

Pale Regional Scenario Summaries - Year Four

version 1.0, January 2006

Since Living Greyhawk scenarios (except introductory scenarios) retire after two years of play, there are many scenarios in the history of the campaign that new players may never get to play or read. Even old-timers in LG may have forgotten what happened or whom they met in a particular scenario.

This document, therefore, summarizes the plots, characters, and connections of the fourth batch of nine Pale regional scenarios—as well as introductory scenarios and several convention-only interactives and minimissions—which were released in Year Four of the Living Greyhawk campaign (2004). You can learn about these scenarios if you never played them, or remind yourself what happened if you did play them. It can also be a useful reference for the backstory of some current Pale regional scenarios or plotlines. You might even find something here that inspires you to write a new scenario, drawing on material from the region's past. (See the Pale website, at www.theocracyofthepale.com, for more information on proposing and writing scenarios.)

Other documents already cover Years One, Two, and Three. We intend to produce documents like this for all subsequent years when their scenarios are retired.

The Pale Triad had tremendous help from volunteers Jodi Soares and Steve Deis, who produced the first drafts of several of these summaries.

Enjoy your trip back to Year Four!

The Pale Triad, January 2006:

Derek Schubert

Lance White

Shelton Yee

PAL4-01 Lost Soul

Series Name: n/a

Other Scenarios in Series: n/a

Author: Frank Bayer

APLs: 4-12

Location(s): Ogburg and surrounds.

Plot Summary: Divine Infiltrator Shalnor has detected rumors of followers of Nerull operating in the southeastern Pale. He sent his friend, the ranger Shenara Landjumper, to find out more about the cult's activities. She managed to track the cultists and steal a scroll that contained the ritual of Nerull, but she was killed in the effort. The PCs interrupt the evil priests trying to interrogate Shenara's life-memory (*Speak with Dead*). After the combat with the priests of Nerull, the PCs find Shenara's will among her possessions, which leads them to Divine Infiltrator Shalnor. Shalnor tries to cast *Raise Dead* but the spell fails. Deducing that a ritual of Nerull must be preventing Shenara's spirit from returning, he sends the PCs to retrieve two items to break the ritual: a *Ring of Enhancement* and *Spirit Essence*. The PCs get the ring from a lonely and eccentric old wizard, but only if they can answer several word-puzzles. The PCs capture some *Spirit Essence* by killing an undead creature (spectre or lich, at different APLs) that lurks in a ruined watchtower not far from town. On the return trip, other members of the cult of Nerull try to trick the PCs into giving up the items. When the PCs give the items to Shalnor, he asks if they would like to join in the ritual. The PCs contact Shenara's spirit and try to convince her to return to the living.

Official Results: The ritual is successful and Shenara returns to life.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Divine Infiltrator Shalnor, male human Clr14 (Pholtus); 50 years old, works at the Temple of Blazing Truth in Ogburg.
- Tarquin, male human Clr2 (Pholtus); a young priest at the Temple of Blazing Truth, answers doors and that sort of thing.
- Shenara Landjumper, female human Rgr. Killed and revived. Ogburg area.
- Zambaric III, N male human Wiz14; old and eccentric, loves word puzzles, makes magical rings. At home near Ogburg.

Special Items, Favors, or Influence:

- Favor of Zambaric III (only if PCs return to his house and tell him about their adventures): Zambaric will create any wand or ring in the DMG valued at 5,000 gp or less, any 2 scrolls from the DMG 5th level or below, OR enchant any weapon with a single upgrade that brings the weapon to no greater than a +2 enhancement.

Other Scenarios Using Material From It:

- PAL4S-02 *Unnatural Law* (Zambaric poses more word-puzzles to the PCs)
- PAL5-04 *Seeds of Winter* (Zambaric is featured; spoiler omitted).

Loose Threads:

- none. Authorities in the Pale have broken up the rest of the cult of Nerull.

PAL4-02 Stirring the Waters

Series Name: Heritage

Other Scenarios in Series: PAL2-03 Stitch in Time, PAL4-06 Strands of Gloom, PAL5-03 Strata.

Author: Derek Schubert

APLs: 4-10

Location(s): Village of Fensdale; edge of Phostwood.

Plot Summary: Twin girls, Tenha refugees staying near Fensdale, are discovering their sorcerous powers. A mysterious woman has identified them as kin and urged them in a dream to run away from home and follow some floating lanterns (actually will-o'-wisps) to a ruin of power in the Phostwood. The village priest followed the girls, but the ruin's bog-mummy guardian killed him. The PCs help look for the girls (or the priest), asking around town for clues and eventually tracking them into the Phostwood. If they cannot track, then they are attacked by a beast of the forest (assassin vine or ochre jelly) before being found by the will-o'-wisps and led along. The PCs find one twin sitting exhausted in the woods with the body of the priest, and she tells them her fearful story. The ruin allows non-good Flan women to enter and to enhance their latent sorcery, but a necromantic trap and the bog-mummy (in a chamber hidden by illusions) await intruders; will-o'-wisps also join in attacking the PCs. The mummy's demise releases ancient energies that adhere to the PCs. Carvings at the ruin trace an Ur-Flan tribe's glory (thanks to some sort of powerful ally) and eventual destruction, but prophesy the rise of the tribe's sorceress descendants. As the PCs leave, ogres attack to capture the girls; the ogres say that a priest of luz paid them to do it.

Official Results: The bog-mummy guardian and the ogres were defeated. The girls were returned to the Pale under the supervision of the Arcanist Guild. Deacon Reas was laid to rest in Fensdale.

NPCs Met or Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- The twins, both female human (Flan); age 13. Both at Arcanist Guild in Fensdale:
 - Kylah, N(g) Sor0; tall and pretty, somewhat vain but deeply affected by Deacon Reas's death.
 - Nevh, N(e) Sor1; clever, somewhat jealous of her sister, willing to forgo friendship for power.
- The twins' caretakers, both human (Flan), husband and wife. Both at refugee camp at Fensdale:
 - Aunt Anjah, LN female Com1; age 40 or so, zealous new convert to Pholtus trying to downplay her ethnicity.
 - Uncle Eivan, LG male Exp3; age 45, stern protector and provider, leatherworker/saddler working for the Prelatal Army cavalry but retaining his faith in Allitur and Tenh's traditional deities.
- Rowan, N male human (Flan) youth; age 15, tall, proud, unofficial leader of refugee children, boyfriend to Kylah. Fensdale.
- Binna, N female human (Flan) child; age 11, shy, has Nevh's old doll and keeps secret of the twins' sorcery. Fensdale.
- Brother Havren, LN male human (Oeridian) Clr2 (Pholtus); age 25, acolyte, intolerant but unsure of himself. Fensdale.
- Elmur, LN male human Exp1; age 35, ferryman, mostly Flan, wiry. Fensdale.
- Brother Reas, LG male human (Oeridian) Clr5 (Pholtus); charismatic and outgoing, led soccer team for refugees (learned the game at seminary in Landrigard). Killed by mummy.
- Will-o'-wisp stalker, CE will-o'-wisp Rgr1/Rog1; smart and cruel, hunter of elves et al. Escaped into the Phostwood.
- Ur-Flan mummy, NE former male human (Flan) advanced mummy (+Ftr varies by APL); guardian of the ruin. Killed in battle.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- "The Mentor"; female voice that inspired the twins in a magical dream. Unknown location. Dealt with in a future scenario.
- The twins' mother (Eivan's sister) and the son of Eivan and Anjah, both human (Flan). Killed by luz's troops a few years ago.
- High Seer Jarret Beak, male human; high seer of the Pale.
- Abbot Faxon Genterros, male human Clr (Pholtus); relates a vision from Jarret Beak as a hook for some PCs. Hatherleigh.

PAL4-02 Stirring the Waters, contd.

Other NPCs mentioned contd.:

- The Trueblood family, introduced in PAL1-09 *Bewitched*. All in Fensdale:
 - Corwin Trueblood, male human (Oeridian).
 - Ehlena, female half-elf Sor; Corwin Trueblood's wife.
 - Reas Trueblood, male human (quarter-elf) baby; newborn child, named in Deacon Reas's honor.
- Sister Markarethe, female human Clr3 (Pholtus); old priestess, introduced in PAL1-09 *Bewitched*, tended to the Tenha refugees. Died last year.
- Many other NPCs, introduced in PAL1-09 *Bewitched*, are mentioned but not directly relevant.

Special Items, Favors, or Influence:

- Infused by Ur-Flan Energies: the destruction of the ancient guardian has infused the PC's body with arcane energies. This infusion does not make the PC radiate magic or evil, but it might provide a reason for a non-arcane PC to take levels as a sorcerer or bard. The PC gains access to the spells *negative energy ray* (Sor/Wiz1) and *negative energy burst* (Sor/Wiz3). A spontaneous arcane caster (sorcerer or bard) may also find dark power infiltrating her magical repertoire: at the next character level gained, the PC may swap out one known spell of a level at least one lower than the highest known. The new spell must be from the school of Enchantment, Illusion, or Necromancy. This is special exception to the usual rule for swapping spells through level advancement. [The two spells unlocked by this favor were removed from the LG campaign in March 2005.]
- Bridle of the Tenha plains: This magical bit and bridle are decorated in traditional Tenha Flan beadwork motifs. When placed on a horse or other riding animal, it gives the rider a +3 bonus to Ride checks. Faint transmutation; CL 3rd; Craft Wondrous Item, Ride 5 ranks; Price 900 gp. [Crafted by Uncle Eivan for the PCs.]

Other Scenarios Using Material From It:

- other three scenarios in the series.
- PAL4S-02 Unnatural Law (an ettin gains sorcerous powers after lairing in another Ur-Flan ruin)

Loose Threads:

- none. A future scenario tells who sent the dreams to the girls.

PAL4-03 All Which is Forgotten

Series Name: Germinations (Part Six)

Other Scenarios in Series: PAL 1-04 Prelude to the Past, PAL2-01 Drawing from Life, PAL2-02 Pale Harvest, PAL3-01 In the Shadow of Death's Door, PAL3-04 Full Circle.

Author: David W. Baker

APLs: 2-12

Location(s): Near Ogburg: Konrad Huber's tower, hidden valley in Rakers.

Plot Summary: The plans of the rex aartuk (evil plant-creatures) and their servant Konrad Huber are coming to fruition in the southern Rakers. The rex aartuk are unearthing a Black Cyst, an inverted pyramid of black rock sacred to the deity Tharizdun. Huber, who accidentally infected himself with a yellow musk creeper and must drink a special elixir to stay alive, is trying to convince the rex aartuk to cure him by offering them the fabled 333 Gems of Tharizdun. Huber has gathered the gems from across the Flanaess; four were the Shards of the Uval-Noniz (featured in PAL3-04 *Full Circle*), and 208 others were stolen from the Pale's Library of Antigua.

The PCs are summoned to a Prelatal Army outpost near Ogburg and asked to recover the gems from Konrad Huber's tower, but only when the army launches its attack on the rex aartuk, so Huber's defenses will be drawn off. The PCs' guide is a joke-telling raven named Theo, a familiar whose wizard is a prisoner of Huber. The PCs are advised to travel quickly and/or cautiously, either by magic (flying or teleporting), or by the ruse of wearing living "viticula necklaces", which the rex aartuk's allies wear and put them under the rex aartuk's mental control, but an Arcanist Guild brother has a potion to block the mind control. The PCs can encounter some Freelancer spies and can steal their viticula necklaces to walk to Huber's tower unmolested; the PCs are not controlled but they do experience slight "deadly sin" side effects. If they walk in without the necklaces, they must fight two rex aartuk patrols. If they fly and are spotted, they must fight some flying creatures (griffons, wyverns, or yrthaks). Just before the PCs enter Huber's tower, Theo's master is sacrificed by the rex aartuk and Theo departs. Huber's tower is creepy and plant-infested, guarded on the outside by animals with plant matter grafted on to them (wolves, wolverines, dire wolverines, dire bears, or dire tigers), or guarded from below by yellow musk zombies (troglodytes or hill giants) and a yellow musk creeper. The tower also holds nine prisoners due to be sacrificed by the rex aartuk, and the missing Bishop-General Amaris Viligant, now transformed by Huber's experiments into a plant-human hybrid in symbiosis with the tower. The PCs fight pseudonatural creatures (krenshars, trolls, or umber hulks) just before apprehending Konrad Huber. Outside Huber's tower, the Prelatal Army has the battle well in hand until the rex aartuk sacrifice several humans to the Black Cyst and are revitalized. The dwarf hero Dorjan Oldrich arrives and asks the PCs to take some wounded soldiers to safety. (An optional encounter allows the PCs to take Dorjan Oldrich's place in the battle: they must fight some rex aartuk, including a sorcerer at APL6+. If they win, the PCs get an audience with the Prelate of Ogburg at the end.) The tide of the battle eventually turns back to the Pale forces, the rex aartuk board their strange flying ships. Two ships are destroyed and the PCs have a chance to destroy the third before it escapes.

Official Results: Konrad Huber was captured and the rex aartuk have been resoundingly defeated and routed from the Pale. Bards sing of the conflict, now known as the "Battle of Blackrock Valley". Bishop-General Amaris Viligant died. The 333 gems were lost before they could be returned to the Church.

Special Notes: The Black Cyst is a twin to the one in the classic AD&D module, WG4 *The Forgotten Temple of Tharizdun*, and the existence of others is hinted at. The "Strange Black Rock" from PAL1-04 *Prelude to the Past* was a chunk of the Black Cyst.

