCs adopt toward them.

Inderalis is the only one among the group that speaks Common, while the rest speak the Cold Tongue (or Fruz). PCs who speak the Cold Tongue may communicate freely with all of the hunting party, though Inderalis still does most of the talking. Those who speak

Ancient Suloise understand some of the words spoken, but not enough to gain real meaning.

Inderalis and the hunters know the following:


- Falder sent them to investigate two locations, which he and Inderalis learned about from researching some texts they found in the tent of the former chieftain, Fjorgens Iceblood.
- Falder is well and welcomes all to visit the clan when they have a moment away from important adventures.
- Inderalis believes the locations to hold some knowledge about breaking the curse on the bracelets and possibly ending the "forever-winter" (the literal Frigdrasil translation for the Troll Winter).
- Inderalis shows the party her map. With a DC 10 Profession (cartographer) or Craft (mapmaking) or Knowledge (geography) check (even an untrained PC can succeed at this Knowledge check, but allow trained PCs to try first), the PCs note that one of the locations is the same one they are headed toward.
- Inderalis believes this location (the shared one) is the one with clues to ending the "forever-winter", while the other location has clues about the bracelet's curse and its removal.
- Inderalis would prefer to check only one location and is agreeable to meeting the party in Rakervale for an exchange of information once they have done so.
- Inderalis and the honor of the Frigdrasil clan demand that she and her party try to find a way to lift the bracelet's curse. For this reason, she would prefer that the party investigate their original location, and she and her band will investigate the other location.
- Inderalis and the hunting party have some fur clothing (from *Frostburn*) to trade or sell to those who need it. (Fur clothing costs 8 gp and PCs must pay this cost if they require fur clothing – fur clothing is required in the current winter conditions in the Pale.)

Creatures:

- **Inderalis:** Female human (Suel) cleric 10 (Llery).
- **Description:** Inderalis is taller than most women at 5' 10" tall. She is elderly, but still in good physical condition, with well-toned muscular arms. Her complexion is pale like the snow, while her grey eyes peer out from beneath stark white bangs. She wears her hair loose and it hangs down to just above her shoulders.
- **Personality:** Inderalis is soft-spoken, but considerate in all that she says. She speaks Elven and Common as well as the Cold Tongue of her people. She has lived a hard life in exile from her original clan for some time, before joining the Frigdrasil Clan. She holds honor and strength to be equally important; for her strength without honor is the way

of the savage human and not the way of the bear. Bears do not slay without necessity, nor should humans.

- **Motives:** Inderalis wishes to serve her new clan, the Frigdrasil, and restore the honor of her family—honor lost by her son when he was exiled from Clan Northwind. She never lies knowingly and would choose not to speak at all before uttering a lie. She now works with Falder to restore the honor of the Frigdrasil Clan at the same time she rebuilds her own.

 **Inderalis's Warriors (10):** Male human (Suel) barbarian 1.

- **Description:** These ten young men are typical of the northern Suloise barbarians: blond to red hair worn long, beards on some, eyes of blue or grey, sharp noses and jawlines, and fair skin. They wear light armor under their furs and hides, and they carry battleaxes and spears.
- **Personality/Motives:** The ten defer to Inderalis in all dealings with people outside the clan. They are detailed as the honor guard to the tribe's new shaman. They will fight to the death to defend her if necessary and uphold the honor of the Frigdrasil Clan and their duties.

Troubleshooting: Should the PCs attack this group of Frigdrasil clansmen for some reason use the typical Barbarian 1 statistics in the *Dungeon Master's Guide*. Inderalis does not fight, but will use a *wind walk* spell to escape immediately and return to the Frigdrasil Stronghold. If the PCs attack, they lose their chance to have the curse of the Bracelet of the North removed.

Development: At the end of this encounter, proceed to Encounter 2: Predator or Prey.

The unnatural weather conditions make it hard to predict storms, but a DC 30 Survival check correctly predicts the arrival of a heavy snowstorm the next night (during Encounter 2).

ENCOUNTER 2: PREDATOR OR PREY

The PCs' destination is 60 miles from their meeting with Inderalis in Encounter 1. The nearest village (a mining settlement) is only around five miles away. Along the way to the portal that the PCs seek, they encounter some dangerous beasts of the cold, high mountains, drawn toward the Pale out of hunger. This encounter occurs the first time the PCs make camp.

If the PCs have a means of travel which would allow them to not have to make camp for the night, they should still have to stop to investigate the area where they think the location on the map is. Teleporting to the location is not possible, as the PCs have never seen it, but the PCs may be flying or something. In this case, the encounter

occurs as the PCs land to investigate the area indicated on the map.

A heavy snowstorm arrives suddenly from the northeast, reducing vision to half normal distances and imposing a -4 penalty on Listen, Spot, and Search checks. Ranged weapon attacks suffer a -4 penalty to attacks. All creatures 5 feet away have concealment (20% miss chance). See the *Dungeon Master's Guide* page 94 for the effects of this weather.

The animals, attracted by the PCs' scent, arrive shortly after the first watch has been set for the night (or half an hour after the party stops travelling to search). Read or paraphrase the following, modifying as necessary for parties that may not have been camping for the night:


A driving north wind has blown in from the mountains, surrounding the area in a dense white haze. It is impossible to see more than ten feet clearly in this sudden storm.

Something could easily sneak up on you in this whiteout, which even the blinding light of Pholtus might have trouble penetrating.


As the howling wind dies down for a second, you think you hear the deep throaty growl of some great beast closing on your position.

Creatures:


APL 6 (EL 6)

 **Polar Bears (2):** hp 68; *Monster Manual* 269.


APL 8 (EL 8 including -1 EL for losing Pounce due to weather conditions)

 **Smilodons (Saber-Toothed Tigers) (4):** hp 67 each; Appendix 1, APL 8.


APL 10 (EL 11)

 **Dire Polar Bear (1):** hp 195; Appendix 1, APL 10.

APL 12 (EL 13)

 **Dire Polar Bears (2):** hp 195 each; Appendix 1, APL 12.

APL 14 (EL 14)

 **Dire Polar Bears (3):** hp 195 each; Appendix 1, APL 14.

Setup: Make up a map including drifts of snow, boulders, and other terrain features.

The animals begin this combat 15 feet from the PCs.

The PCs and the monsters all have concealment from one another when not next to each other. Explain this to the players before they place their PCs on the map and before the combat begins, as most players will wish to remain close enough to see each other or maintain contact among the PCs.

Tactics: The animals attack any PC they see, as they are hungry and attack due to that hunger. They all have

Hostile attitudes to begin with. Druids, rangers, or other PCs with Wild Empathy may try to negotiate with the animals, but it will be under rushed conditions and the animals must have their attitude changed to Friendly before they cease their attacks.

Development: If the party resolves this encounter peacefully, they should remember that the animals are still hungry and will continue to wander the Pale looking for food, possibly finding some poor child or hapless citizen to fill their bellies. PCs who feed the animals their weight in an appropriate food, though, can rest assured that the animals will wander back to their homes before becoming hungry again.

Proceed to Encounter 3 once the animals have been dealt with.

