

Pale Regional Scenario Summaries - Year One

version 1.1, February 2006 (first created July 2005)

Since Living Greyhawk 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 first eleven Pale regional scenarios, which were released in Year One of the Living Greyhawk campaign (August 2000 to December 2001). 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 cover Years Two, Three, and Four, and we plan to continue the summaries each year as more scenarios are retired.

The Pale Triad had tremendous help from volunteer Caib Fanslow, who produced the first draft of these summaries.

Enjoy your trip back to Year One!

The Pale Triad, July 2005:

Derek Schubert

Donovan Hicks

Lance White

February 2006:

Derek Schubert

Lance White

Shelton Yee

PAL1-01 Holy Word

Series Name: n/a

Other Scenarios in Series: n/a

Author: Catie Martolin

APLs: 2-6 (tiers 1-3)

Location(s): Wintershiven; Ogburg; the road between them.

Plot Summary: Two chests from the lost treasures of Talavir Markum, an early Pholtan pilgrim, were found by a farmer near Ogburg and sold to a merchant when the farmer died. The Church hires the PCs in Wintershiven to buy the chests from the merchant. When they try to leave, someone tries to delay the PCs by accusing them of theft. Kinnora, a descendant of Talavir Markum who wants the chests for herself, follows the PCs. The PCs catch up to the merchant, Korvan Zanar, and save him from bandits, who wear black metallic discs around their necks. Later, a second group of disc-wearing bandits, including a cleric, ambushes the PCs unless the PCs take a shortcut. The PCs arrive in Ogburg and get the two chests. Among their treasures is a magical book, *Libram Sanctus Vox* ("Book of the Holy Word"). On the way back to Wintershiven, Kinnora tries to steal the book and a third group of bandits attacks.

Official Results: The chests and their contents were returned to the Church. The bandits were reported to the Church. Kinnora was arrested for theft and put into a New Dawn Camp.

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

- Asiria, LN female human (Oeridian) Clr7 (Pholtus); young priestess. Wintershiven.
- Abbot Dayrem, LN male human Clr5-7 (Pholtus); mature priest. Wintershiven.
- Falco, N male human Rog2; young townsman. Wintershiven or New Dawn Camp?
- Kinnora, N female human Rog2; young tavern-server in Wintershiven, descendant of Talavir Markum. In NDC for theft.
- Korvan Zanar, LN male human Exp1; prominent merchant. Running caravans and travelling the Pale.
- Apprentice Sebister, LN male human Clr1 (Pholtus); Smete's apprentice, young. Wintershiven.
- Father Smete, LN male human Clr3 (Pholtus); older priest (age 55). Wintershiven.
- Timon, male human; devout young man working for Korvan Zanar. Travelling with Zanar?
- no name, CE male human Clr (deity Incubulos? domains Death & Destruction) (level by APL). Killed in battle.
- no name, CE male human Wiz (level by APL). Killed in battle.

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

- Talavir Markum, male human (Oeridian); led Pholtan pilgrims out of Great Kingdom in 200s CY. Long dead.

Special Items, Favors, or Influence:

- Favor of Pholtus
- Mark of Pholtus: Any PC reading a page from the *Libram Sanctus Vox* gets a magical tattoo, based on law-chaos alignment (silver flame for Lawful, silver sun for Neutral, black moon for Chaotic).
- Ornate dagger from the cache of Talavir Markum (+1 to damage, 140 gp)
- Carved wooden box, gift from the Church (10"x6"x3", 2 lbs, 10 gp)

Other Scenarios Using Material From It:

- PAL1-08 *Cold Comfort* (Korvan Zanar runs a caravan)
- PAL3-01 *In the Shadow of Death's Door* (black discs revealed as a Freelancer item)
- PAL3I-01 *Dawn Break* (Kinnora breaks out of New Dawn Camp)
- PAL5I-01 *The Long Cold Watches of the Night* (Korvan Zanar is the owner of the PCs' trade caravan)

Loose Threads:

- Who hired the raiders ("tall, slender male (?) wearing a dark gray cloak and cowl")

PAL1-02 The Absence of Law

Two-round scenario.

Series Name: unofficially the “Rakervale series”

Other Scenarios in Series: PAL1-11 The Trouble with Trollops, PAL2M-01A&B (Apple Pie Day), PAL2-07 Appetites.