PAL4-03 All Which is Forgotten, contd.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Prelatal Army March Major Rhess, female human Ftr9/Clr1; first met in PAL1-10 *Siege at Castle Amdulant*, short and stocky, smokes cigars. Army outpost near Ogburg (but in the Tenh campaign as of PAL4M-02 *Strange Bedfellows*).
- Theo, male raven; former familiar of Melvane of Oldred, in love with Willow (another raven familiar). Now a normal raven.
- Adept Bevan, male human Wiz5, first met in PAL 3-04 *Full Circle*; eccentric, exaggerated gesticulations, brews potions. Prelatal Army Outpost north of Ogburg.
- Fenmit, NE male human Ftr (level by APL); weaselly leader of a Freelancer patrol. Captured and executed.
- Prisoners in Huber's tower. All freed from captivity:
 - Gwenda, female human Ftr1.
 - Bryn, male human Rog2.
 - Hellard, male human Ftr3.
 - Gorbard, male human Rog2.
 - Alwyn, female human Clr1.
 - Rhun, male human Ftr3.
 - Weliva, female human Sor2.
 - Talvan, male human Drd1.
 - Felia, female gnome Wiz10/Wayfarer Guide 3, first encountered in PAL 2-05 *The Heretic*. Back in Holdworthy.
- Bishop-General Amaris Viligant, former female human Ftr/Clr (Pholtus); Church Militant officer turned into a plant-creature in Huber's tower. Killed mercifully by adventurers.
- Konrad Huber, NE male human Wiz15; middle-aged, platinum-blond hair, infected by a yellow musk creeper. Prisoner of the Church.
- Dorjan Oldrich, male dwarf Ftr6/Rog10; gruff dwarf, troll-slayer, fighting with the Prelatal Army. Rakers, searching for any remaining rex aartuk.
- Prelate Sental Tekis, female human; new Prelate of Ogburg.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Melvane of Oldred, male human Wiz9; Theo's master, Nyronese, prisoner of rex aartuk. Level-drained to death.
- Willow, female raven; albino raven, familiar of a wizard in Ogburg, in love with Theo.

Special Items, Favors, or Influence:

- Konrad Huber's Spellbook: 6th – *circle of death, disintegrate, greater dispel magic, legend lore, move earth, true seeing*; 7th – *insanity, spell turning, summon monster VIII, waves of exhaustion*; 8th – *clone, maze, mind blank, screen*.
- Favor of the Wayfarers: PCs can play one scenario at a 1 TU reduced cost.
- Laelithra's Ring of Piety: +2 Wisdom bonus when worn by a good cleric, can be increased to +4 or +6 by improving the gemstone set in it (the Ring becomes intelligent if worn with Laelithra's other items in this series).
- Alienist prestige class access: The special requirements for the Alienist prestige class are met by the encounters in this scenario.
- Hero of the Pale: Upgrade by +2 one of the following for the difference in market price: *amulet of health, belt of giant strength, cloak of charisma, gloves of dexterity, headband of intellect, or periapt of wisdom*.

Other Scenarios Using Material From It:

- other five scenarios in the series.
- PAL4S-02 *Unnatural Law* (Prelatal Army asks for more scouts before the war against the rex aartuk)

Loose Threads:

- none. The rex aartuk have left the Pale, and the Freelancers are either broken up or deep in hiding.

PAL4-04 Leap of Faith

Series Name: n/a

Other Scenarios in Series: n/a

Author: Gregory A. Dreher

APLs: 4-12

Location(s): Rakervale, nearby Rakers, underground complex

Plot Summary: Two hundred years ago, the Church recovered a device called the *demongrasp rod*, used it to fend off an attack by demons, and then hid it away in a complex under the Rakers. An evil wizard has found out about the *demongrasp rod* and wants it, so he sends a *dream* to a gullible young member of the Arcanist Guild. In the dream, he pretends to be a servant of Pholtus and tells the young brother to take a leap of faith down a shaft with no apparent end. The young wizard, soon to be busy with a lengthy ritual, approaches the PCs at the Pious Pilgrim in Rakervale and asks them to recover the rod for him. On the trail, four quasits (in wolverine form) attack the PCs. The PCs arrive at the hole and find the two-level subterranean complex below. The complex contains the *demongrasp rod* (in a force field), the ghost of the first person who tried to steal the rod, and four rooms keyed to the traditional four domains of Pholtus (Good, Law, Sun, Knowledge). The rod is released from the force field by a combination of sunlight (shining down the hole and reflected off a mirror) and positive energy (healing or turning). The four other rooms hold clues to a word-puzzle, which activates an elevator in case the PCs cannot get out by their own magic. After the party leaves the complex with the rod, the complex collapses, its purpose complete. The evil wizard who sent the *dream*, along with his half-orc henchman, ambush the PCs on the surface; they were warned by a quasit that escaped the first fight. The PCs return to Rakervale with the *demongrasp rod*, which the Church takes into its protection. It was intended to remain hidden for much longer, but perhaps its recovery is a sign that it will be needed again soon.

Official Results: The villains were defeated and the Church has the *demongrasp rod*.

Special Notes: The “bottomless hole” was introduced in PAL1-02 *Absence of Law* as a mysterious feature along the trail to Xianshe’s lair.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Devin Evenstar, LG male human (Oeridian) Wiz3; young, friendly, tall, red robe with insignia of Arcanist Guild. Rakervale.
- Newon Envolis, CN male human (Oeridian) ghost Rog or Rog/Shd (varies by APL); first person who tried to steal the rod, haunting the subterranean complex. Destroyed and laid to rest.
- Ramanov Destar, CE male human Div/Acolyte of the Skin (varies by APL); cold-hearted, focussed, manipulative, short and wiry, loose brown clothes, demonic appearance. Killed in battle.
- Koris Quickaxe, NE male half-orc Rog/Bbn (varies by APL); quiet, efficient killer, 6’6” tall, muscular, greataxe. Killed in battle.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Galen Everbright, male human Clr (Pholtus); recovered the *demongrasp rod* and devised the complex. Died 200 years ago.
- Terranis Whitefire, male human Wiz; found out about the *demongrasp rod* 4 years ago and tried to recover it but failed. Dead.

Special Items, Favors, or Influence:

- *Demongrasp rod* (not the be kept by the PCs): evil item created by devils for use in the Blood War against demons, recovered by the Pale 200 years ago and buried in the protective complex.
- Ramanov’s spellbook: 1st – *burning hands, endure elements, enlarge person, mage armor, magic missile, reduce person, true strike*; 2nd – *blindness/deafness, bull’s strength, endurance, levitate, see invisibility, spider climb*; 3rd – *clairaudience/clairvoyance, dispel magic, fireball, fly, haste, slow*; 4th – *arcane eye, bestow curse, greater invisibility, mass reduce person, scrying*; 5th – *baleful polymorph, cone of cold, contact other plane, teleport*.
- Favor of the Arcanist Guild: Arcanist Guild or the Church will upgrade one of the following: cloak or vest of resistance (+1 to +2 or +2 to +3), a *ring of protection* (+1 to +2 or +2 to +3), or add bane (evil outsiders) or holy to any weapon.
- Disfavor of the Arcanist Guild: If a member of the Arcanist Guild they are expelled. Others must expend two favors from the guild in order to make use of any other favors from the guild.

PAL4-04 Leap of Faith, contd.

- Displeasure of the Church of the One True Path: All spells cast by the Church cost 150% of the LGCS list price.
- Wanted Criminal in the Theocracy of the Pale: In any adventure taking place in the Pale, if the PC is seen by a member of the Church or Theocratic Law Enforcement the character must make a Bluff or Disguise check (DC 30). If the PC fails the check, they are arrested for their crime and serve four weeks in the New Dawn Camp. The PC loses 4 TUs if arrested.
- Robbed by Fiends in the Night: The rod is stolen by fiends and the PC is incurably fatigued during the next adventure.
- Curse of the Demongrasp Rod: The PC takes on a demonic appearance (red eyes and a spaded tail). The PC suffers a -6 penalty to Charisma. The PC's alignment is shifted one step toward evil (good to neutral, neutral to evil).

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none (but the *demongrasp rod* still exists, in Church custody).

PAL4-05 Possessions in the Dust

Series Name: n/a

Other Scenarios in Series: n/a

Author: Neil Harkins

APLs: 2-16

Location(s): Atherstone; Stonelands of Tenh; village of Deepwell (70 miles west of Atherstone).

Plot Summary: Lekkol Khan, a prince of the Wolf Nomads, has made alliances with some Rovers and the Barrens and moved his warband into the Stonelands of Tenh to prevent luz from getting any advantage there. Finding conditions very difficult, the warband has taken to scavenging Tenha villages. At the village of Deepwell, one of the nomads accidentally released a bound undead spirit called a jahi, which feeds on souls (Charisma) and quickly possesses Lekkol himself. The former residents of Deepwell fled the Ether Threat and are living as refugees outside Atherstone, where the PCs begin. These refugees ask the PCs to recover some heirlooms from their village, in order to bless a marriage occurring soon. The head of the local Arcanist Guild also wants the PCs to investigate the planar phenomena left in the wake of the Ether Threat and the use of the *Codex of the Infinite Planes* (from COR3-12 *Endgame*). As the PCs cross the desertlike terrain, they fight one or more salt mephits and an earth-elemental monstrous scorpion, evidence of a conjunction with the Inner Planes. At Deepwell, the warband has already moved on and taken most of what the PCs are seeking, but five centaurs of the Wandering Tree tribe are there. They had been invited to honor a past alliance with the Rovers and join Lekkol's warband, but Lekkol (under the jahi's control) rebuffed them at the meeting. As the PCs follow the warband's trail, they fight air elementals and/or air-elemental trolls. Near the warband's camp, the PCs are intercepted by some Rovers, who escort them to the camp. An elderly shaman has just been exiled for questioning Lekkol's authority (again, the jahi's influence); he wards a PC against the evil afflicting Lekkol. Lekkol grants an audience to one high-Charisma PC, since the jahi hopes to possess him/her and move away to a more populous area, but the PCs uncover the scheme and fight the jahi. Once freed of the jahi, Lekkol is penitent and goes after the centaurs to ask forgiveness. With their items recovered, the refugees at Atherstone throw a fine traditional wedding.

Official Results: Lekkol Khan was freed from the jahi's influence and the warband (with the centaurs) are moving back toward the Barrens.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Tenha refugees, all humans (Flan), all from Deepwell except as noted, all in Atherstone:
 - Gregor Earthsong, male; former mayor / town elder of Deepwell, Magda's father.
 - Magda Earthsong, female; young adult, Gregor's daughter, wife of Jerrick Shalmwood.
 - Jerrick Shalmwood, male; young adult, Magda's husband, not from Deepwell.
 - Coreth Velais, male; elderly herbalist and brewer.
 - Terrol Broadback, male; cooper and smith.
 - Sylva Chantal, female; elderly midwife.
- Master Trumbore, male human Wiz; head of the Arcanist Guild in Atherstone, wordy, expert on the planes. Atherstone.
- The jahi, parasitic undead spirit (HD varied to be a suitable challenge at each APL); translucent three-headed snakelike form, dominated Lekkol Khan. Destroyed in battle.
- The Wolf Nomads, all male human (Baklunish), all in the Stonelands desert except as noted:
 - Lekkol Khan; seventh son of Bargru Khan.
 - Toril; leader of the Wolfpack Elite, fanatically loyal to Lekkol Khan.
 - Barat; former leader of the Wolfpack Elite but killed by Lekkol for questioning his authority.
 - Yantu; head priest of Geshtai exiled while Lekkol was under the jahi's control, now restored to his position.
 - Jengu; priest of Geshtai, given command when Yantu was exiled, rational but tight-lipped.

PAL4-05 Possessions in the Dust, contd.

NPCs met contd.:

- The Rovers of the Barrens, both first met in PAL2-06 *Claws of Evil*, dressed in a mix of Rover and Wolf Nomad attire:
 - Caerlan, male human (Flan); leader of the band allied with Lekkol Khan, not fluent in Common.
 - Merwynn, male human (Flan); second in command, cavalry, translator for Caerlan.
- Shiggan Winddancer, male centaur; weathered, wise, leader of the Wandering Tree tribe, originally from the Fellreev Forest but displaced to the Phostwood. Travelling in alliance with Lekkol's warband.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Bargru Khan, male human (Baklunish); Tarkhan of the Wolf Nomads, father of Lekkol Khan.
- Ogabanuk, male human (Baklunish); led the Indomitable Horde to conquer the whole North from CY 320-345, wrote the Great Yassa of laws and warcraft. Long dead.
- Tang the Horrific, male human; defected from Empire of Iuz and fought successfully alongside Wolf Nomads.
- Nakanwa Daychaser, male human (Flan); Rover of the Barrens, leader of the Wardogs.
- Ilkhan Gajtak, male human (Baklunish); leader of the Tiger Nomads, allied with Iuz.
- Parsias the Mystic, male human; runs a secret monastery near Stradsett where Master Trumbore says he studied.
- "The Mad Monk"; mysterious figure who spreads patches of seaweed on the Stonelands in the hope of reviving the barren soil. Unknown location. [This is a PC in Living Greyhawk.]