ENCOUNTER 3: OUT IN THE COLD

After searching the area indicated on the map for a full hour, the PCs are able to isolate an area with a portal opened to the demi-plane of cold. A brutal blizzard blows around the entire area near the portal as the supernaturally cold air rushes out into the Pale. The blizzard acts as normal darkness for all characters. PCs with normal vision treat the area as shadowy illumination up to 20 feet away, but cannot see beyond 20 feet; those with low-light vision may see normally from the reflections of the sun off the snow; those with darkvision see normally out to 20 feet but no farther. Read or paraphrase the following for those who can see:

You finally find what you believe to be the location marked on the map. A blizzard is blowing straight out of an opening in the air which leads through to a land of brilliant blues and whites, where the wind drives snow across a great luminescent blue-green lake a short distance inside.

Gazing at this elemental site of beauty and death, you catch a glimpse of great ivory lizards leaping from the lake and into the air, where spotting the creatures becomes even harder.

The creatures are ice drakes and they are minions of Winterwind, so the curse of the Bracelet of the North applies in this encounter. They are highly intelligent and can see using their low-light vision in the blizzard, unlike many humanoids that Winterwind normally has them defending the portal against. Due to the intense winds, only Large or greater creatures may fly in the blizzard.

Note that this area has high winds, so no creature of size Medium or smaller can fly in this area more than 10-foot off the ground.

Creatures:

APL 6 (EL 10, including +1 for environmental conditions)

👉 **Ice Drakes (2):** hp 86 each; Appendix 1, APL 6.

APL 8 (EL 12 calculated as above)

👉 **Advanced Ice Drakes (12 HD) (2):** hp 132 each; Appendix 1, APL 8.

APL 10 (EL 14 calculated as above)

👉 **Advanced Ice Drakes (16 HD) (2):** hp 192 each; Appendix 1, APL 10.

APL 12 (EL 16 calculated as above)

👉 **Advanced Ice Drakes (19 HD) (2):** hp 218 each; Appendix 1, APL 12.

APL 14 (EL 18 calculated as above)

👉 **Advanced Huge Ice Drakes (22 HD) (2):** hp 308 each; Appendix 1, APL 14.

Setup: Refer to Map 1. The ice drakes begin 60 feet from the PCs.

Tactics: The ice drakes are vicious and fight to the death. They are intensely loyal to Winterwind, who has promised them that they will be allowed to lord over tribes of humans here once he has established his wintry grip on the Pale. He has also sacrificed several frost giants to them to prove himself to them.

The drakes use Flyby Attack (or Adroit Flyby Attack) initially, and then once they feel the party has been weakened enough, they land near the toughest looking characters and engage in melee. Should any spellcaster use fire against them, the drakes fly over to engage the spellcasters.

At APL 14, the drakes use their Snatch ability to grab heavily armored combatants and drop them to take the fight out of them.

Development: Once the ice drakes have been dealt with, the party can search the area.

A DC 15 Knowledge (the planes) check determines that the area beyond the portal is not on Oerth. A DC 25 check correctly rules out Cania (one of the Nine Hells) or similar parts of the Outer Planes, and identifies the place as a demi-plane. PCs that played PAL2M-01 *Apple Pie Day* automatically recognize the demi-plane.

Just inside the portal, on the shore of the lake, is an icy landing area approximately 30 ft. in diameter. Tied to a small raft (made of blocks of ice and described in Encounter 4) is the most recent payment from Winterwind to the ice drakes; a payment they had not yet collected. The payment consists of several piles of treasure and five Frigdrasil women tied to the raft. The women are alive—the drakes prefer that their food be alive, so they can toy with it at their leisure—but are weak from lack of food and have frostbite.

The lake is made of coldfire and its properties are described in Encounter 4.

The treasure is listed below.

The Frigdrasil women (five female human commoner 1, variously aligned CN, CG, and N) can tell the PCs the following information if they can be spoken with somehow. They only speak the Cold Tongue. Those who speak Ancient Suloise can understand enough of the meaning of the words to understand that the women are directing the PCs to the far side of the lake, but not to what. The women tell the PCs the following in the Cold Tongue, "The ice dragons spoke of a group of people who lived on the far side of the lake. Those people feed the furnace that keeps the portal open at the bidding of the winter wind." (The women do not realize that "Winterwind" is a proper name.) The five women were taken by Winterwind three months ago, but were delivered here only a week ago. They are unaware of Falder having been made chieftain and Inderalis having become shaman.

If the women are freed and given food, they make their way back to the Frigdrasil Clan on their own out of pride. If not given food, they set up a camp outside the portal and wait for the PCs, but they die before the PCs return.

Proceed to Encounter 4 once this encounter is concluded.

Treasure:

All APLs: Loot – The skin of a Gargantuan white dragon (200 gp).

APL 6: Coin – 500 gp in sapphires; Magic – *wyrmfang amulet* (208 gp each) (*Draconomicon* pg. 121).

APL 8-10: Coin – 100 gp in sapphires; Magic – *wyrmfang amulet* (208 gp each) (*Draconomicon* pg. 121), *mantle of the silver wyrm* (2,250 gp each) (*Draconomicon* pg. 121).

APL 12: Coin – 700 gp in sapphires; Magic – *wyrmfang amulet* (208 gp each) (*Draconomicon* pg. 121), *mantle of the silver wyrm* (2,250 gp each) (*Draconomicon* pg. 121).

APL 14: Coin – 4,000 gp in sapphires; Magic – *wyrmfang amulet* (208 gp each) (*Draconomicon* pg. 121), *mantle of the silver wyrm* (2,250 gp each) (*Draconomicon* pg. 121).

Detect Magic Results: *Wyrmfang amulet* (moderate Transmutation), *mantle of the silver wyrm* (faint Abjuration and faint Transmutation).

ENCOUNTER 4: LAKE OF COLD FIRE

Once the PCs have dealt with the ice drakes, they will have to cross the lake of coldfire. The lake is only five feet deep, except on the far right side where the ice drakes lair in an underwater cave. The depth of the lake is not the hazard, though: the hazard is the intense storms that blow across the lake and the coldfire from which the lake is composed. Read or paraphrase the following once the PCs decide to proceed:

Before you is a vast, luminescent blue-green lake. The lake appears to be half-liquid and half-gas in nature, but has a viscous appearance overall. It does not appear to be very deep, as you can see the bottom below the strange liquid.

The sky appears cloudless and deeply blue; white light emanates from above, though there is no distinct sun.

Despite the clear sky, a black hail of ice pellets begins to fall, clattering on the icy ground and hitting the lake with thick splashing sounds. The ice stings a bit as it hits your flesh and feels unnaturally cold, like the touch of death.

Several large blocks of ice, each roughly the size of a coffin, have been bound together to form a platform twenty feet square. This strange assemblage is pulled up on the banks of the lake's shore. A ten-foot-long wooden pole lies nearby.

The lake is made up of the substance known as coldfire (presented in *Frostburn*). The coldfire is dangerous to those not protected against its effects who come within 10 feet of the substance. See below ("Traps") for its effects.

The storm of black ice pellets is actually death hail. See below ("Traps") for its effects.

The lake is 2,000 feet across and the raft can be poled at a speed of 15 ft. (150 feet per minute), which would require about 13 minutes for the party to pole across the lake.

Spending these 13 minutes poling across the lake would require each PC to make 3 saving throws against the Coldfire exposure as well as one saving throw against the Death Hail. Those failing their saving throws would be subject to the effects of the Coldfire ruin described below and the damage from the Death Hail.