Author: Bart Scott

APLs: 2-6 (tiers 1-3)

Location(s): Rakervale and a trail east into the Rakers

Plot Summary: In the Rakers near Rakervale, the great green dragon Xianshe lies dead—killed by the Pale’s Council of Nine—and the Council wants to know whether anything has filled the power vacuum. Prelate Theoman Baslett of Landrigard calls the PCs to the Pious Pilgrim in Rakervale to ask them to travel into the Rakers to search for signs of such a shift in power. Indeed, a white dragon named Winterwind has taken over the area east of Rakervale, but the PCs do not learn this; pretending to be Brennan, a silver dragon whom he has captured, Winterwind tests the PCs several times along the way. There are many encounters along the trail:

- an assassin vine
- a young, neutral-aligned frost giant named Snowflake (with his wounded wolf, Stalker), who gives a shield-sized green dragon scale to the PCs if they help him
- a faranth (tentacle-headed froglike aberration)
- an elven druid names Grumbtheen, settling an argument between a squirrel and an oak tree
- an avalanche triggered by Winterwind
- the frozen carcass of a giant eagle (frozen by dragonbreath)
- a deathly ill barbarian named Nirshad, standing at the edge of a seemingly bottomless pit, as he wishes to die honorably in a fight or else leap to his doom
- the empty nest of a roc, from which can be seen the tracks of a remorhaz of exceptional size
- an air elemental summoned by Winterwind
- a yeti
- a singing lillend named Dyllia, who coaxes the PCs into a performance competition and gives a feather (and possibly a kiss) to the winner.

Winterwind also tries to kill a PC one night by luring him/her away from the PCs’ camp with the illusion of a unicorn and hitting him/her with a *phantasmal killer* spell.

Eventually, the PCs come across Xianshe’s lair, magically sealed. Outside are the cairns of Snowflake’s buried clan of giants, though the bodies are missing. An otyugh remains in a garbage-pit, though, and this is what infected the barbarian encountered earlier. From a peak above the lair, Winterwind reveals himself in the guise of Brennan and puts the PCs to a verbal quiz about dragons. Winterwind (as Brennan) says he will make an alliance with the Pale in exchange for an annual gift of pies. He then directs them to the frozen-lake home of a young white dragon—one of Winterwind’s children, which he is willing to sacrifice to further his plans. The PCs kill this dragon, and escape from the lake when the ice cracks apart. The PCs hike back down to the Pious Pilgrim and report the new alliance to Baslett.

Official Results: All creatures were encountered; Snowflake was healed and encouraged to become a ranger; “Brennan” was met and was believed to be protecting Rakers in exchange for annual tribute of apple pies.

Special Notes: This scenario was nicknamed “Absence of Life” because of the number of PC deaths. Several encounters also showed the deadliness of grappler monsters, under the new 3rd-Edition rules.

PAL1-02 Absence of Law, contd.

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

- Winterwind, male white dragon; very crafty and powerful in magic. Disguised as the silver dragon Brennan, Winterwind gained an alliance with the Pale to patrol the Rakers in exchange for an annual gift of apple pies.
- Prelate Theoman Baslett, LN male human Clr16 (Pholtus); Prelate of Landrigard. Realpoliticking in Rakervale.
- Willigent, male human; Barkeep of Pious Pilgrim in Rakervale.
- Snowflake, N male frost giant; only survivor of his tribe (the others died mysteriously in their sleep or through terror). In the Rakers east of Rakervale with his wolf friend Stalker, training to become a ranger.
- Grumbtheen, N male wood elf Drd5; surly steward of local wilderness. Mountains east of Rakervale. (update: Died in PAL1-11 *The Trouble with Trollops*.)
- Nirshad, N male human Bbn1. Killed in honorable battle or by suicide (jumping into a seemingly bottomless hole).
- Dyllia, CG female lillend. Wandering Oerth but favoring visits to the Rakers.

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

- Prelate Malvern Fenn, male human; Prelate of Rakervale.
- Old Grizzer, male human; trapper/guide who leads expeditions into the Rakers.
- Brennan, LG male silver dragon; young and light-hearted. Prisoner of Winterwind, being tortured for information.

Special Items, Favors, or Influence:

- Masterwork green dragonhide shield
- Bottle of assassin vine wine (5 shots, worth 200 gp)
- Feather from a lillend (worth 50gp)
- Periapt of proof against cold (+1 luck bonus on saves against cold effects; ice crystal on a silver chain, worth 250 gp)
- Favor of Pholtus

Other Scenarios Using Material From It:

- PAL1-11 *The Trouble with Trollops* (Grumbtheen appears again)
- PAL2-07 *Appetites* (assassin wine, faranth's)
- PAL3-01 *In the Shadow of Death's Door* (Dyllia and the ghost of Xianshe)
- PAL4-04 *Leap of Faith* (takes place in the "bottomless pit")

Loose Threads:

- A giant remorhaz is unaccounted for.