Special Items, Favors, or Influence:

- Training with the Wolf Nomads: In exchange for spending 1 additional TU training with the Wolf Nomads, you gain access to the feats Animal Defiance and Animal Control from *Masters of the Wild*.
- Favor of Master Trumbore: You may purchase a total of four arcane scrolls of up to 6th-level spells, or one wand of 10,000 gp or less. any such purchase must occur after a Pale Regional or Nyronid and Her Environs Meta-regional adventure.
- Favor of the Citizens of Deepwell: Although they have little to offer at this time, you have their gratitude, which they will not forget, and hope to repay someday. This favor may be used in the Winter Weekend in the Pale 2004 Interactive to reduce the Lifestyle cost by one half. It may have other uses in the future if not used then.
- Distrust of the Wolf Nomads: If the PC ever encounters Wolf Nomads in a future scenario, there is a 50% chance their disposition will be Hostile, believing you were responsible for their young Khan's relapse into illness.
- Access to two additional Improved Familiars: Owing to the desolate condition of the former Duchy of Tenh, dust mephits and salt mephits have become frequent visitors. Any PC that participates in this adventure qualifies to attract one of these mephits as an improved familiar, according to the rules in the *Dungeon Master's Guide* v3.5. Minimum arcane spellcaster level 7th, alignment Neutral.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none. [The warband and centaurs might be mentioned to the Bandit Kingdoms Triad for their use.]

PAL4-06 Strands of Gloom

Series Name: Heritage

Other Scenarios in Series: PAL2-03 Stitch in Time, PAL4-02 Stirring the Waters, PAL5-03 Strata.

Author: Derek Schubert

APLs: 6-12

Location(s): Stradsett; village of Bronzebrook (20 mi SW of Stradsett); northern Gamboge Forest.

Plot Summary: A researcher was conducting cruel experiments to breed more powerful shadow-creatures in a laboratory in the Gamboge Forest. A tribe of hobgoblins protected the lab and kidnapped humans for his research. After a behir broke in and caused some of the shadow-creatures to escape, the researcher fled. One of the captives was a woodsman from the village of Bronzebrook, so three of his friends go to Stradsett to recruit adventurers. The three actually attack the PCs on the streets while *confused* by a mothlike outsider called a gloomwing (an escaped specimen from the lab); the PCs must subdue the three to avoid breaking Pale law. At the village, the PCs meet Vadric, the sheriff of Bronzebrook, whose late wife was a Flan sorceress and who lost his son Elthorn four years before. The exiled druid Taraya is also visiting Bronzebrook. The PCs probably cannot track the hobgoblin raiders/kidnappers (concealed by magic) but the behir's trail is easier to follow, and the PCs can get important information if they do not attack him. The PCs fight some of the escaped shadow-insects (giant praying mantises or stag beetles) and some hobgoblins sent to recover the insects and kill any witnesses. They then attack the hobgoblin base, formerly a Pale garrison for logging operations: the direct assault involves an open killing-field, illusory guards designed to waste the attackers' resources, and a magical trap on the front gate, but the lower entry is less protected. The hobgoblin chief, cleric, and warriors defend the base, along with umbral worgs (Medium or Large). The researcher has left a hidden enchanted stone in the lair to capture turning-energy for future research.

Official Results: The hobgoblins were defeated and the prisoners rescued. The behir's life was spared and a nonaggression pact struck.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- The rangers from Bronzebrook. All back in Bronzebrook:
 - Andail, CG male half-elf Rgr1; short, self-assured, ponytailed, spokesman for the three.
 - Ledger, N male human Rgr1; lanky and dark-haired, taciturn, saw "a dragon" (Lerth the behir).
 - Morricks, N male human Rgr1; stocky, red-brown hair, jovial, skeptical of Ledger's sighting.
- Vadric, NG male human (Oeridian) Ftr/Rgr; age 50, rugged but melancholy, former Prelatal cavalryman, now sheriff of Bronzebrook and captain of its rangers. Bronzebrook.
- Taraya, NG female human (Flan) Drd; age 65 or so, druid of the Old Faith, looking more aged because of hardships of past two years, has barn owl companion. Last seen in Bronzebrook, now wandering.
- Lerth, male behir (advanced, elite); old and wily, lost his mate and children to the invading green dragons in the southern Gamboge Forest. Northern Gamboge near Bronzebrook, in truce with the humans.
- The hobgoblins. All killed in battle:
 - Gar-kaleth Elek'kon, LE male hobgoblin Ftr/Rog (varies by APL); tall swordfighter with lip-piercings and many ritual scars. Part of the group at the base.
 - priest, LE male hobgoblin Clr (Nomog-Geaya) (varies by APL). Part of the group at the base.
 - monk, LE female hobgoblin Mnk (varies by APL). Part of the group at the base.
 - tracker, LE male hobgoblin Rgr (varies by APL); dark-clad, skilled archer. Part of the recovery party.
 - adept, NE male hobgoblin Adp (varies by APL); has raven familiar. Part of the recovery party.

PAL4-06 Strands of Gloom, contd.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- “The researcher”, male human expert; obsessed with shadow-creatures and addicted to the pain of Strength-damage. Unknown location. Dealt with in a future scenario.
- “The researcher’s wife”, female human Rgr/Shd; scout and spy, her last shadow companion was destroyed by Lerth’s lightning breath. Unknown location. Dealt with in a future scenario.
- Telios, male human (Oeridian); auburn-haired, negotiated with the hobgoblins on behalf of the researcher, possibly the same as villain “Brother Telios” from PAL2-03 *Stitch in Time*? Unknown location. Dealt with in a future scenario.
- Vadric’s family:
 - Merenna, female human (Flan) Sor; heir to a long line of power. Died in childbirth.
 - Sirafae, female human (Oer/Flan) Brd; age 23, adventurer. [This was a PC in Living Greyhawk, now retired.]
 - Elthorn, male human (Oer/Flan); age 19. Missing for 5 years, arrested/abducted by a Pholtan priest for a display of sorcery.
- Sasrananakmasha (“Sassy”, the Great Green of the Gamboge), LE female green dragon. Deep in Gamboge Forest.

Special Items, Favors, or Influence:

- Favor of Taraya: If you are not a member of the Church of the One True Path and can speak Flan without magical aid, you may buy a *torc of animal speech* (access: Regional). [This magic item was removed from the LG campaign in March 2005.]

Other Scenarios Using Material From It:

- other three scenarios in the series.

Loose Threads:

- none. A future scenario wraps up the major threads.

PAL4-07 The Root of Chaos

Series Name: n/a (unofficially the Phostwood Far Realm series)

Other Scenarios in Series: PAL5-05 Floracon, PAL5S-03 Weeds.

Author: Joe Streeper

APLs: 2-12

Location(s): Wintershiven; Phostwood; portion of the Realm of Faerie tainted by the Far Realm.

Plot Summary: The *Floracon*, a strange magical book, was recovered three years ago (in PAL2-01 *Drawing from Life*) and given to the Istari tribe of Phostwood elves for one year before being passed along to a grugach (wild elf) tribe. A grugach sorcerer read passages in the *Floracon* about the Far Realm and became curious, so he took the book through a portal to Faerie and joined part of that plane with the Far Realm. He became stuck there, though, and was corrupted by alien forces. He has made contact with a huge treelike creature in the hope of going back to the Phostwood.

The PCs are invited to visit the Istari tribe in the Phostwood, so they catch a Rhennee barge partway down the Yol and head into the woods. If they have bad Survival skills, they become lost and/or have to fight some wandering monsters. All parties have to fight a hunting party of five ogres: two barbarians, two rangers with wolf or wolverine companions, and a ranger who flees to warn the home base. Just outside the Istari home, the PCs meet a satyr who poses riddles and offers a magic flute as a reward. The PCs talk with the Istari elves and learn of the Far Realm corruption in a nearby bog and a glade. At the glade, the PCs meet a twisted and miserable dryad, who tells them about the madness of the grugach sorcerer (her former lover) and suggests that the PCs may get to Faerie by interacting with one of the great twisted trees nearby. One such tree stands at the bog mentioned by the Istari, but the PCs must first fight something there: pseudonatural vine horror, darktentacles (normal or pseudonatural), or a pseudonatural treant. Embracing the tree causes a PC to be filled with horrible Far Realm energies but tells this PC how to find and open the portal to Faerie. The portal leads to a Far Realm-tainted part of Faerie, organized in several layers but with the treelike creature spanning all of them. Titanic ladybugs float on the layer the PCs first enter, and the grugach sorcerer awaits the PCs two layers up. The PCs fight him and his pseudonatural minions (cockatrices, basilisks, and/or gorgon), but he has already started a ritual that allows the tree-creature to fuse the Far Realm with the Phostwood a few minutes later. The PCs are shunted back to the Phostwood, where the tree-creature begins to take root.

An optional encounter allows the PCs to fight the Olungar tribe of ogres at their base. Their level of defense depends on whether the ranger escaped from the first fight. Forty ogres flee the base at the sight of a small (obviously powerful) group. The rest of the roster varies by APL, including ogres, ogre Bbn4s, 2 ogre magi, 2 ogre barbarians or an ogre cleric, a bugbear sorcerer, and an awakened dire bear.

Official Results: The *Floracon* was retrieved but the Far Realm was fused with part of the Phostwood.

Special Notes: The wandering monster table included a beholder or gauths, bulettes, dire bears, dire wolves, displacer beasts, wild elf fighters or barbarians, gnoll rangers, ghastrs, monstrous spiders, ogres, owlbears, a phantom fungus, a purple worm, a roper, spectres, a tendriculos, treants, troll hunters, werewolves, wolves, wraiths or a dread wraith, and wyverns.

NPCs Met or Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Xanaphia Nightbreeze, female half-elf Exp6; skilled tracker for hire in Wintershiven.
- Anatole, male human (Rhennee) Rog3/Ftr3/Darkhagard1; runs a barge on the Yol that trades in Spiral.
- Pharia, female human (Rhennee) Sor6/Vetha2; beautiful middle-aged wise-woman, accompanies Anatole along the Yol.
- Hrek'sha, male pseudonatural elf (wild) Sor/Alienist (level by APL); crazed, purple eyes, red hair, flaking skin. Killed in battle.
- Trymina, female dryad; corrupted by Far Realm, purplish skin, thorny hair, snakelike eyes, former lover to Hrek'sha. At her tree near the Istari tribe in the Phostwood. (healed as of Year Five.)
- Raucher, male satyr; pale skin, brown teeth, enjoys riddles and smoking his pipe. Phostwood near Stag Falls.

PAL4-07 The Root of Chaos, contd.

NPCs met contd.:

- The Istari elves, most first met in PAL1-05 *Alliance Reborn*; all still in the Phostwood except as noted:
 - Silverleaf, CG male elf Brd10, first met in PAL2-01 *Drawing from Life*; diplomat, middle-aged, invites the PCs to visit. Wintershiven.
 - Curu'nole, male elf (wood) Exp9/Wiz6; most respected elder of the Istari, Silaqui's father.
 - Silaqui, female elf (wood) Tra11; Curu'nole's daughter.
 - Quarion, male elf (wood) Ftr13.
 - Alquorien, male elf (wood) Ftr7.
 - Celian, male elf (wood) Clr11 (Corellon Larethian).
 - Himolias, male elf (wood) Clr7 (Rillifane Rallathil).
 - Xiloscient, male elf (wood) Ftr3/Wiz3.
 - Himo, male elf (wood) Ftr3/Rgr2; patrol leader.
- The Olungar ogres and their allies, all killed in battle:
 - Hoagret, male ogre Rgr4; fled first fight to warn the base.
 - Margrat, male ogre mage; leader of the tribe.
 - Vorggorr, male ogre Clr9.
 - Pretty Boy, male bugbear Sor (level by APL).
 - Chuggy, male awakened dire bear or awakened anarchic dire bear (by APL).

Special Items, Favors, or Influence:

- Favor of the Istari: Regional access to some elf-related magic items.
- Lost in the Phost: Your lack of wilderness skills has caused you to get lost for ___ extra TUs.
- The *Floracon*: You have retrieved the *Floracon*, now known to be a potent artifact of alien power. The Church of the One True Path has taken the item, but has indicated that it will likely seek your help dealing with it in the future.
- Alienist prestige class: You qualify for the special requirement to take the alienist prestige class. Note that taking levels in the prestige class incurs the enmity of the Pale Arcanist Guild.
- Phostwood souvenir: This small branch from a fallen Phost tree glows dimly in a 5ft. radius. The branch rots away after one year. *Cost*: 1 gp. *Weight*: 2 lb. Expires one year from the date on the AR it is purchased on.
- Raucher's Recorder: This small masterwork instrument is made of finely sculpted hornwood and bears Sylvan runes upon its length. Once per day, upon playing the correct tune with a successful Perform (wind instruments) check (DC 12), the performer is affected by an *invisibility* spell (CL 13th). Once per week, upon playing the correct tune with a successful Perform (wind instruments) check (DC 17), the performer may cast *mass invisibility*. A failed Perform check still expends the use. In addition to the +2 circumstance bonus granted for its masterwork quality, this fine instrument grants its owner a +2 enhancement bonus on any Perform checks made while playing it. Strong illusion; CL 13th; Craft Wondrous Item, *invisibility*, *mass invisibility*; Price 12,000 gp.
- Ribbon dagger: as in the *Fiend Folio* page 110 (kaorti items). *Cost*: 50 gp. *Weight*: 1 lb.
- Potion of lesser vigor (Complete Divine). Faint conjuration; CL 1st; Brew Potion, *lesser vigor* (Complete Divine); Price 50 gp.
- The Ravening (one PC per table): You have experienced the dread forces of the Far Realm. Your mind and body have been warped by unimaginable alien powers. The effects course their way through you progressively in phases before eventually dying out. Once a new phase begins, the effects of the previous phase end.