Traps: (EL 5 total)

➤ **Coldfire Lake:** CR 3; natural; proximity exposure within 10 feet of the lake; automatic reset; touch 2d6 points of frostburn damage. Disease (Coldfire ruin, DC 20 Fortitude save resists, 1d8 Con damage) also occurs at the same proximity. Anything that prevents cold damage prevents the frostburn damage, but not the Coldfire Ruin disease.

➤ **Death Hail:** CR 3; natural; automatic; no reset; 10 minute exposure causes 1d2 points of Strength and Constitution damage; DC 15 Fortitude negates.

A DC 15 Knowledge (arcana) or (the planes) check identifies the Coldfire. For every +5 above 15, the PC learns one effect of Coldfire.

A DC 20 Knowledge (the planes) check successfully identifies the Death Hail. For every +5 above 20, the PC learns one effect of the Death Hail.

Development: Many PCs may find other ways to cross the lake that may not take as long as the raft trip. Many groups will have magicks that will allow this at these APLs, hence the low CR of the "traps". If the PCs have a

method of flying across the coldfire lake, they should be able to avoid the exposure that would cause coldfire ruin, but may still be subject to the death hail effect. Please keep careful track of the amount of time any means of travel would take and the amount of time the PCs spend in the demi-plane, as the death hail continues to fall the entire time they are present in the demi-plane.

Once the PCs have made it across the lake, proceed to Encounter 5.

ENCOUNTER 5: SLAVES AND ALLIES OR ENEMIES

As the PCs reach the other side of the coldfire lake, they will see the village of the frost giants. If PCs are using some means to fly, you may need to modify the read-aloud text to allow for the different vantage point.

Refer to Map 2 for the layout of the settlement.

Read or paraphrase the following:

On the opposite edge of the shallow lake stand several large sized structures made from ice bricks. The strange blue ice material reflects the sun and creates a menagerie of colors from the light seldom seen in the earthly world.

Toward the center of the small settlement, a great flame of blue and white rages towards the sky and seems to feed the winds that blow back toward the portal through which you entered this demi-plane.

About a dozen giant humanoid with blue skin and heavy furs move amongst the structures. Most are struggling with loads of strange white rock or are working to dig up more of the strange rock from the frozen ground and break it into smaller pieces. Most of the humanoids are at least twelve feet tall but exclusively female; a few others are smaller, including two girls and two beardless youths.

The giants notice you as you approach and stop their work. One of them yells out to you in a booming feminine voice.

This one is speaking in Giant and says, "Who are you? And what do you want? You should not be here."

These are the remnants of a clan of frost giants that once lived in the Rakers of the Pale. There are 12 giants in total: 7 healthy adult females, 1 old female, 2 girls, and 2 boys. Winterwind slew all of the adult males of the clan and brought the women and children here to work building the great furnace that powers the portal. Among them is Winterwind's mother, whom he could bring himself to slay. She is old and infirm now, but the rest of the women care for her in one of the structures, hoping that keeping her alive will keep Winterwind from killing them as he did all of their husbands and fathers.

Winterwind forces them to mine an icy rock from the frozen ground and feed it to the magical furnace that powers the portal. The portal can be closed by putting out

the ice fire burning inside the furnace, but the giants will restart the furnace if they are not dealt with in some way.

The giants have no love for Winterwind, nor do they have any real desire to mine the rocks and keep the furnace burning. They do want their clan to survive, though, and they know that if Winterwind returns and the furnace is out, he will kill them all.

The PCs, however, can negotiate with the giants. The giants can tell the PCs how to put out the fire in the furnace and will agree not to restart the furnace if the PCs will take the giants out of the demi-plane, so they can return to the Rakers. The giants attack the PCs if the PCs try to put out the furnace without swearing to their gods to take the giants out of the demi-plane. Of the 10 giants, only Helga and three other women are trained for combat, but even they only have rocks and fists to fight with.

The matron of the giants is named Helga.

☛ **Helga (frost giant matron):** Female frost giant.

- **Description:** Helga is a short frost giant woman. She is approximately 13 ft. tall and has long blue-white hair. Her eyes are a light blue and appear to have a flame burning behind them, as if she were about to attack whoever she looks at. She is a mature frost giant and her age would match that of a thirty-year-old human.
- **Personality:** Helga has a quick temper and is easily angered, but not easily provoked into a fight without reason. She has led the frost giants here since their capture by Winterwind. Most of her anger is reserved for Winterwind, and she has no mercy for his allies.
- **Motives:** Helga seeks to escape from this demi-plane and secure the safety of her clan. She knows they cannot beat Winterwind, but hopes she can use the PCs to her advantage in order to make good the escape of her clan and ensure their survival into the future. She is even willing to lie to the PCs if necessary to gain this escape.


Helga tells the following to the PCs if conditions remain peaceful between the giants and the PCs:

- Winterwind was born into their clan years ago.
- He was always a strange one, dabbling in the dark arts of the ancient world (evil dragon magic).
- Many believe he had the taint of one of the great white wyrms in his blood, but his mother denied it and his father had died in battle before Winterwind was born. Winterwind has no siblings.
- Winterwind was exiled from the clan early in his adult life, when his magic experiments killed several members of the clan.
- Winterwind returned to the clan ten years later (almost six years ago, in CY 591) with trollish, elemental, and draconic allies. Together, they killed all the adult male giants. He transported the women and children to this demi-plane, forcing them to

build this furnace and build its flames high until the portals opened.

- The portals opened about a year and a half ago.
- The ice fire can be extinguished by casting fire magicks into the heart of the ice fire or by destroying the furnace itself.
- The furnace can be melted with fire magic or destroyed by tearing it apart with tools or weapons.
- They have not escaped because they know that the humans who live outside the portal would probably see them as enemies and send armies against them. Perhaps the PCs could convince the human rulers of the lands to allow the giants to pass through the human lands and back into the Rakers.
- Once in the Rakers, they believe they can find a new home, invite some male giants from the Griffs to join them, and rebuild their clan. Helga promises to “be good” if PCs try to force such a promise from her, but her code of giant morality allows her to break her word. She has no intention of doing anything other than returning to the typical cruel life that frost giants lead in their mountainous homes.

In addition, Winterwind’s mother is present in this settlement. Her name is Beliza [“beh-LEE-zah”]. She is blind, bedridden, and being cared for in one of the structures. If the PCs agree to take the giants out of the demi-plane, Helga allows them to speak with Beliza.

 **Beliza (Winterwind’s mother):** Female frost giant (noncombatant).

- **Description:** Beliza is an elderly frost giant woman at the end of her life. It is hard to determine her height, as she is usually bedridden and even when she stands is stooped over and aided by young frost giants. Her hair is grey with age and her eyes are white with blindness.
- **Personality:** Beliza is a woman who knows she is going to die soon. She is willing to tell those who may be Winterwind’s enemies, the secrets she knows about him in penance for having brought him into this world. She sees her son as a great evil, since he has turned against his own people and betrayed their gods. She hopes that her gods will welcome her into the frost giant lands of the dead if she shares his secrets with his enemies.
- **Motives:** Beliza has no motives beyond wishing to die in peace and live in comfort until that day comes. She is penitent for her son’s betrayal of his people and wants to secure her place in the frost giant afterlife.

Beliza can tell the PCs the following:

- Winterwind was born a pure-blood frost giant. He was a clever boy, but he tampered with ancient magicks, which melded his soul with that of an ancient dragon.