[The full effects are only summarized here. Roll a d6 before each scenario: 1 = effects suppressed for the scenario; 2-4 = effect continues in current phase. 5 = major manifestation; 6 = progress to next phase. Phase 1 imposes a fear of heights but grants earth mastery. Phase 2 imposes a fear of reptiles and poison vulnerability. Phase 3 imposes light sensitivity and forces the PC to rest 2 hours longer than normal. Phase 4 makes the PC's tongue forked and imposes a Diplomacy penalty, but grants the scent ability. Phase 5 is the end. A major manifestation is one of 6 effects: arms replaced by tentacles; ears turned to tree leaves (deaf); black eyes (blind but gain blindsense); +4 Wisdom; -2 Dex but +6 Spot; or SR 10 that cannot be lowered voluntarily. If the player has a "Fist of Emirikol" (special d20 given to RPGA members in 2004), then he may roll it to determine the effect of a major manifestation from a different table of 20 effects.]

Other Scenarios Using Material From It:

- other scenarios in the series.

Loose Threads:

- none. The lingering pseudonatural presence was destroyed in PAL5S-03 *Weeds*.

PAL4-08 Winters Past

Series Name: Winter Stalks the Pale

Other Scenarios in Series: PAL 5-07 Troll Winter

Author: Donovan Hicks

APLs: 2-12

Location(s): Rakervale, nearby Rakers

Plot Summary: The silver dragon Brennan recently flew to Wintershiven to report the death of the white dragon Winterwind—he bore Winterwind’s severed head as proof. But the Pale faces another cold-based enemy, the mysterious Lord of the Ice, who is sending early frosts and destroying crops in the northeastern Pale. Three trackers have found the rest of Winterwind’s carcass up in the Rakers and they hire the PCs in Rakervale to guard them on the journey. On the first evening, the PCs camp among the fields outside town, where two ice para-elementals and an ice mephit are freezing the crops. A note found on the mephit is signed “Lord of the Ice” and reveals the existence of a cave that is being used as a base of operations. The PCs find the cave and investigate, discovering stolen stores of Pale foodstuffs. Other notes at the cave detail the operations of the mephit and his minions. Two days later, the party arrives at the site of the white dragon carcass—only to discover that the Frigdrasil clan of Fruztii (Frost Barbarians) has claimed it for their own! The three trackers abandon their claim, and the PCs must go to the chief if they want to negotiate over the dragon’s remains. The Frigdrasil clan occupies a nearby stronghold that they took from a group of Stonehold warriors. The chieftain explains that the tribe’s shaman received a vision from the great god of the North that the tribe should move south to this place and ally with the Pale for trade and mutual protection against the Stoneholders. As a token of fellowship, he offers each PC a bracelet made from a white dragon scale. On the trip back to Rakervale, the PCs are ambushed by ice trolls (a rarely seen variant) and another ice mephit; they serve the Troll King, who may be in league with the Lord of Ice. Back in Rakervale, the PCs may report their findings to the Rakervale City Guard.

Official Results: The ice creatures and trolls were defeated, and the Pale knows that ice trolls have reappeared. The Frigdrasil clan and the Pale have opened negotiations.

Special Notes: This scenario picks up the storyline of Winterwind from PAL1-02 Absence of Law, PAL1-11 The Trouble with Trollops, PAL2M-02 Apple Pie Day, PAL2-05 The Heretic, and PAL2-07 Appetites. It also refers to COR2-03 Amidst the Mists and Coldest Frosts, which took place in the barbarian North.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- The three trappers:
 - Belden, male human (Oeridian/Flan mix) Exp8; middle-aged, greying black hair, measured speech.
 - Kymrich, male human (Flan) Exp5; short, with wavy auburn hair and brown eyes, plain speaker.
 - Zimfeld, male human (Suel) Exp2; white hair, blue eyes, tanned/windburned skin, blunt, sometimes insulting.
- Wiligent, male human; tavern keeper of the Pious Pilgrim in Rakervale.
- Millie, female human; serving-girl of the Pious Pilgrim in Rakervale, still mourning the death of her boyfriend Urik.
- Icepick, male ice mephit (advanced and Clr at higher APLs); leads ice para-elementals in freezing crops. Killed in battle.
- Members of the Frigdrasil clan of Fruztii, all Suel humans:
 - Falder, CN male Bbn5; white hair, blue eyes, leads six other barbarians, fluent in Common but has thick accent, chosen by his Chief to be an emissary to the Pale.
 - Fjorgens Iceblood, CN male Bbn10; very tall, blond hair and beard covering scar on face, green eyes, crown made of a white bear’s upper head, mighty warrior and Chief of the Frigdrasil clan.
 - Thurgen Sigurdson, male Sor10; short, dirty blond hair, hazel eyes, wears white tiger skin and blue silk tunic, advisor to Chief Fjorgens, does not speak Common.
- Frostclaw, male ice troll Bbn (level by APL); bigger and stronger, armored, platinum earrings (piercings cauterized).
- Milecia Garandean, female human (Oeridian) Ftr6; curly black hair cut short, agile, ambitious but patient, Captain of the Rakervale Pale Patrol.

PAL4-08 Winters Past, contd.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Winterwind, CE male white dragon. Killed and beheaded by Brennan.
- Brennan, LG male silver dragon; young adult, brash. Rumored dead in the Gamboge Forest, but his body has not been found.
- Sasrananakmasha ("Sassy", the Great Green of the Gamboge), LE female green dragon. Deep in Gamboge Forest.
- Lord of the Ice, identity unknown. At large.
- Troll King, identity unknown. At large.

Special Items, Favors, or Influence:

- Bracelet of the North: this strange white bracelet is forged using the blood of a living white dragon and the scales of a dead white dragon; it embeds itself in the skin of the wearer and cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* cast by a 17th-level caster. It acts as a Bracelet of Resist Energy – Fire (10)
- Frostwine
- Kennels of the Frigdrasil Clan: access to a Frigdrasil War Dog (3-HD riding dog), cost 200 gp.
- Trade with the Frigdrasil Clan: access to ice axe, skis and poles, snow goggles, and snowshoes.
- Favor of the Frigdrasil Clan: one of the following: upgrade armor with *cold resistance* (but not Improved or Greater), *staff of frost*, upgrade weapon with *frost*, or *boots of the winterlands*.

Other Scenarios Using Material From It:

- other scenario in the series.
- PAL5-04 Seeds of Winter (spoiler omitted)

Loose Threads:

[All are or will be addressed in future scenarios.]

- Who is the Lord of the Ice?
- What is the Troll King up to?
- What is the significance of the Frigdrasil bracelets?

PAL4-09 Retribution

Series Name: n/a

Other Scenarios in Series: n/a

Author: Jef Parr

APLs: 4-12

Location(s): Village of Coldriver; Phostwood.

Plot Summary: Last week, while travelling in the Phostwood with his retinue, a Pholtan priest from Dimre stole a statue from an old druidic grove, thereby freeing a 3000-year-old evil treant that had served the Unseelie Fey court. The priest then went to the Pale village of Coldriver to meet a friend, and the rest of the men were killed by the treant. Some grugach (wild elves) found the dead men, divined the priest's location, and misinterpreted the facts, so many grugach have vowed to take revenge against the Pholtans of the Pale. As part of their Blooddance ritual, some grugach raided Coldriver last night and drew blood from some Pholtan priests, including the Dimrean, who fled immediately afterward. In Coldriver, the PCs hear war-drums from the woods and investigate last night's raid. An elven diplomat asks them to talk with the nearby Mórë tribe of wood elves, who should know why the grugach are upset. An elven ranger leads the PCs on a hurried 16-mile trip to the Mórë. (The power of the evil treant and other chaotic energies foils most divination effects while the PCs are in the Phostwood.) A few miles out, the PCs find a mortally wounded ogre, so they flee before grugach arrive to finish it off. Close to the Mórë village, some bloodcaps (Unseelie half-fiend gnomes—two rogues plus 2 to 4 other fighters) try to trick the PCs and then attack, along with pseudonatural worgs or owlbeats or a grey render. The PCs arrive at the village and learn that the Mórë respect stealth and wits most, so the PCs undergo five tests of skills and riddles to prove themselves; the village elder offers only four at first, but clever PCs deduce that a fifth test is available. The elder knows that the grugach are incensed but not why, so he suggests that the PCs either offer themselves in ritual combat to appease the grugach, or else go to the heart of the disruption, though he offers this option only at APL 8+. If the PCs choose ritual combat, they fight three grugach (two dervish-types and an archer), with two spellcasters joining the fight if more than 3 PCs fight or if the PCs summon creatures. If the PCs choose to go to the heart, they fight nimblewrights made by Unseelie Fey and trees animated by the evil treant. As an untiered optional encounter, the PCs may face the treant itself, and merely escaping the fight alive is considered a success, but injuring it incurs its wrath.

Official Results: The PCs successfully appeased the grugach.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Residents of Coldriver, all humans:
 - Herld, male; barkeep. Coldriver.
 - Elro, male child. Coldriver.
 - Gerih, LG male Com1/Clr1; young acolyte, attacked by the grugach in the night. Coldriver.
 - Deacon Kerit, LG male Clr5; middle-aged, neat, black hair, grey eyes, average height, slightly overweight. Coldriver.
- Phostwood elves from the sylvan tribes, all wood elves, all in the Phostwood except as noted:
 - Neësa, female Brd12; member of the Tië Lassëaron diplomats (and addressed with the title "Vorima"), elegantly braided hair, cloak made of alder leaves. Coldriver.
 - Voseial, male Rgr10; long auburn hair with owl feathers tied in, handaxes, Cemina tribe, loner.
 - Briak'Te, male Rog7/Shd5; elder of the Mórë tribe.
 - Nialia, female; Mórë tribe.
- Zebic, male giant owl; friend to Voseial. Phostwood.
- Ferris and Quintin, male half-fiend gnome Rogs (level by APL); dark clothing, blood-red hats. Killed in battle.

PAL4-09 Retribution, contd.

NPCs met contd.:

- Phostwood elves from the grugach tribes, all wild elves, all levels vary by APL, all in the Phostwood:
 - Viddian, male Rgr/Bbn/Ftr/Dervish; mohawk, two machetes (scimitars), Carca tribe.
 - Gruald, female Rgr/Bbn/Ftr/Dervish; two machetes (scimitars), Carca tribe.
 - Vamm, male Rgr/Order of the Bow Initiate; hawk mask, archer, Some tribe.
 - Exxic, male Drd; antler crown, Feanaro tribe.
 - Sube, female Clr; green dragonhide armor, Feanaro tribe.
- Sephron Dreamkiller, CE treant Nec3/Clr3/Geomancer9; old and blighted, thick thorny bark, spins webs like a spider, grabs like a bear, spell components bound into its branches. Deep in the Phostwood.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- (no name), male human Clr (Pholtus?); priest of the Ebongleam Heresy from Dimre, accidentally released Sephron Dreamkiller, passed through Coldriver. Escaped back to Dimre.
- (no name), male human; merchant from Nyron, friend to the priest from Dimre, visited Coldriver while travelling up the Yol.

Special Items, Favors, or Influence:

- Favor of the Tië Lassëaron: For keeping the grugach from attacking the village of Coldriver, the Tië Lassëaron have agreed to make a special set of cloak and boots for any PC who wishes to wait for the item and pay the cost for its creation:
Mórë Ghillie suit: Being tailor-made, these *boots* and *cloak of elvenkind* are useable only by the named PC. The Mórë craft each item, but the PC must remain at the village during the crafting period for correct sizing.
 - Mórë Boots: Base function as *boots of striding and springing*, additionally as *boots of elvenkind* (+5 competence bonus to Move Silently).
 - Mórë Cloak: Base function as *cloak of resistance +2*, additionally as a *cloak of elvenkind* (+5 competence bonus to Hide). This cloak is also crafted as per a green dragonhide mantle, Resist Acid 5 (Ex). The cloak may be advanced as per a basic *cloak of resistance*, but any bonus over +2 is lost unless both items are worn together.
- Nightmares from the Dreamkiller: You have irritated the Dreamkiller. Each night that you go to sleep, you must roll a d10. A 1 indicates that Sephron remembers your social call and desires to revisit upon you the injuries that you inflicted upon it. Make a DC 19 Will save or suffer the effects of a *nightmare* spell. The DM decides what time of night the spell is cast.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none. The Phostaldaron are assumed to have bound the evil treant anew or destroyed it.

PAL4-01 The Great Hippogriff Hunt

Introductory Scenario.

This scenario is still available for play (Jan 2006), since intros need not be retired after two years.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Glyn Dewey

APLs: 1

Location(s): (spoilers omitted)

Plot Summary: (spoilers omitted)

Official Results: (spoilers omitted)

Special Notes: (spoilers omitted)

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- (spoilers omitted)

Special Items, Favors, or Influence:

- (spoilers omitted)

Other Scenarios Using Material From It:

- (spoilers omitted)

Loose Threads:

- (spoilers omitted)

PAL4-02 Dead or Alive

Introductory Scenario.

Series Name: n/a

Other Scenarios in Series: n/a (but follows from PAL3S-04 *Dark Scars Against the Light*).

Author: Glyn Dewey

APLs: 1

Location(s): Hatherleigh, village of Thornfields (20 miles east), a cave near Thornfields

Plot Summary: The PCs recognize the face on a wanted poster in Hatherleigh: a traitor named Ohevel, whom they saw at a tavern in the village of Thornfields yesterday. When the PCs return to the village, they find that most of the men are at a secret meeting in the nearby woods, led by Ohevel. On the way to the woods, the PCs encounter a few angry peasants returning from the meeting. Ohevel himself is holed up in a nearby cave, where the PCs confront him. The cave is the home of a young female druid sympathetic to his rebellion but apparently connected to a greater and more insidious group. As the PCs return to Thornfields with Ohevel (or his corpse), they encounter more angry peasants (including the barkeep) trying to intimidate another villager into leaving Thornfields, and they try to recapture Ohevel from the party. After they defeat the second angry mob, the PCs return to Hatherleigh and turn Ohevel over to the church authorities.

Official Results: Ohevel was returned to the church authorities and the PCs related their tale to the Church Militant.

Special Notes: Ohevel escaped the “Stonetower Riot”, part of PAL3S-04 *Dark Scars Against the Light*.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Ohevel, LE male human (Flan) War1/Com4/Rgr1; medium height, muscular, rough and unkempt, Flan farmer and ringleader of Stonetower riot. Turned over to church authorities.
- Hargrave, LE male human (Oerid/Flan) War1/Com2; accentuates his Flan ancestry in his appearance, barkeep in Thornfields and in league with Ohevel. Defeated by PCs.
- Markus, NG male human (Flan) Com4; cobbler, worships Pholtus, targeted by the rebels as a race-traitor and Pholtan sympathizer.
- Mathilda of Owlbear Hill, LN female human (Oeridian) Com2; young wealthy widow, has two mixed-race sons.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Kainath, NE male human Drd; led Stonetower riot. Killed in battle.
- Messana, NE female human (Flan) Drd4/Exp1; young, in league with Ohevel. Travelling the Pale, possibly to return to her cave near Thornfields.
- Sister Veronica Dawnlight, female Clr (Pholtus); official priestess for Thornfields and other nearby villages. Tomeri's Well, a village 7 miles NE of Thornfields.

Special Items, Favors, or Influence:

- None.

Other Scenarios Using Material From It:

- None.

Loose Threads:

- Who wrote the note and map found in Messana's cave? [this is a villain from a major Pale plotline]

PAL4-03 Arcane Shadows

Introductory Scenario

This scenario is still available for play (Jan 2006), since intros need not be retired after two years.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Donovan Hicks

APLs: 1

Location(s): (spoilers omitted)

Plot Summary: (spoilers omitted)

Official Results: (spoilers omitted)

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- (spoilers omitted)

Special Items, Favors, or Influence:

- (spoilers omitted)

Other Scenarios Using Material From It:

- (spoilers omitted)

Loose Threads:

- (spoilers omitted)

PAL4I-04 Dawn of Power's Insight

Introductory Scenario

This scenario is still available for play (Jan 2006), since intros need not be retired after two years.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Dale Thurber

APLs: 1

Location(s): (spoilers omitted)

Plot Summary: (spoilers omitted)

Official Results: (spoilers omitted)

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- (spoilers omitted)

Special Items, Favors, or Influence:

- (spoilers omitted)

Other Scenarios Using Material From It:

- (spoilers omitted)

Loose Threads:

- (spoilers omitted)

PAL4M-01 Alone Together

One of the "Scouting Tenh" minimissions at ConQuest SF, September 2004.

Series Name: Scouting Tenh

Other Scenarios in Series: PAL4M-02 Strange Bedfellows, PAL4M-03 Demons in the Dust, PAL4M-04 Man Ripper

Author: Derek Schubert

APLs: 2-10

Location(s): Atherstone, foothills of Griff Mountains

Plot Summary: Not many of Tenh's blink dogs survived the Ether Threat, and even the survivors are now temporarily unable to blink due to the use of the *Codex of the Infinite Planes* (from COR3-12 *Endgame*). One pair of blink dogs in the Griff foothills has befriended a family of Tenhas, who fear to leave because of the ill health of the family's aging matriarch. A warband of Stoneholders, preparing to attack the Pale's northern defenses, has also made an alliance with some displacer beasts and they are scouring the hills for Tenha survivors and other victims. The PCs go out from Atherstone to scout the foothills, notice smoke from the Tenha family's campfire because of atypical wind patterns, and then find the family and the two non-blinking blink dogs just before the Stoneholders and displacer beasts attack. (A Huge advanced displacer beast is present at APL10.) The PCs may also follow the attackers' trail to the camp of a Fist (company) of Stoneholders and more displacer beasts, but they can sneak away safely.

Official Results: The Stoneholders and displacer beasts were defeated, and the Stoneholder camp was made known to the Prelatal Army as intelligence for the Tenh campaign. The Tenhas and blink dogs were relocated to the safety of the Pale.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- The Tenha family. All are Flan humans, none chaotic or evil. All in the Pale as refugees, hoping to return when possible:
 - Arretah, female Com1; age 72, widow, matriarch, in ill health.
 - Dentrech, male Com2; age 48, Arretah's eldest son, widower, fears that moving will kill his mother.
 - Olliah, female Com1; age 21, Dentrech's daughter, learning woodcraft from her uncle Folgarh.
 - Denford, male Com1; age 17, Dentrech's son, learning woodcraft from his uncle Folgarh.
 - Karah, female Com1; age 45, Arretah's daughter, fears that moving will kill her mother.
 - Marsedd, male Com1; age 46, Karah's husband.
 - Ansel, male Com1; age 19, Karah and Marsedd's son, learning woodcraft from his uncle Folgarh.
 - Folgarh, male Exp2; age 42, Arretah's son, trapper whose skills are keeping the family alive.
- The blink dogs, LG male and female (mated pair); temporarily unable to blink but they recover in a few months. Northern Pale.
- The Stoneholder attackers. All Flan/Suel humans.
 - Dorvund Eye-Tooth, NE male human (Flan/Suel) Bbn3/Rog4; short and wiry, many-braided hair, amber eyes, freckles, sharp-filed teeth, halberd, cloak made from the flayed tattooed skin of a Rover of the Barrens, lieutenant of this Fist. Not encountered at most tables (APL8-10 only), so considered escaped and at large.
 - Other attackers, all CE and all killed in battle: sergeant (Bbn4), barbarians (Bbn1), scouts (Rog1), warriors (War1), skald (Brd1).

Special Items, Favors, or Influence:

- Access to a blink dog as an Improved Familiar. [It was a Limited option for the Pale in Year Four, but it has since become a Core option requiring no special documentation.]

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL4M-02 Strange Bedfellows

One of the “Scouting Tenh” minimissions at ConQuest SF, September 2004.

Series Name: Scouting Tenh

Other Scenarios in Series: PAL4M-01 Alone Together, PAL4M-03 Demons in the Dust, PAL4M-04 Man Ripper

Author: Ron Levy

APLs: 2-16

Location(s): Castle Arndulant, northern rim of the Phostwood

Plot Summary: Some orcs and Tenha mercenaries escaped at the end of the Siege at Castle Arndulant (PAL1-10), and the Pale has received a prophecy that they are hiding in the northern Phostwood and might be persuaded to fight alongside the Pale in the Tenh campaign. The PCs are called to Castle Arndulant for a briefing and then sent on a diplomatic mission. They go to the Phostwood, pick up the trail after talking with a ranger leading some refugees, and find the camp of the Army of the Blinded Eye. The PCs must walk a gauntlet of unfriendly orcs and Tenhas, but they can avoid a fight if they keep their cool and endure the insults (and spit), or if they brandish one of the *everburning torches* that mark them as veterans (and the victors) of the Siege. (The army varies by APL, from 8 orcs at APL2 to over 300 levelled orcs and humans at APL16.) The PCs talk with the army’s leaders, who bluff that Duke Ehyeh has already asked them to serve him, but they are generally willing to entertain the Pale’s offer. If the PCs have been careful, then they bring a tentative agreement back to Castle Arndulant.

Official Results: The orcs and humans agreed to negotiate with the Pale.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- March Major Rhess, female human Ftr9/Clr1; first met in PAL1-10 *Siege at Castle Amdulant* (and appeared in PAL4-03 *All Which Is Forgotten*), short and stocky but agile, briefs the PCs on their mission.
- Colten, male human (Oeridian/Flan) Rgr5; short and slight, dark skin and hair, Pholtan, leads a band of refugees in Phostwood.
- Karelius Marcellus, N male human (Flan) Rog13; exiled Tenha nobleman, scholar of wars, short dark curly hair, dusky skin, dark eyes, faded black leathers, but has a *hat of disguise* and may appear as an ordinary orc. Fought for the Pale in Tenh.
- Hnakra Blinded-eye, CN male orc Clr13 (Gruumsh); tall, slim, green-gray skin, violet eyes, short black hair, outcast from the army of luz. Fought for the Pale in Tenh.
- The army (maximum roster represented at APL16). All are aligned N unless otherwise noted. All fought for the Pale in Tenh:
 - The orcs: 60 barbarian orcs (Bbn3 with greataxe), 30 longsword orcs (Ftr3 with longsword), 60 crossbow orcs (Ftr3 with light crossbow), 30 tower-shield orcs (Ftr3 with tower shields), 25 shaman orcs (CN Clr7 (Gruumsh)), 10 arcane orcs (Wiz7), 5 orc chanters (Brd3).
 - The humans, all Flan: 50 Tenha light cavalry (Rgr3 with light warhorse), 20 Tenha archers (Ftr3 with shortbow), 20 Tenha warriors (Ftr3 with longsword), 5 Tenha sorcerers (Sor7).

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Bishop Hemmikan, male human Clr (Pholtus). Lost his mind while in command of Castle Arndulant, but was removed to the Pale for recovery.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- PAL4S-05 *Taking Tenh* (the army fights alongside the Pale, albeit off-stage).

Loose Threads:

- none.

PAL4M-03 Demons in the Dust

One of the “Scouting Tenh” minimissions at ConQuest SF, September 2004.

Series Name: Scouting Tenh

Other Scenarios in Series: PAL4M-01 Alone Together, PAL4M-02 Strange Bedfellows, PAL4M-04 Man Ripper

Author: Glyn Dewey

APLs: 2-12

Location(s): Atherstone, village of Valandil's Mill (80 or so miles W of Atherstone)

Plot Summary: A magical cauldron called the Vessel of Souls still lies in the ruins of Valandil's Mill, a village where a cult of Erythnul flourished during the occupation by Stonehold; the souls bound in it were to be used for a bargain with a demon. An evil wizard and a band of Erythnul-worshipping Stoneholders are now moving separately to recover the Vessel. The Pale has gotten an obscure divination about the village, the cauldron, and the souls, so the PCs are asked to investigate. Knowledge or Gather Information checks give the location of the village. The PCs cross the desert-like terrain and arrive at Valandil's Mill. Below the ruined mill lies the shrine to Erythnul, where the wizard has already set up camp and is trying to bargain with a summoned demon (vrock, hezrou, glabrezu, or marilith). The PCs fight her, along with her familiar and a nightmare at higher APLs. After the PCs emerge from the mill, Stoneholders attack, trying to take the Vessel away. The PCs return to Atherstone.

Official Results: The villains were defeated but the demon (officially a glabrezu) was released. The Vessel of Souls was brought to the Pale, where the Church worked magic to release the souls.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Maeve, NE female half-elf Cjr (level by APL); pallid skin, obsessively neat, severe ponytail, power-hungry and inhuman, has worg or hell hound familiar at higher APLs. (At lower APLs, she is a runaway apprentice, whose master learned of the Vessel. At higher APLs, she herself initiated the search for the Vessel.) Killed in battle.
- Skeggi, CE male human War or Ftr/Bbn or Ftr/Bbn/Ravager (varies by APL); thoroughly tattooed, long blond hair thinning in front, sadistic, skilled ivory-carver. Leads the Stoneholder group, including a cleric, 2 to 4 melee fighters, and 1 or 2 archers.

Special Items, Favors, or Influence:

- Vessel of Souls: black iron cauldron holding the souls of sacrificed Tenha victims, which appear as a swirling blue-green mist within it; destroying the vessel would destroy the souls, and although turning undead allows the souls one minute of peace per HD turned, more powerful magic would be required to release them safely. Not to be kept by the PCs.
- Favor of the Demon (if the PCs accidentally release the demon from bondage)

Other Scenarios Using Material From It:

- PAL4S-05 *Taking Tenh* (the freed demon returns to fight against the Pale).

Loose Threads:

- see PAL4-05 *Taking Tenh*.

PAL4M-04 Man Ripper

One of the “Scouting Tenh” minimissions at ConQuest SF, September 2004.

Series Name: Scouting Tenh

Other Scenarios in Series: PAL4M-01 Alone Together, PAL4M-02 Strange Bedfellows, PAL4M-03 Demons in the Dust

Author: Joe Streeper

APLs: 2-16

Location(s): Atherstone, Lighton, Oxton, and a wizard’s extradimensional house

Plot Summary: While having dinner at the Inn of the Bloody Fields in Atherstone, the PCs are attacked by one or two simulacra of Dehzbah the Man Ripper, infamous (and presumed dead) warrior from Stonehold; she is joined by werewolves and a cleric at higher APLs. Later, the PCs ask around about Dehzbah and are eventually approached by a wizard’s apprentice who says that his master has information for the PCs in the town of Lighton. In Lighton, the PCs use a magical token given by the apprentice to go to the wizard’s extradimensional house and learn where to find the man who created the simulacra—this was actually the wizard’s former apprentice, Azig. The PCs follow the lead to Oxton, where they confront Azig (or his apprentice at most APLs), as well as his associate (an expert sculptor) and/or minions (a necrophidius or two, a flesh golem, a clay golem or two, or 2 iron golems).