- Winterwind is a powerful wizard and can call upon great magicks in battle, but he is still physically powerful as well.
- He has always used trickery to confuse his enemies.
- If the PCs ask whether the dragon’s soul that Winterwind melded with was a white dragon (or a “dragon with a tall crest at the back of its head” or similar characteristics distinctive to white dragons), she says she does not think so, but she cannot remember any details about his appearance. (This part she shares only if directly asked.)

Fighting the Frost Giants

Should the PCs initiate combat with the frost giants, they fight to the death, knowing that Winterwind will kill them if they fail to protect the furnace. Use the statistics below if the PCs initiate combat with the frost giants. Most of the frost giants have no combat skills and try to flee, but a few are tough and fight as well as an average male. They try to stop the PCs at all APLs.

Creatures:

APL 6 to 14 (EL 13)

 **Frost Giant (4):** hp 133 each; *Monster Manual* 122. They can use only slam or rock attacks. They are also unarmored: AC 17 (–1 size, –1 Dex, +9 natural), touch 8, flat-footed 21.

SHUTTING DOWN THE PORTAL

Option 1: Putting out the ‘fire’:

The ice fire can be put out by doing damage with fire equaling 200 hp.

Option 2: Destroying the furnace:

The furnace itself is made of a strange icy material, but is brittle in nature. It has Hardness 2 and 150 hit points, but is immune to cold damage.

Read or paraphrase the following when the furnace is destroyed:

The furnace crumbles finally beneath your assault. As it does so, the winds on this frozen demi-plane become still, as if a great beast had stopped breathing. A tremor runs through the ground. If the furnace kept the portal open, how long will the portal remain?

Development: If a PC should cast *detect magic*, the furnace radiates overwhelming Conjunction.

Once the PCs have destroyed the furnace, they still have to return across the coldfire lake and get out of the portal before it closes.

The PCs have a half hour before the portal becomes too small for them to exit. Ask the players how they will get back to the portal and apply any repercussions of crossing the coldfire lake again if they cross within ten feet of the lake. If the PCs do not delay, they should be

able to make it out of the portal before it closes, and should be able to bring the frost giants along, if they chose to help them. The giants can wade across the lake at roughly the same speed as the raft can be poled.

Once the PCs have closed the portal and escaped from the demi-plane, proceed to the Encounter 6: Ice-Cold Ale.

ENCOUNTER 6: ICE-COLD ALE

This encounter occurs if the PCs return to the Pious Pilgrim in Rakervale to meet with Inderalis and her hunting party. Read or paraphrase the following as the PCs enter the tavern:

The familiar common room of the Pious Pilgrim is all but empty on this icy day. Inderalis and her companions huddle in a corner away from the few local patrons in the room. The twelfth person at the Frost Barbarians' table, however, is a lithe, uniformed woman with curly black hair: Major Milecia Garandean of the Pale Patrol, a woman famous in Rakervale for commanding the Pale's assault on the stronghold of the Troll King. She sits with her back to the door but is clearly deep in discussion with the eleven Fruztii.

As the Suloise woman notices you entering the structure, she calls for the serving girl to bring more ale to the table and waves you over. Major Garandean turns to you, too, and smiles.

🔱 **Major Milecia Garandean:** female human (Oeridian) fighter 8.

- **Description:** Milecia Garandean is an Oeridian woman with naturally curly coal-black hair, cut in a smart short style. Her bright hazel eyes give her otherwise ordinary face a cheery appearance. She is lithe and agile, so the beautiful rapier at her side suits her far better than a heavy blade would. She speaks with a stern voice but weighs her words before speaking them.
- **Personality:** Major Garandean has a patient, rational demeanor, and she is a devout Pholtan but compassionate toward heathens.
- **Motives:** Milecia wants only what is best for the Pale and Rakervale. She hopes to rise to the rank of Constable, which would give her full authority over a small town, but she intends to work hard and deserve such a promotion.

Once the PCs move to the table, read or paraphrase the following:

Major Garandean greets you cordially, "Welcome back, friends. I hope you bring good news about your quest."

Inderalis says, "We have learned much from our journeys into the cold. How fared you?"

Allow the PCs an opportunity to respond as they choose. When they are done, Inderalis reports how their journey went. If the PCs do not ask directly, she shares the information about the Bracelet of the North only (the items set off by two asterisks: **). The following notes can be used to answer most of the PCs' questions:

- ** We learned the curse of the Bracelet of the North can be removed by soaking the bracelet in the blood of the dragon whose scales were used to craft the bracelet.
- ** A large supply of this blood is available from the Frigdrasil clan as we recovered the dragon after his death (PAL5-07 *Winters Past*).
- At the cave we investigated, we encountered a strange woman with fiendish features, along with her companions. We killed her companions, a group of goblins, but she was able to escape.
- Inside the cave were a large egg—a white dragon egg—and several tomes. Inderalis destroyed the egg and gave the tomes that contained magical writings to the Pale's Arcanist Guild.
- The cave also contained other treasures, which we turned over to Falder at the Frigdrasil stronghold.
- ** The documents detailing how to remove the curse of the Bracelet have been shared with the Pale authorities and other groups we knew of. We believe that this sharing of knowledge will help restore the honor of the Frigdrasil clan.

(The woman at the cave was Umar, a tiefling introduced in PAL2-05 *The Heretic* and mentioned in PAL5-04 *Seeds of Winter* as one of Winterwind's "guardeners", specially selected caretakers of white dragon eggs. With the destruction of the white dragon egg and the defeat of Umar, Brother Jeremiah's prophecy of white dragon eggs being sown throughout the Pale—the prophecy for which PAL5-04 *Seeds of Winter* was named—has been averted.)

Those who successfully spoke with the Frigdrasil and remained friendly with them will gain the AR item: **Bracelet of the North: Lifted Curse**. Those who attacked or did not successfully speak with the Frigdrasil should not receive this AR item.

Proceed to the Conclusion once the PCs are done speaking with Inderalis and Milecia.

CONCLUSION

SUCCESS

(The portal has been closed)

Read or paraphrase this conclusion if the PCs were successful in closing the portal and helped the frost giants to leave the demi-plane:

Winter still wraps the Pale in a blanket of snow, but with the portals closed there may be hope that this spring, the thaw will come in its natural time.

Those who sent you were grateful that you succeeded in sealing the portal that was allowing the demi-plane of cold to continue fueling the Troll Winter. They rewarded you appropriately as a member of their order and promised you that your name would be remembered in the annals of history for your heroic efforts in halting the Troll Winter of CY 596.

If the PCs did not attack the frost giants, read or paraphrase the following as well:

The release of the frost giants seems to worry those you call friends and allies when you tell them of this, but how much threat can such a small band be, even if they are giants?

FAILURE

(The portal has not been closed)

Read or paraphrase the following if the PCs failed to close the portal and any of them survived:

Winter still wraps the Pale in a blanket of snow. Due to your failure, it may last forever.

In the mountains of the Pale, a portal remained open and although you were able to locate it and warn your friends and allies of its location, the defenses will no doubt be greater when others return to try and seal the portal.