Official Results: Dehzbah’s simulacra were defeated, but Azig escaped.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- simulacra of Dehzbah the Man Ripper, female human simulacrum Bbn (level by APL); see Dehzbah below. All killed in battle.
- Winterblood sisters (2 to 6), CE female human werewolf War (level by APL). Killed in battle.
- Gunan, CE male human Clr14 (Erythnul); resurrected the real Dehzbah. Not encountered at most APLs, considered at large.
- Sergeant Barrogg, male human (Oeridian); Prelatal Army sergeant in Atherstone.
- Drave “the Black Mage of Rel Astra”, NE male human Cjr16; information-broker. At home in his extradimensional house.
- Bogorth, LE male beholder; visiting Drave with a favor to ask. Last seen in Drave’s house.
- Colgast, LE male human Wiz7; apprentice to Drave. Last seen in Atherstone, probably returned to Drave.
- Azig the Liar, NE male human Wiz13/Acm1; former apprentice to Drave, created the simulacra of Dehzbah, aspires to become a lich. (At most APLs, the PCs fight Azig’s apprentice, not Azig himself.) Not encountered at most APLs, so considered at large.
- Klizig the Sculptor, LE male human Exp2; makes constructs and statues for Azig. Killed in battle.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Dehzbah the Man Ripper, female human Bbn16; first encountered in PAL1-07 *Northern Brewings* and killed in it but later resurrected, niece to Sevvord Redbeard, pale-skinned and fair-haired but cruel and bloodthirsty, wields a greatsword. Unknown location but last seen at the Siege of Calbut (PAL4S-05 *Taking Tenh*, November 2004).
- Louis Phillip Gastón II, male human; Provisional Governor of Tenh. Wintershiven, planning Tenh campaign.
- Sloan Burgos, male human; Celestial General of the Prelatal Army. Wintershiven, planning Tenh campaign.

Special Items, Favors, or Influence:

- Enmity of the Man Ripper: You have provoked great rage from Dehzbah the Man Ripper. One day she will have her revenge upon you.
- A lock of hair: You managed to find a small bit of hair from some remains that may belong to Dehzbah the Man Ripper. Such a personal item may prove valuable when trying to locate or defeat her in the future. Unfortunately, attempts to scry on her have all failed.

Other Scenarios Using Material From It:

- PAL4S-05 *Taking Tenh* (Dehzbah the Man Ripper herself fights in the siege at Calbut).

Loose Threads:

- see PAL4-05 *Taking Tenh*.

PAL4S-01 Troll Hunt

DunDraCon, February 2004

Series Name: none

Other Scenarios in Series: none (but follows PAL3S-01 *Attack of the Trolls*, March 2003)

Author: Cedric Atizado

APLs: 2-14

Location(s): Ruins of an unnamed village four days east of Wintershiven, nearby terrain, cave complex

Plot Summary: The Koranoks were a family of Flan sorcerers who delved into the necromantic secrets of the Ur-Flan about 200 years ago but were foiled and contained by other sorcerers in the Coven of White Light. The Troll King has directed some trolls, which broke through the defenses in the Battle at Oldrich Flats (PAL3S-01 *Attack of the Trolls*, March 2003), to the resting-place of the Koranok family, and they have recently destroyed a village nearby. The PCs have come to the village to help the dwarven hero Dorjan Oldrich in killing the invading trolls but do not yet know about the Koranoks. The first encounter has three likely trails: woods (a brown bear or a dire bear), swamp (a gauth or a roper—the roper could be bargained with), or hills (an insane guardian naga, a truly horrid umber hulk, or a truly horrid umber hulk Bbn1/Sor1). Clues on the monsters point to some caves in the hills, so the PCs and Dorjan Oldrich regroup and head out. On the way, Dorjan's overconfidence and inexperience in group tactics leave the PCs open to an ambush by trolls (including fighters with spiked chains, and a cleric at high APLs), worgs, and half-troll worgs. The caves contain the Koranoks and their minions in stasis. APLs 2-4 fought trolls fleeing from the caves; APLs 6-10 entered the caves and fought trolls and either a wraith or a vampire sorcerer; APLs 12-14 went after the shamans, backed up by fighters and a vampire sorcerer. Dorjan Oldrich will activate an *earthquake* device and will blow a horn to signal 15 or 5 minutes left.

Official Results: The trolls and the undead were defeated.

Special Notes: The parties were considered to be near each other but spells or other effects could not leave the table; a PC could leave his/her table to join another one. After the first encounter, each party was given a whistle to blow if they needed help from another table. Several parties blew their whistles early in the fights and made most of the other players fear for the success of the mission!

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Dorjan Oldrich, NG male dwarf (mountain) Ftr6/Rgr10; legendary hero that works with the Prelatal Army. Back hunting trolls in the Troll Fens.
- Dahlia, female human (Flan) Sor5/Brd1; only survivor of the village, member of the Coven.
- Roderick of Midmeadow, male human (Oeridian) Brd5; member of the Knights of the Bodkin.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Koranok family, human (Flan) sorcerers; delved into Ur-Flan secrets 200 years ago but were stopped by the Coven. In stasis in the caves.

Special Items, Favors, or Influence:

- Favor of Dorjan Oldrich (for all PCs)
- Favor of the Church (for PCs that tell the Church about the Koranok family)
- Invitation to the Knights of the Bodkin (for PCs that talked with Roderick and expressed an interest in his organization)

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL4S-02 Unnatural Law

Theocracy by the Bay, April 2004

Series Name: unofficially the “Druid series”

Other Scenarios in Series: PAL2-03 *Stitch in Time*, PAL3S-04 *Dark Scars Against the Light*

Author: John Ware, Derek Schubert, Cedric Atizado, Brian Moseley

APLs: 2-14

Location(s): Eltison and surrounds, including Eltison Grand Park, the urban compound of a famed smith, an apple orchard with a pond, the Circle K ranch, the Treasure Hill diamond mine, a remote mountain shrine, and various other sites in the Rakers.

Plot Summary: The dozen or so druids that concealed the existence of the Scars of Nerull are being put on trial in ecclesiastic court for maliciously endangering citizens and consorting with fiends. Although some people see the trials as a politically motivated sham, things look bad for the druids and the PCs have the chance to influence the outcome.

The event consisted of sixteen unique minimissions, which allowed the PCs to build their reputation as reliable or honorable witnesses, i.e. gain influence points for the trials. Each minimission had only one tier of difficulty and could be undertaken by any number of PCs, but the PCs were warned whether each was intended for low-, middle-, or high-APL parties. These were the minimissions, from low to high difficulty:

- “Pond Skum” (John): In a watery cave below a farmer’s pond is the lair of an aboleth. The aboleth sends its skum servants to gather apples, which it loves to eat. The PCs fight the skum emerging from the pond, and can learn about the cave below (see “Farther Downward Underwater”).
- “Constructive Criticism” (John): A malicious wizard has animated the two tall statues in Eltison Grand Park. (This wizard also created the paper golem in John’s Year-Three minimission “Paper Cut”, which won the Pale’s minimission contest.)
- “Army Scout” (Cedric): The PCs investigate the absence of some trappers and miners; they were captured by a group of four Freelancer thugs (with dogs), to be given over to the evil plant-creatures, the rex aartuk (see PAL4-03 *All Which Is Forgotten*).
- “Yellow Acres” (Brian): A selfish rancher named Clive Orbison has been made to answer for his faults by an unforgiving Flan druid: he infested Clive’s Circle K Ranch with a yellow musk creeper. Clive’s family and workers are already yellow musk zombies, so the PCs must fight them and then the creeper itself.
- “Diamond...Mine!” (Brian/Cedric): Hobgoblins have attacked the Pale’s Treasure Hill diamond mine in the mountains, so the PCs must break their defenses: two leaders, 12 hobgoblins, 10 goblins plus 2 teams of 4 working the catapults, 6 worgs.
- “Three Heads” (Derek): An ettin sorcerer, whose power derives from ancient magic near its lair, is paranoid about its raven familiar, which is smarter than the ettin; the ettin also found a *wand of fox’s cunning* and became addicted to the spell, but all the charges have run out. The ettin captured a novice adventurer in the hope of scoring more “foxy”, so her brother recruits the PCs to defeat the ettin and his orc minions to rescue her.
- “Where Eagles Dare” (Brian): A Palish wizard befriended the aarakocra in the mountains in the 570s but disappeared 18 years ago (killed by Winterwind), and now his grown son asks the PCs to find him. They follow his journals to the home of one aarakocra tribe and help them fend off an attack by dragonkin, part of the brood of Winterwind.
- “Farther Downward Underwater” (John): A continuation of “Pond Skum” (see above), this mission allows the PCs to fight the aboleth.
- “Miller’s Men” (Cedric): The PCs strike a base of Freelancer spies near Kimmen’s Cut, an abandoned silver mine south of Rakervale. The defenders include 12 Freelancer soldiers and a disguised mind flayer captain, plus a rex aartuk sorcerer and a tree-shaped stone golem.
- “Cliffhanger” (Brian): Brother Rhen, a high-ranking monk and one of the judges for the trial, has gone to a remote mountain shrine to meditate but the Church is worried about his lack of contact. The PCs go up to the shrine and are attacked by a squad of abyssal ghouls sent by luz to kill Brother Rhen. Brother Rhen left the shrine the day before, so the PCs can meet him.
- “Forgery” (John): A renowned weaponsmith has lost her prized hammer—stolen by a pair of plane-hopping beholders (half-fire-elemental beholders) after some of the smith’s coal turned out to magical coal that opened a *gate* to a fiery demi-plane. The PCs may sneak in to recover the hammer or may fight the beholders head-on.
- “Demon-Pig of the Gamboge” (Brian): A razor boar has been terrorizing the southeastern Pale. Unique among the minimissions, this one has the razor boar make cameo appearances in other missions until it reaches a table of PCs capable of defeating it.

PAL4S-02 Unnatural Law, contd.

A few minimissions involved roleplaying challenges only and could be undertaken individually:

- “A Mind is a Wonderful Thing to Waste” (Cedric): Zambaric III, the eccentric wizard, has more word-puzzles for the PCs to solve.
- “Good Nature” (Derek): Bryanna the ranger has a full class of young students. She claims to have to tend to an emergency, but she really wants her friend (Colin the asperi) to observe how the PCs behave when they have to entertain the children.
- “Serenity Under Pressure” (Cedric): Bishop Serena, another one of the judges, is trying to debunk some rumors about pagan rituals—which involve having the PCs perform a silly dance or say some silly phrases.
- “The Pen Is Mightier” (John): A shady character approaches the PCs with an offer to forge documents and gain more influence points; the higher the Forgery check, the more points gained, but a low check lands the PC in jail.

After the minimissions, the players also had the chance to give in-character speeches, which helped or hindered a Diplomacy or Perform (oratory) check to garner more influence points.

Official Results: The druids were acquitted of the capital charges but found guilty of a form of heresy (claiming to derive their powers from a source other than Pholtus, the only power acknowledged by Church of the One True Path), so they were banished from the Pale.

Special Notes: The untiered minimissions were an interesting experiment but most players chose to organize themselves in typical groups of six.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- The three judges for the trial:
 - Brother Rhen, LN male human (Flan) Mnk13. At the Monastery of the All-Seeing Eye, near Eltison.
 - Bishop Serena Pervin, female human (Oeridian) Clr (Pholtus); brown hair in a bun, green eyes, grandniece to Zambaric III. Eltison.
 - Sir Evan Ringan, male human; Pholtan Knight Valorous, Order of Luna. Eltison.
- Rengal Estru and Eunice Estru, male human (Oeridian/Flan) Exp3 and female human (O/F) Com2; he clean-shaven and well-groomed, she sturdy with long hair in pigtails, own the pond that the aboleth and skum befouled. On their farm near Eltison.
- Aastra-Uukma-Fesh, female aboleth Wiz5; acquaintance to Winterwind and loved eating apples. Killed in battle.
- Poppa Sh'mack, male human (Flan) Com4; old man with a cane who feeds pigeons in Eltison Grand Park.
- Prelatal Army presence:
 - Lance Colonel Lifeson, male human; greying and paunchy, commander of the garrison in Eltison.
 - Captain Nix, male human; younger, handsome, dark wavy hair.
 - March Captain Bruford Ashton, male human Ftr5; led the men at the Treasure Hill diamond mine.
- Clive Orbison, male human (Flan) Exp; unctuous and selfish businessman, owned the Circle K Ranch, financially ruined and his family killed (including young daughter Kamin) by the yellow musk creeper sent by Eiolon. Eltison, nearly penniless.
- Eiolon, N male human (Flan) Drd9; a Keeper of the Flan, originally from Tenh, set the yellow musk creeper upon Orbison. Returned to the higher Rakers.
- Kernz and Aeronn, LE male hobgoblin Sor6 and female Rog2/Ftr4; Dwarfkiller-tribe hobgoblins, leaders of the goblins at the mine. Killed in battle.
- Hrukka, CE male ettin Sor4; paranoid and argumentative (with himself), gained his sorcery by lairing in a nexus of ancient power, had a raven familiar that was smarter than he, was addicted to *fox's cunning*. Killed in battle.
- The “Three of Eltison”, a failed adventuring group. (The Four of Eltison were much more successful.)
 - Olanda, female human Rog1; sister to Nerio, captured by Hrukka but freed by the PCs. Eltison.
 - Nerio, N male human Rog1; brother to Olanda, their father is rich &/or influential? Eltison.
 - Sparren, male human Ftr1; friend to Olanda and Nerio. Killed by Hrukka.
- Taran Forbeck, male human Exp; cobbler, humdrum, son of Riordan Forbeck, who befriended the aarakocra. Eltison.
- Kilkirillan, NG male aarakocra Clr5 (Krocaa); shaman, friend to Riordan Forbeck. With his tribe about 15 miles NE of Eltison.
- Felia, female gnome Wiz10/Wayfarer Guide 3, first encountered in PAL 2-05 *The Heretic*. Back in Holdworthy.

PAL4S-02 Unnatural Law, contd.

NPCs met contd.:

- Denistru Veersmith, female human Wiz (maybe Wiz/Exp); stout, red-haired, renowned magic-item smith and member of the Arcanist Guild, retired adventurer. In her secure compound Islanree, in Eltison.
- Donk, male human (Suel) Ftr1/Exp2; pale, blond-haired, tall, muscular, apprentice (and perhaps more) to Denistru. Eltison.
- Beeaitch and Baataeyard, male and female half-fire-elemental beholders; stole Denistru Veersmith's hammer. Killed in battle.
- "Demon-Pig of the Gamboge", male advanced razor boar of legend; tainted by the energies of a Scar of Nerull. Killed in battle.
- Bryanna, NG female human Rgr4; tall, lanky, tanned skin and brown hair, expert archer, member of the Trailblazers (Pale meta-organization for rangers, later folded into the Prelatal Army Scout Corps).
- Colin, NG male asperi [see *Monster Manual II*]; beautiful white horse with a long flowing mane and manelike hair behind his front legs, speaks telepathically, Bryanna's friend.
- Zambaric III, N male human Wiz14; old and eccentric, loves word puzzles, makes magical rings, great-uncle to Bishop Serena Pervin. At home near Ogburg (but this is updated in a Year Five scenario).
- "The Rogue", male (?) human (?) Rog (?); shady character who encourages the PCs to forge writs from Church officials to gain more influence in the trials. At large.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Prelate Zacktinerim, female human Clr (Pholtus); Prelate of Eltison, oversees New Dawn Camp system.
- Riordan Forbeck, male human Wiz; friendly with the aarakocra of the Rakers, made the *cloak of the Rakers* (a special set of *wings of flying*). Killed 18 years ago by Winterwind.
- Cranzer of Riftcrag, male human; Lesser Boneheart in the Empire of luz, sent the abyssal ghouls to kill Brother Rhen.

Special Items, Favors, or Influence:

- Favor of Zambaric III: For entertaining him, Zambaric will, as a one-time favor, craft for the PC any ring from the DMG of 18,000 gp market value or less. The PC must pay the full value of this item. (Frequency: Adventure)
- Favor of Justicar Serena Pervin: Justicar Pervin is willing to teach the PC a single cleric spell from a builder book or *Complete* book. (Frequency: Adventure)
- Favor of the Prelatal Army: The Prelatal Army is willing to open its armory to the PC. The PC may buy one adamantine weapon of a type he has access to. (Frequency: Adventure)
- Favor of the Eltison Merchant's Guild: For helping defend the diamond mines of Eltison, the PC is allowed to purchase a diamond of any size of half price.
- Cloak of the Rakers: The item is identical to *wings of flying* from the DMG, except that the cloak is made from white gull feathers. (Frequency: Adventure) [Intended to give benefits on Charisma-based checks with aarakocra, as in the 1st-edition AD&D *Greyhawk Adventures* book.]
- Tusks of the Demon-Pig: For killing the dreaded Demon-Pig, the PC is allowed to take one of its tusks and have it made into one slashing weapon with the *wounding* special quality. The PC must pay full price for the weapon. (Frequency: Adventure)

Other Scenarios Using Material From It:

- PAL5-04 *Seeds of Winter* (spoiler omitted)
- PAL5-06 *My Brother's Keeper* (spoiler omitted)

Loose Threads:

- Who animated the statues?
- (other loose threads have been picked up in regional scenarios)

PAL4S-03 Twisting in the Wind

KublaCon, May 2004

Series Name: n/a (but connected to the Winterwind plotline)

Other Scenarios in Series: n/a

Author: Jason Clark and George Rowland

APLs: 2-14

Location(s): Hatherleigh, at the Naidomus inn; Phostwood; Twist estate near Spiral; Twist silver mines in the Rakers south of Rakervale

Plot Summary: Finding no home for herself in the Pale or the Phostwood, an embittered half-elf sorceress wandered into the mountains and was rescued from a frigid death by Winterwind, on the condition that she serve him as his disciple. She has been living in the Rakers in one of the Twist family's silver mines, which Winterwind wrested from Brennan, and allied herself with a nearby clan of duergar. Recently, after hearing that the Pale was going to reclaim the silver mines, she carried out a plan to lure Colonel Kiana Gunnhild into a trap, capture and poison her, and then drop her in the Phostwood to spark animosity between elves and humans. The elves took her to the estate of Jaramai Twist outside Spiral, where Palish healers have not been able to help her but have discovered that a combination of three rare ingredients will provide a cure.

First, the PCs undertake missions in the woods to recover the three ingredients:

- (APL 2) Sehanine's Lace, a special lichen that glows at night. The PCs meet a poacher who can show them where to find the lichen, but he is a despicable poacher and has captured the owl familiar of a Keeper of the Flan hiding in the Phostwood. The PCs might deal peaceably with him but probably end up fighting him, with silent help from the Keeper.
- (APL 4) Sehanine's Lace, a special lichen that glows at night. The PCs meet a group of luzians, who gave the false map to Kianna Gunnhild that led her into Shill's trap, but they have been decimated by Phostwood foes and are lost. The leader can show the PCs where to find the lichen in exchange for directions out of the Phostwood. The PCs might deal peaceably or fight.
- (APL 6-8) "The heart of a unicorn", where "unicorn" is a mistranslated Elven idiom for one of great honor and goodness; no unicorns have been seen in the Phostwood for many years, anyway. The PCs meet with the elders of the Istari tribe, who tell the PCs that one of them must sacrifice him-/herself, but Tharion will *reincarnate* the PC (as a wood elf, with a special favor granted).
- (APL 10-14) A special mineral with healing properties. Small quantities of the mineral remain in a cave that has been taken over by xorn (who gained strange new powers by eating it), so the PCs must pay the xorn or fight them for it.

With the three ingredients, Kiana Gunnhild is healed, and she remembers how she fell into the trap. The PCs are then off to the mines, where they split up among the multiple passages and confront various monsters, duergar, and/or Shill herself:

- (APL 2) A choker in a room with a bridge over a chasm, and then three duergar (a Ftr2 and two Rog1s) in an icy cavern.
- (APL 4) A carrion crawler in a room with a refuse heap, and then three duergar (a Ftr3 and two Rog3s) in a mazelike network of icy-floored passages.
- (APL 6) A hook horror, and then four duergar (Ftr4, Bbn4, and two Rog4s) in a small icy chamber.
- (APL 8) A gray render in a boulder-strewn cavern, and then four duergar (Ftr7, Clr7, and two Rog7s) in an icy-floored shrine.
- (APL 10) A Colossal monstrous spider (the pet of the drow who made the poison used on Kiana Gunnhild), and then five duergar (Ftr9, Clr9, Nec7 with stirge familiar, and two Rog5s) in a large icy chamber with ledges where the spellcasters perch.
- (APL 12) A purple worm in a water-filled cavern with a narrow and fragile bridge, and then five duergar (Ftr9, Clr9, Nec7 with stirge familiar, and two Rog5s) in a large icy chamber with ledges where the spellcasters perch.
- (APL 14) Five chwidenchas (a.k.a. spiderleg horrors, in the *Fiend Folio*), and then three duergar (Ftr11, Clr11, and Rog11) plus Shill herself in a large icy chamber that used to be Winterwind's lair.

Official Results: Kiana Gunnhild was healed, the plot unravelled, and the duergar and Shill defeated.

PAL4S-03 Twisting in the Wind, contd.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Lady Jaramai Twist, NG female half-elf Brd; “Rose of the Phostwood” and head of the Twist Mercantile & Trading Company. At her estate near Spiral.
- Sylvestor, male human; young, wears purple cloak, servant of House Twist. Twist Estate near Spiral.
- Kiana Gunnhild, LG female half-elf Pal/Rog; blonde hair in a long braid, warm personality, colonel in Prelatal Army. Recovering at Twist Estate (but later on the front in the Tenh campaign, also appears in COR4-15 *War of the Dust*).
- Pfennyddin Gralt, NE male human (Flan) Rgr5; from Bandit Kingdoms, vicious hunter of animals and familiars, wields hammer and sickle, has wolf companion. Killed in battle.
- The band of luzians, all killed in battle:
 - Miranas Vog, NE male human (Oeridian) Clr7 (luz).
 - Pallick, CE male human (Oeridian) Ftr3.
 - gnoll zombie; was the group’s gnoll ranger.
 - ghastr; was the group’s leader but died in battle and returned as a ghastr because he had eaten human flesh.
- The Istari elves, all first met in PAL1-05 *Alliance Reborn*; all still in the Phostwood:
 - Tavaron, CG male elf (wood) Ftr2/Rgr2/Drd1; young and formerly hot-headed Istari, now a patrol leader.
 - Valanthe, female eagle (former wood elf) Ftr2; Tavaron’s sister, reincarnated as an eagle.
 - Curu’nole, male elf (wood) Exp/Wiz; most respected elder of the Istari, Silaqui’s father.
 - Silaqui, CG female elf (wood) Tra; Istari arcanist, Curu’nole’s daughter.
 - Alquorien, CG male elf (wood) Ftr; war captain of Istari tribe.
 - Tharion, N male elf (wood) Drd; middle-aged elf, husband to human wizard Bahira (see PAL3-04 *Full Circle*).
- many duergar, all LE or NE. All clerics serve Laduguer. All were killed in battle.
- Shill, CE female half-elf Sor8/DragonDisciple8; coldly beautiful, ice mephit familiar, spells emphasize Enchantment and cold, illegitimate and embittered daughter of an Istari Phostwood elf by a Prelatal Army man, disciple to Winterwind. Killed in battle.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Winterwind, CE? male white dragon; very crafty and powerful in magic. Winterwind was reported dead in late CY 594.
- Brennan, LG male silver dragon; young and light-hearted. Rumored dead in the Gamboge Forest in late CY 594, but his body has not been found.
- (no name), male human (Flan) Brd/Lor; Keeper of the Flan, servant of the archmage Nystul, has owl familiar that was captured by Pfennyddin Gralt. Still hiding in the Phostwood.

Special Items, Favors, or Influence:

- Favor of the Twist Mercantile Company: For heroic actions of this PC, Jaramai Twist has agreed to put her merchant house’s vast resources to work for the PC. The PC may sell one single magic item at full price and use the funds from said sale to purchase another magic item of equal or lesser value of the PC’s choice from the *Dungeon Master’s Guide*. The PC may not make the full-price sale without buying another item at the same time. This “trade” must take place on or before November 21, 2004, otherwise all benefits of the favor are lost. The maximum value of the item purchased may not exceed 8,000 gp or be a Bag of Holding. The PC must also spend 1 TU at the time of the trade to represent travelling to one of Jaramai Twist’s mercantile houses to make the trade.
- Favor of the Twist Mining Company: In return for returning her mines to her, Jaramai Twist is willing to sell enough mithral ore to this PC to make one single item of the PC’s choice. The item can be of any type the PC already has access to. The PC must pay all costs associated with the item.
- Reincarnation of a Noble Soul by the Phostaldaron: The Phostaldaron druids have reincarnated this PC as a sylvan elf. Further, the PC is recognizable by other noble creatures as having a noble soul. This PC may take as a cohort, if he has the Leadership feat, one of the following special creatures: Unicorn (if the PC is female), Pegasus, or Blink Dog. All of the creatures may be advanced or gain levels as per the rules for cohorts in the LGCS and DMG.

Other Scenarios Using Material From It:

- PAL5-04 Seeds of Winter (spoiler omitted)

Loose Threads:

- none. (Several loose threads about Winterwind and Brennan are picked up in PAL4-08 *Winters Past* and PAL5-04 *Seeds of Winter*.)

PAL4S-04 Supply Lines

Weekend in the Desert, October 2004

Series Name: n/a

Other Scenarios in Series: n/a

Author: Lance White

APLs: 4-12 (but only 4 and 6 were used)

Location(s): Atherstone and supply-trails for the Tenh campaign

Plot Summary: After several minor attacks on Pale supply-trains by Tenha loyalists, one train was recently destroyed by trolls and other monsters. The Prelatal Army Scouts have asked the PCs to accompany a decoy train in the hope of drawing out the monsters and killing most of them, but perhaps capturing some for information, in case the Troll King is involved. Indeed, the monsters attack the train that the PCs are with. They come in four waves: at APL 4 there are wolves, gnolls, ogres, and a troll; at APL6 there are worgs, ogres and a winter wolf, trolls, and a bulette. (The higher-APL foes were not needed at the convention, but they would have included winter wolves, hill giants, ettins, an ogre mage, a troll hunter, half-fiend trolls, cave trolls, a war troll, and a troll sorceress.)

Official Results: The monsters were defeated.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- (no name), male human; lieutenant in Prelatal Army Scout Corps. Atherstone.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- PAL4S-05 Taking Tenh

Loose Threads:

- none.