Winterwind is probably bolstering the ranks of his icy armies, with which to invade the Pale soon. The coldness that many citizens feel in their fingers and toes may turn to the cold death of a grave if he succeeds. Pray that someone else will succeed where you did not.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2

Defeat the wild animals

APL 6 180 XP

APL 8 240 XP

APL 10 330 XP

APL 12 390 XP

APL 14 420 XP

Encounter 3

Defeat the ice drakes

APL 6 300 XP

APL 8 360 XP

APL 10 420 XP

APL 12 480 XP

APL 14 540 XP

Encounter 4

Cross the Lake of Coldfire

APL 6-14 150 XP

Encounter 5

Negotiate with the frost giants

APL 6 90 XP

APL 8 145 XP

APL 10 180 XP

APL 12 235 XP

APL 14 330 XP

Story Award

Destroy the ice furnace

APL 6 90 XP

APL 8 115 XP

APL 10 135 XP

APL 12 160 XP

APL 14 180 XP

Rescue the Frigdrasil women at the portal

APL 6 60 XP

APL 8 75 XP

APL 10 90 XP

APL 12 110 XP

APL 14 120 XP

Discretionary roleplaying award

APL 6 30 XP

APL 8 35 XP

APL 10 45 XP

APL 12 50 XP

APL 14 60 XP

Total possible experience:

APL 6 900 XP

APL 8 1,125 XP

APL 10 1,350 XP

APL 12 1,575 XP

APL 14 1,800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Total Possible Treasure (all from Encounter 3)

APL 6: Loot – 200 gp; Coin – 500 gp; Magic – 208 gp.
Total 908 gp (capped at 900 gp)

APL 8: Loot – 200 gp; Coin – 100 gp; Magic – 2,458 gp.
Total: 2,758 gp (capped at 1,300 gp)

APL 10: Loot – 200 gp; Coin – 100 gp; Magic – 2,458 gp.
Total: 2,758 gp (capped at 2,300 gp)

APL 12: Loot – 200 gp; Coin – 700 gp; Magic – 2,458 gp.
Total: 3,358 gp (capped at 3,300 gp)

APL 14: Loot – 200 gp; Coin – 4,000 gp; Magic – 2,458 gp.
Total: 6,658 gp (capped at 6,600 gp)

ITEMS FOR THE ADVENTURE RECORD

Bracelet of the North – Lifted Curse: The bracelet's curse is about to be broken. The bracelet remains bonded to you and retains any existing compulsion over you until 20 TUs have passed after this adventure. At that time, it resumes functioning as a *bracelet of minor fire resistance*

again (as the *ring*). If you want to keep it, you must buy it (Price 12,000 gp, with Regional access). You may keep a nonmagical version of the bracelet as a souvenir at no cost.

Mark off the TUs that pass after this adventure:

= 10

= 20

Gargantuan White Dragonhide: You found the intact hide of a Gargantuan white dragon and may have it made into dragonhide armor (you pay full price), according to the rules in the DMG.

Favor of the... For your efforts in resolving the Troll Winter, one Pale meta-org has awarded you access to the following feats, spells, items, or mount. Unless otherwise noted, all spells are from the *Spell Compendium* and all feats are from the *Player's Handbook II*. Choose one of these favors, but only if you belong to the meta-org:

Arcanist Guild: *Ectoplasmic armor* (Sor/Wiz1), *belker claws* (Sor/Wiz2), *shadow phase* (Sor/Wiz3), *explosive cascade* (Sor/Wiz3).

Bardic College: *Crab walk* (Brd1/Drd1/Rgr1), *heartfire* (Brd2/Drd2); Battle Dancer.

Brotherhood of Arms / Prelatal Militia: Melee Weapon Mastery, Shield Specialization, Shield Ward.

Council of Faith: *Cold fire* (Clr1/Drd1), *light of Mercuria* (Clr2/Sor2/Wiz2), *light of Venya* (Clr3/Sor3/Wiz3), *moon bolt* (Clr4/Drd4).

Coven of White Light: *Sonic blast* (Sor/Wiz1), *phantom foe* (Sor/Wiz2), *rainbow blast* (Sor/Wiz3), *displacer form* (Sor/Wiz4).

Disciples of Discipline: Fiery Fist, Fiery Ki Defense, Ki Blast.

Lost Clan (Frigdrasil Clan): Lunging Strike, Mad Foam Rager, Steadfast Determination. The Frigdrasil Clan welcomes all PCs in the Lost Clan as honorary members.

Natural Order: Alternate animal companions (*Frostburn*); Companion Spellbond, Primeval Wildshape (*Frostburn*).

Pale Diplomatic Corps: Cunning Evasion, Master Manipulator, Wanderer's Diplomacy.

Pale Patrol: You may choose one feat or spell from any of the other meta-orgs. Write the feat or spell chosen below. This favor is for those who worked for the Pale Patrol and belong to no meta-org.
Feat/Spell: _____

[] **Pholtan Clergy:** *Faith healing* (Clr1/Pal1), *light of Mercuria* (Clr2/Sor2/Wiz2), *checkmate's light* (Clr3/Pal2), *lesser holy transformation* (Clr4).

[] **Pholtan Knights Valorous:** *Knight's move* (Clr3/Pal2), *righteous fury* (Pal3); gain one hippogriff mount (treat as a domesticated animal for APL purposes). The PKV will not replace this hippogriff if it dies. If you are a paladin of sixth level or higher, you may bond the hippogriff as your special mount, according to the rules in the DMG.

[] **Phostaldaron:** *Serpentstongue* and *blunt arrows*, *elvencraft bow*, *wildwood special armor material*, *swordbow*. (All *Races of the Wild* with Regional access)

[] **Shapers of Sun and Stone:** *Beckon the Frozen* (*Frostburn*); *snowwalk* (Drd2/Rgr2/Winter2) (*Frostburn*), *splinterbolt* (Drd2).

[] **Thieves' Guild:** *Acrobatic Strike*, *Deadeye Shot*, *Telling Blow*.

Item Access

APL 6:

- *Wyrmfang amulet* (Adventure; *Draconomicon*; 2,500 gp)
- *Fur clothing* (Regional; *Frostburn*; 8 gp)
- *Coldfire* (Adventure; *Frostburn*; 50 gp/ounce)

APL 8-14 (all of APL 6 plus the following):

- *Mantle of the silver wyrm* (Regional; *Draconomicon*; 27,000 gp)

ENCOUNTER 3: OUT IN THE COLD

Ice Drake: CR 7; Large dragon (Air, Cold, Water); HD 8d12+32; hp 86; Init +2; Spd 30 ft., fly 110 ft. (average), swim 20 ft.; AC 19, touch 11, flat-footed 17; Base Atk +8; Grp +17; Atk +12 melee (2d6+5, bite); Full Atk +12 melee (2d6+5, bite) and +10/+10 melee (1d8+2 plus 1d6 cold, 2 claws), and +10 melee (1d8+7, tail slap); Space/Reach 10 ft./5 ft.; SA freezing touch; SQ darkvision 60 ft., immunity to cold, magic sleep effects, and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +9; Str 21, Dex 14, Con 19, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance +15, Climb +15, Escape Artist +12, Hide +9*, Listen +13, Search +8, Spot +15, Swim +13; Alertness, Flyby Attack, Multiattack.

Languages: Auran, Draconic.

Freezing Touch (Su): Anyone hit by an ice drake's claw attack takes an extra 1d6 points of cold damage and must succeed on a DC 18 Reflex save or also take 1 point of Strength damage.

Skills: An ice drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Ice drakes have a +2 racial bonus on Balance checks and on Climb checks. *They have a +4 racial bonus on Hide checks in icy environments.

Physical Description: Ice drakes are vicious scavengers that lair in cold or arctic lands.

The scales of an ice drake are ivory in color, with occasional tinges of ice-blue. Ice drakes have short, stocky limbs and a wide, flat tail that helps them climb on icy surfaces.