PAL4S-05 Taking Tenh

Winter Weekend in the Pale, November 2004. Two-round Interactive scenario.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Donovan Hicks

APLs: 2-16

Location(s): Atherstone; Tenh battlefield, from the Phostwood to Calbut; village of Telriash (two days from Atherstone)

Plot Summary: The Pale military moves to liberate/conquer the eastern half of Tenh, removing the threats of luz and Stonehold and monsters, and the PCs are helping—or at least most are

Most players took part in the “Standing in the Light” missions.

- APL 12-16: Besiege the city of Calbut, which was defended by a force from Stonehold. Enemies included clerics of Erythnul, barbarians, siege engines (catapults or ballistae), and companies of warriors, and Dehzbah the Man Ripper herself was present at the gates.
- APL 6-10: Push back luzian forces in the southern portion of the front, near the Phostwood. The front encampment included orcs led by ogres, hill giants, or fomorians. The supply line to the second encampment included more orcs led by ogres and/or hill giants. The second encampment included human regulars led by fighters, a cleric, and a wizard; units of zombies—the animated bodies of fallen Pale soldiers—moved in from behind the PCs in the middle of the engagement. The lines back to the third and final encampment included similar leaders, with luzian cavalry moving in from both sides and zombies emerging from supply wagons. The final encampment (the next day) would have seen the PCs’ troops killed by *cloudkill* spells, so the PCs would have fought alone against the last commanders and a glabrezu demon, but time ran out.
- APL 2-4: Defend the supply lines from five attacks: a carrion crawler or giant stag beetles; giant stag beetles or an ogre mage; displacer beasts; luzian ogres or a hill giant plus ogres; and Tenha loyalists (with commanders at APL 4). In the fight against the Tenhas, 2 Tenha bards are present (disguised among Prelatal Army troops).

Others chose the “Healing the People” mission, leading groups of Hospitalers to provide food and medicine to Tenhas. They faced several combat and/or negotiation encounters. In the village of Telriash, the PCs first met villagers resistant to what they perceived a Palish conquest. luzian plunderers (warriors led by fighters) attacked. In a refugee camp in the Phostwood, some guerrillas try to steal food for their band and/or to provoke a riot over the limited food supplies. Tenha bandits tried to exact a toll of supplies. Monsters attacked (giant ants, chimeras, or a dread wraith). Lastly, the PCs found a village with Tenha troops and a druid friendly to the Old Faith druids exiled from the Pale (in PAL4S-02 *Unnatural Law*).

A few chose the “Standing in the Shadows” path, leading Tenha loyalists in attacks on the Pale’s supply lines. Their objective was to destroy wagons rather than get bogged down fighting the Prelatal Army. The first supply train was guarded by infantry, archers, cavalry, and two Arcanist Guild wizards. Then the PCs faced Army troops (infantry and Church Militant with a cleric) at night when their camp was discovered. There would have been attacks on the northern supply train (archers, cavalry, Pholtan Knights Valorous with a paladin, and Church Militant with a cleric and a wizard), a pursuit by Palish forces (cavalry, PKV, and CM), and even an attack on Atherstone itself (with catapults, ballistae, archers, Faithful Flan, clerics and a wizard), but the PCs had to turn back early due to heavy casualties.

Official Results: The Pale accomplished its offensive and now holds the eastern half of Tenh. The final part of the luzian battle was not played so the demon was not encountered. Dehzbah escaped from Calbut.

Special Notes: This event used a novel system for mass combat, which adapted some concepts from the *Miniatures Handbook* to Living Greyhawk. Each PC commanded one unit of troops per PC level, with the type of troop depending on the PC’s class or race: 10 Prelatal Army Ftr1 infantry, 10 Prelatal Army Ftr1 archers, 10 Prelatal Army Ftr1 cavalry, 10 Pholtan Knights Valorous Pal1, 5 Church Militant Ftr1/Clr1 (Pholtus), 10 Faithful Flan War1, or 10 dwarf Ftr1.

PAL4S-05 Taking Tenh, contd.

NPCs Met, Brief Description, Last Known Location (and Condition, if unusual):

- Celestial General Sloan Burgos, LN male human (Oeridian) Ftr; commander of Prelatal Army, large and strong, shaved head tattooed with a sun, spiked plate armor, falchion. Tenh front.
- Sarynn Reddick, LG female human (Oeridian, quarter-elf) Clr (Pholtus); Prelate of Wintershiven, leader of the order of Hospitalers. Tenh front, but returned to Wintershiven.
- General Amelia Corenthal, female human (Oeridian); deputy commander of First Dawn Command, led siege at Calbut. Tenh front.
- Kiana Gunnhild, LG female half-elf Pal/Rog; blonde hair in a long braid, warm personality, colonel in Prelatal Army, commander of Sixth Dawn Command. Tenh front.
- Knight Captain Louis Phillip Gaston II, LN male human (Oeridian); Military Governor of Atherstone and Liberated Tenh, led defense of supply lines. Atherstone.
- Aeryn Kiled, male human (Flan); broad-shouldered and sturdy, shoulder-length black hair, brown eyes, knotwork-edged cloak, ceremonial kukri, leader of Tenha resistance, recruited PCs to fight against the Pale. Phostwood.
- Dehzbah the Man Ripper, female human Bbn16; first encountered in PAL1-07 *Northern Brewings* and killed in it but later resurrected, niece to Sevvord Redbeard, pale-skinned and fair-haired, cruel and bloodthirsty. Escaped from Calbut.
- Azrak'tez, glabrezu demon; freed from captivity in PAL4M-03 *Demons in the Dust*. At large in Tenh.
- Elriana Selmoon, NG female human (Flan) Exp8; small, black hair and eyes, herbalist, proud Tenha viewing Pale as invaders but later convinced of Hospitalers' good intentions. Village of Telriash.
- Mattuor Calden, CG male human (mostly Flan) Brd (level by APL); dark skin, grey eyes, leads bandits. Central Tenh.
- Marina Tel'Arishnav, N(g) female human (Flan/Baklunish) Drd14; black hair, grey-green eyes, medium height, plate armor made from albino scorpion carapace, Old Faith druid allies with the Tenha forces. Tenh, west of the new Pale border.

Other NPCs Mentioned, Brief Description, Last Known Location (and Condition, if unusual):

- Duke Ehyeh III, male human (Flan); Duke of Tenh returned to Redspan from exile. Deposed from power in favor of the new Duke Labahlah, after the events of COR4-15 War of the Dust.
- Nystul, male human (Flan) Wiz; member of the Circle of Eight, Tenha nationalist, advisor to Duke Ehyeh. Redspan?

Special Items, Favors, or Influence:

“Standing in the Light” or “Healing the People” only:

- Ring of the Pale: This is a well-crafted but otherwise unremarkable gold band with a small Theocracy of the Pale heraldic shield on it. The wearer of this ring gains the benefits of an *endure elements* spell, and a Ring of Protection of the appropriate bonus. (Caster level 1st, this item may not be crafted.) Cost: Ring of the Pale +1, 5,250 GP; +2, 11,250 GP; +3, 21,250 GP; +4, 35,250 GP).
- Walking in the Light of Pholtus: In return for your aid to the Theocracy of the Pale in the Liberation of Tenh, the Church of the One True Path has agreed to cast *continual flame* on an item of your choice. You must still pay the costs associated with the item the spell is cast on, as well as the cost of the spell itself to be cast.

“Standing in the Light” only:

- Battlefield Training: In return for your aid in the Liberation of Tenh, the Prelatal Army has agreed to teach you one (two if 4 TUs spent) of the following feats before you leave the battlefields of Tenh. Circle the feat(s) before you leave the table: Battlefield Inspiration (MH), Extra Favored Enemy (MotW), Improved Shieldmate (MH), Powerful Charge (MH), Reckless Charge (MH), Sacred Vow (BoED), Shieldmate (MH), Sidestep (MH)
- Battlefield Spells: In return for your aid in the Liberation of Tenh, the Church of the One True Path or the Arcanist Guild has consented to teach you one (two if 4 TUs spent) of the following spells before you leave the battlefields of Tenh. Circle the spell(s) before you leave the table: Aid, Legion's (MH; Clr 4); Align Weapon, Legion's (MH; Clr 4); Arc of Lightning (MH; Sor/Wiz 5 version only); Conviction (MH; Clr 1); Conviction, Legion's (MH; Clr 3); Delay Death (MH; Clr 3); Fire Shield, Legion's (MH; Sor/Wiz 5); Fireburst (MH; Sor/Wiz 2); Fireburst, Greater (MH; Sor/Wiz 5); Lionheart (MH; Pal 1); Ring of Blades (MH; Clr 3); Shield of Faith, Legion's (MH; Clr 4); Sign (MH; Clr 1)
- Prelatal Army Training: In return for your aid in the Liberation of Tenh, the Prelatal Army has agreed to teach you how to be a better soldier or mage in times of war. You now have access to one of the following prestige classes. Circle the one chosen before you leave the table: Havoc Mage (MH), Tactical Soldier (MH)

PAL4S-05 Taking Tenh, contd.

Special Items, Favors, or Influence, "Standing in the Light" contd.:

- Favor of the Prelatal Army: In return for your aid to the Prelatal Army during the Liberation of Tenh, the Prelatal Army has agreed to upgrade one armor, shield, or weapon for you based on your level of skill. You may choose one upgrade from your APL or lower. Once it is used, cross out this favor. APL2: Armor Upgrade to +2, Weapons Upgrade to Flaming, Shield Upgrade to Blinding. APL4: Armor Upgrade to +3. APL6: Weapon Upgrade to Flaming Burst. APL8: Armor Upgrade to Moderate Fortification. APL12: Armor Upgrade to +5.
- Favor of the Prelatal Army Scouts: In return for your aid to the Prelatal Army in the Liberation of Tenh, the Prelatal Army Scouts have agreed to sell you the following items anytime you are in the Theocracy of the Pale and have not been branded an outlaw of the Theocracy: Signal Arrow (A&EG), Flight Arrow (A&EG)

"Healing the People" only:

- Healer Training: In return for your aid in the Liberation of Tenh, the Prelatal Army has agreed to teach you one (two if 4 TUs spent) of the following feats before you leave the battlefields of Tenh. Circle the feat(s) before you leave the table: Battlefield Inspiration (MH), Holy Subdual (BoED), Improved Shieldmate (MH), Nonlethal Substitution (BoED), Sacred Vow (BoED), Shieldmate (MH), Subduing Strike (BoED)
- Battlefield Spells: In return for your aid in the Liberation of Tenh, the Church of the One True Path has consented to teach you one (two if 4 TUs spent) of the following spells before you leave the battlefields of Tenh. Circle the spell(s) before you leave the table: Aid, Legion's (MH; Clr 4); Conviction (MH; Clr 1); Conviction, Legion's (MH; Clr 3); Delay Death (MH; Clr 3); Lionheart (MH; Pal 1); Shield of Faith, Legion's (MH; Clr 4); Sign (MH; Clr 1)
- Favor of the Prelatal Army Scouts: In return for your aid to the Prelatal Army in the Liberation of Tenh, the Prelatal Army Scouts have agreed to sell you the following items anytime you are in the Theocracy of the Pale and have not been branded an outlaw of the Theocracy: Signal Arrow (A&EG)

"Standing in the Shadows" only:

- Battlefield Training: In return for your aid against the Theocracy of the Pale, her enemies have agreed to train you in one of the feats below before you leave the Stonelands (the former Duchy of Tenh). Circle one feat before you leave the table: Battlefield Inspiration (MH), Extra Favored Enemy (MotW), Improved Shieldmate (MH), Powerful Charge (MH), Reckless Charge (MH), Shieldmate (MH), Sidestep (MH)
- Battlefield Spells: In return for your aid against the Theocracy of the Pale, her enemies have agreed to teach you how to use one of the spells below before you leave the Stonelands (the former Duchy of Tenh). Circle one spell before you leave the table: Conviction (MH; Clr 1), Delay Death (MH; Clr 3), Lionheart (MH; Pal 1), Sign (MH; Clr 1)
- Enemy of the Pale: The Theocracy of the Pale has labelled you an outlaw for fighting against her armies during the Liberation of Tenh. You gain access to the following Prestige Class: Outlaw of the Crimson Road. In addition, if caught in the Theocracy of the Pale you may be subject to arrest and imprisonment. If you are seen in the Theocracy of the Pale by one of her government authorities, you will be questioned; if you fail a Bluff check (DC 20) you will be imprisoned in a New Dawn Camp for a period of 3 months (12 TUs) to learn the proper respect for the Church of the One True Path and her followers. Once jailed, your access to Outlaw of the Crimson Road remains, but you are no longer subject to arrest by the Theocracy of the Pale.
- Favor of the Tenha Loyalists: In return for your aid against the Prelatal Army in the Invasion of Tenh, Tenha loyalists have agreed to provide you with access to certain weapons or armor upgrades through their allies. You may only choose one upgrade from your APL or lower. Cross out this favor once used. APL2: Armor Upgrade to +2. APL4: Armor Upgrade to +3. APL6: Weapon Upgrade to Anarchic. APL8: Armor Upgrade to Moderate Fortification. APL12: Armor Upgrade to +5.

Other Scenarios Using Material From It:

- PAL5-01 *The Road Less Traveled* (begins in Pale-held Calbut)

Loose Threads:

- the glabrezu is still on the loose. [to be addressed in a future scenario]
- Dehzbah escaped. [to be addressed in a future scenario]
- Old Faith druids in Tenh stand by their fellow druids exiled / oppressed by the Pale.