Ice drakes give large predators a wide berth, preferring to wait until after such creatures have finished feasting to move in on the remains. They are not afraid to chase off smaller predators such as wolves.

An ice drake speaks Draconic and either Auran or Aquan (50% chance of either). The creatures speak haltingly, but woe to any who mistake this trait for lack of intelligence.

APPENDIX 1: APL 8

ENCOUNTER 2: PREDATOR OR PREY

Smilodon (Saber-Toothed Tiger): CR 5; Large animal; HD 9d8+27; hp 67; Init +2; Spd 40 ft.; AC 15, touch 11, flat-footed 13 (+2 Dex, -1 size, +4 natural armor); Base Atk +6; Grp +17; Atk +12 melee (2d6+7/x3, bite); Full Atk +12 melee (2d6+7/x3, bite) and +10/+10 melee (1d6+3, 2 claws); Space/Reach 10 ft./5 ft.; SA augmented critical, improved grab, pounce, rake 1d6+3; SQ low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +8; Str 24, Dex 14, Con 16, Int 2, Wis 14, Cha 6.

Skills and Feats: Balance +6, Hide +2*, Jump +15, Listen +8, Move Silently +6, Spot +8; Alertness, Dodge, Mobility, Spring Attack.

Augmented Critical (Ex): A saber-toothed tiger deals triple damage if it scores a critical hit with its bite attack.

Improved Grab (Ex): To use this ability, the saber-toothed tiger must hit with a bite or a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a saber-toothed tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A saber-toothed tiger gains two additional claw attacks against grappled foes or foes it pounces on (attack bonus +10, damage 1d6+3). Rake attacks are not subject to the normal -4 penalty for attacking with a natural weapon in a grapple.

Scent (Ex): A saber-toothed tiger can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: Saber-toothed tigers gain a +4 racial bonus on Balance, Hide, and Move Silently checks.

*In forest terrain, their Hide bonus improves to +8.

ENCOUNTER 3: OUT IN THE COLD

Advanced 12-HD Ice Drake: CR 9; Large dragon (Air, Cold, Water); HD 12d12+48; hp 126; Init +2; Spd 30 ft., fly 110 ft. (average), swim 20 ft.; AC 19, touch 11, flat-footed 17; Base Atk +12; Grp +22; Atk +17 melee (2d6+5, bite); Full Atk +17 melee (2d6+6, bite) and +15/+15 melee (1d8+3 plus 1d6 cold, 2 claws), and +15 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft.; SA freezing touch; SQ darkvision 60 ft., immunity to cold, magic sleep effects, and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 14, Con 19, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance +19, Climb +19, Escape Artist +15, Hide +13*, Listen +16, Search +11, Spot +19, Swim +13; Adroit Flyby Attack (see Appendix 2), Alertness, Flyby Attack, Multiattack, Wingover.

Languages: Auran, Draconic.

Freezing Touch (Su): Anyone hit by an ice drake's claw attack takes an extra 1d6 points of cold damage and must succeed on a DC 20 Reflex save or also take 1 point of Strength damage.

Skills: An ice drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Ice drakes have a +2 racial bonus on Balance checks and on Climb checks. *They have a +4 racial bonus on Hide checks in icy environments.

Physical Description: Ice drakes are vicious scavengers that lair in cold or arctic lands.

The scales of an ice drake are ivory in color, with occasional tinges of ice-blue. Ice drakes have short, stocky limbs and a wide, flat tail that helps them climb on icy surfaces.

Ice drakes give large predators a wide berth, preferring to wait until after such creatures have finished feasting to move in on the remains. They are not afraid to chase off smaller predators such as wolves.

An ice drake speaks Draconic and either Auran or Aquan (50% chance of either). The creatures speak haltingly, but woe to any who mistake this trait for lack of intelligence.

APPENDIX 1: APL 10

ENCOUNTER 2: PREDATOR OR

PREY

Dire Polar Bear: CR 11; Huge animal; HD 18d8+114; hp 195; Init +0; Spd 50 ft., swim 20 ft.; AC 19, touch 8, flat-footed 19 (-2 size, +11 natural armor); Base Atk +13; Grp +35; Atk +25 melee (2d6+14, claw); Full Atk +25/+25 melee (2d6+14, 2 claws) and +20 melee (3d8+7, bite); Space/Reach 15 ft./10 ft.; SA improved grab; SQ low-light vision, scent; AL N; SV Fort +17, Ref +11, Will +12; Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -6*, Listen +11, Spot +11, Swim +17; Alertness, Endurance, Improved Natural Armor, Run, Toughness (2), Track (B), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Scent (Ex): A dire polar bear can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A dire polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

ENCOUNTER 3: OUT IN THE COLD

Advanced 16-HD Ice Drake: CR 11; Large dragon (Air, Cold, Water); HD 16d12+80; hp 184; Init +2; Spd 30 ft., fly 110 ft. (average), swim 20 ft.; AC 19, touch 11, flat-footed 17; Base Atk +16; Grp +26; Atk +21 melee (2d6+5, bite); Full Atk +21 melee (2d6+6, bite) and +19/+19 melee (1d8+3 plus 1d6 cold, 2 claws), and +19 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft.; SA freezing touch; SQ darkvision 60 ft., immunity to cold, magic sleep effects, and paralysis, low-light vision, SR 16, vulnerability to fire; AL CE; SV Fort +15, Ref +12, Will +13; Str 22, Dex 14, Con 20, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance +23, Climb +22, Escape Artist +18, Hide +17*, Listen +19, Search +14, Spot +23, Swim +13; Adroit Flyby Attack (see Appendix 2), Alertness, Awaken Spell Resistance (see Appendix 2), Flyby Attack, Multiattack, Wingover.

Languages: Auran, Draconic.

Freezing Touch (Su): Anyone hit by an ice drake's claw attack takes an extra 1d6 points of cold damage and must succeed on a DC 23 Reflex save or also take 1 point of Strength damage.

Skills: An ice drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Ice drakes have a +2 racial bonus on Balance checks and on Climb checks. *They have a +4 racial bonus on Hide checks in icy environments.

Physical Description: Ice drakes are vicious scavengers that lair in cold or arctic lands.

The scales of an ice drake are ivory in color, with occasional tinges of ice-blue. Ice drakes have short, stocky limbs and a wide, flat tail that helps them climb on icy surfaces.

Ice drakes give large predators a wide berth, preferring to wait until after such creatures have finished feasting to move in on the remains. They are not afraid to chase off smaller predators such as wolves.

An ice drake speaks Draconic and either Auran or Aquan (50% chance of either). The creatures speak haltingly, but woe to any who mistake this trait for lack of intelligence.

APPENDIX 1: APL 12

ENCOUNTER 2: PREDATOR OR

PREY

Dire Polar Bear: CR 11; Huge animal; HD 18d8+114; hp 195; Init +0; Spd 50 ft., swim 20 ft.; AC 19, touch 8, flat-footed 19 (-2 size, +11 natural armor); Base Atk +13; Grp +35; Atk +25 melee (2d6+14, claw); Full Atk +25/+25 melee (2d6+14, 2 claws) and +20 melee (3d8+7, bite); Space/Reach 15 ft./10 ft.; SA improved grab; SQ low-light vision, scent; AL N; SV Fort +17, Ref +11, Will +12; Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -6*, Listen +11, Spot +11, Swim +17; Alertness, Endurance, Improved Natural Armor, Run, Toughness (2), Track (B), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Scent (Ex): A dire polar bear can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A dire polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

ENCOUNTER 3: OUT IN THE COLD

Advanced 19-HD Ice Drake: CR 13; Large dragon (Air, Cold, Water); HD 19d12+95; hp 218; Init +2; Spd 30 ft., fly 110 ft. (average), swim 20 ft.; AC 19, touch 11, flat-footed 17; Base Atk +19; Grp +29; Atk +24 melee (2d6+6, bite); Full Atk +24 melee (2d6+6, bite) and +22/+22 melee (1d8+3 plus 1d6 cold, 2 claws), and +22 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft.; SA freezing touch; SQ darkvision 60 ft., immunity to cold, magic sleep effects, and paralysis, low-light vision, SR 19, vulnerability to fire; AL CE; SV Fort +16, Ref +13, Will +14; Str 22, Dex 14, Con 20, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance +24, Climb +25, Escape Artist +21, Hide +20*, Listen +22, Search +16, Spot +26, Swim +14; Adroit Flyby Attack (see Appendix 2), Alertness, Awaken Spell Resistance (see Appendix 2), Flyby Attack, Multiattack, Snatch, Wingover.

Languages: Auran, Draconic.

Freezing Touch (Su): Anyone hit by an ice drake's claw attack takes an extra 1d6 points of cold damage and must succeed on a DC 24 Reflex save or also take 1 point of Strength damage.

Skills: An ice drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Ice drakes have a +2 racial bonus on Balance checks and on Climb checks. *They have a +4 racial bonus on Hide checks in icy environments.

Physical Description: Ice drakes are vicious scavengers that lair in cold or arctic lands.

The scales of an ice drake are ivory in color, with occasional tinges of ice-blue. Ice drakes have short, stocky limbs and a wide, flat tail that helps them climb on icy surfaces.

Ice drakes give large predators a wide berth, preferring to wait until after such creatures have finished feasting to move in on the remains. They are not afraid to chase off smaller predators such as wolves.

An ice drake speaks Draconic and either Auran or Aquan (50% chance of either). The creatures speak haltingly, but woe to any who mistake this trait for lack of intelligence.

APPENDIX 1: APL 14

ENCOUNTER 2: PREDATOR OR

PREY

Dire Polar Bear: CR 11; Huge animal; HD 18d8+114; hp 195; Init +0; Spd 50 ft., Swim 20 ft.; AC 19, touch 8, flat-footed 19 (-2 size, +11 natural armor); Base Atk +13; Grp +35; Atk +25 melee (2d6+14, claw); Full Atk +25/+25 melee (2d6+14, 2 claws) and +20 melee (3d8+7, bite); Space/Reach 15 ft./10 ft.; SA improved grab; SQ low-light vision, scent; AL N; SV Fort +17, Ref +11, Will +12; Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -6*, Listen +11, Spot +11, Swim +17; Alertness, Endurance, Improved Natural Armor, Run, Toughness (2), Track (B), Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Scent (Ex): A dire polar bear can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Skills: A dire polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A dire polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

ENCOUNTER 3: OUT IN THE COLD

Advanced 22-HD Huge Ice Drake: CR 15; Huge dragon (Air, Cold, Water); HD 22d12+154; hp 297; Init +1; Spd 30 ft., fly 110 ft. (average), swim 20 ft.; AC 20, touch 9, flat-footed 19; Base Atk +22; Grp +40; Atk +30 melee (4d6+10, bite); Full Atk +30 melee (4d6+10, bite) and +28/+28 melee (2d6+5 plus 1d8 cold, 2 claws), and +28 melee (2d6+15, tail slap); Space/Reach 15 ft./10 ft.; SA freezing touch; SQ darkvision 60 ft., immunity to cold, magic sleep effects, and paralysis, low-light vision, SR 22, vulnerability to fire; AL CE; SV Fort +20, Ref +14, Will +16; Str 31, Dex 12, Con 24, Int 10, Wis 16, Cha 13.

Skills and Feats: Balance +28, Climb +27, Escape Artist +24, Hide +18*, Listen +25, Search +20, Spot +29, Swim +18; Adroit Flyby Attack (see Appendix 2), Alertness, Awaken Spell Resistance (see Appendix 2), Flyby Attack, Improved Natural Attack (bite), Improved Snatch (see Appendix 2), Multiattack, Snatch, Wingover.

Languages: Auran, Draconic.

Freezing Touch (Su): Anyone hit by an ice drake's claw attack takes an extra 1d8 points of cold damage and must succeed on a DC 28 Reflex save or also take 1 point of Strength damage.

Skills: An ice drake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Ice drakes have a +2 racial bonus on Balance checks and on Climb checks. *They have a +4 racial bonus on Hide checks in icy environments.

Physical Description: Ice drakes are vicious scavengers that lair in cold or arctic lands.

The scales of an ice drake are ivory in color, with occasional tinges of ice-blue. Ice drakes have short, stocky limbs and a wide, flat tail that helps them climb on icy surfaces.

Ice drakes give large predators a wide berth, preferring to wait until after such creatures have finished feasting to move in on the remains. They are not afraid to chase off smaller predators such as wolves.

An ice drake speaks Draconic and either Auran or Aquan (50% chance of either). The creatures speak haltingly, but woe to any who mistake this trait for lack of intelligence.

APPENDIX 2: NON-CORE RULES ITEMS

NEW FEATS

Adroit Flyby Attack [General] (*Draconomicon*)

You can make flyby attacks and get out of reach quickly.

Prerequisite: Fly speed 90, Flyby Attack, Hover or Wingover.

Benefit: When flying and making an attack action, you can move both before and after the attack, provided that the total distance moved is not greater than your fly speed. Your flying movement does not provoke attacks of opportunity from the creatures you attack during the round when you use this feat.

Awaken Spell Resistance [Monstrous] (*Draconomicon*)

You gain spell resistance.

Prerequisite: Con 13, dragon type.

Benefit: You gain innate spell resistance equal to your racial Hit Dice.

Special: If your racial Hit Dice increase after you gain this feat, your spell resistance increases as well. If you have this feat and you also have (or later gain) spell resistance as a racial ability, your spell resistance is equal to your new Hit Dice total or your racial spell resistance +2, whichever is higher.

You can take this feat multiple times. Each time you take the feat, your innate spell resistance increases by 2. For example, an old silver dragon that has taken this feat twice has spell resistance 30.

Improved Snatch [General] (*Draconomicon*)

You can make snatch attacks against bigger opponents than other creatures can.

Prerequisite: Snatch.

Benefit: As the Snatch feat (see page 304 of the *Monster Manual*), except that you can grab a creature two size categories smaller than you with your bite or claw attack.

NEW MONSTERS

Dire Polar Bear (*Frostburn*)

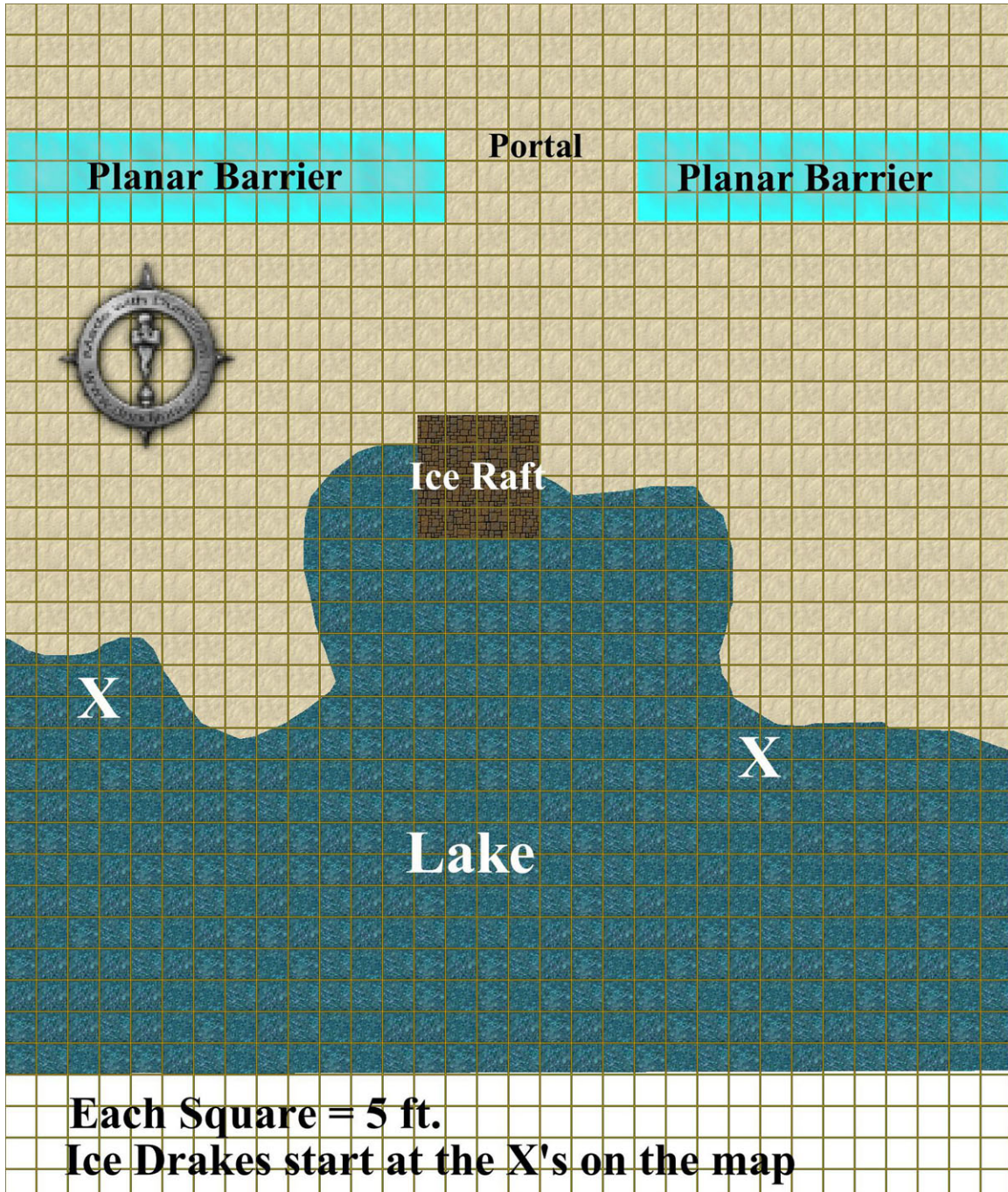
Ice Drake (*Draconomicon*)

Smilodon (*Frostburn*)

All stats and descriptions are reprinted in the relevant sections of Appendix 1.

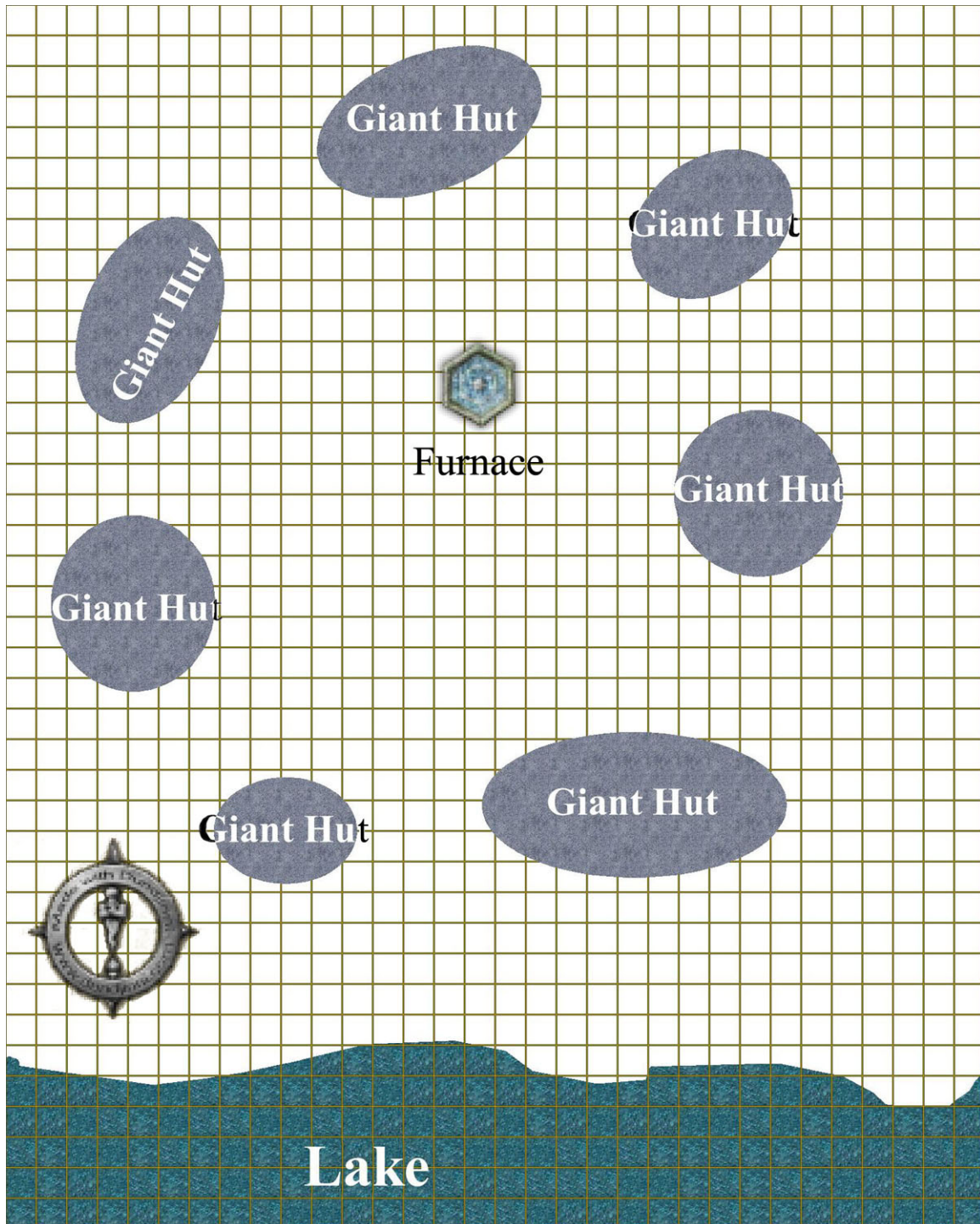
MAP 1: PORTAL TO THE DEMIPLANE

Used for Encounter 3.



MAP 2: FROST GIANT SETTLEMENT

Used for Encounter 5.



DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot

skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.

4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).