PAL1-03 (P)al(e)ientology

Series Name: n/a

Other Scenarios in Series: n/a

Author: Michael Hughes

APLs: 2-6

Location(s): Town of Spiral, along the Yol River.

Plot Summary: Lady Jaramai Twist, head of the Twist Mercantile and Trading Company, requests PCs to solve the disappearance of four merchants in the past four months in the town of Spiral. At the scene of the crime, PCs find leads to Nyronnese guardsman at the Traveler's Inn, to the residence of a fortuneteller named Szanne, or to an inspired sermon in Revival Hall. At the Traveler's Inn, the PCs find only distraught guardsmen that have nothing nice to say about the Pale. In Szanne's place, PCs learn from her that there is a strong presence of evil the Merchant Quarter, where the sermons are being held. PCs are given tea to boost their Sense Motive and a ring to *detect chaos*. In the Merchants' Quarter, at the Revival Hall, PCs hear a sermon from Brother Markush. Encoded in the sermon, attentive PCs learn, is information about a secret sacrifice under the altar. Later that night, PCs infiltrate the underground chambers and catch Brother Markush, plus his thugs and some skeletons, trying to turn Gerbach, the last merchant to disappear, into an undead creature.

Official Results: Gerbach was rescued; Brother Markush was unmasked but the luzian presence was kept secret from the public.

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

- Alicia, female human; young secretary to Bishop Anonsis. Wintershiven.
- Alfric, male half-elf; messenger for Lady Jaramai Twist. Spiral.
- Lady Jaramai Twist, NG female half-elf Brd9; "Rose of the Phostwood" and head of the Twist Mercantile & Trading Company.
- Biffurt, LN male human Ftr3; Nyronnese guardsman, member of the Caravan Guards' Guild. Ranting at the Traveler's Inn in Spiral.
- Biffurt's friends (4), LN male human War2s; Nyronnese guardsmen. Spiral.
- Szanne, female human (Rhennee?); "Licensed Charlatan" / fortuneteller. Spiral.
- The servants of luz, all killed in battle:
 - Brother Markush, CE male human Clr4 (luz); impostor cleric of Pholtus.
 - Megrim, CE male human Brd1/Clr1 (luz); one of Markush's assistants.
 - Yalla, CE female human Brd2; one of Markush's assistants.
- Gerbach, male human Exp; the latest merchant to be kidnapped. Free and trading with the Pale.

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

- Bishop Anonsis, male human; Bishop of Wintershiven.

Special Items, Favors, or Influence:

- Mood ring of detect chaos (550 gp, gold and gem) cast detect chaos CL 1st, 3/day.
- Influence in the Merchant's Quarter.
- Favor of the Church of Pholtus.

Other Scenarios Using Material From It:

- PAL3-01 *In the Shadow of Death's Door* (mentioned in the discussion with Theoman Baslett)

Loose Threads:

- none.

PAL1-04 Prelude to the Past

Series Name: Germinations (PartOne)

Other Scenarios in Series: PAL2-01 Drawing from Life, PAL2-02 Pale Harvest, PAL3-01 In the Shadow of Death's Door, PAL3-04 Full Circle, PAL4-03 All Which Is Forgotten.

Author: David W. Baker

APLs: 2-10

Location(s): Ogburg; Rakers near Ogburg.

Plot Summary: The PCs are hired to capture a magical beast (hippogriff or chimera) for a wizard named Konrad Huber. On the way to Huber's home in the Rakers, the PCs meet a successful adventuring party called the Four of Eltison, returning from east of the Rakers; their cleric casts a divination, causing an exotic woman to appear. The woman says that 1,000 years ago, an evil "Elder" came to Oerth; it was very powerful but lived for only 3 years. The PCs will face another Elder, she warns, and she gives them a gem that will age all nearby 5 years. In Huber's lair, there is evidence he is a spy, helping a group called the Freelancers. One cavern is full of his abominable experiments in crossbreeding animals, but a magical phylactery lies hidden in an alcove. They find Huber being attacked by a strange plant creature, which nearly kills him. The PCs smash the gem and the creature dies. Some of Huber's crossbred monsters break out of their cages and attack (varying by APL, including a griffon, a leucrotta, a peryton, a dragonne, and a spirit naga). The PCs return to the Church Militant, who are grateful but warn about accepting foolish contracts in the first place. If the PCs did not pursue the beast at the beginning, they get an audience with the grateful prelate, Maximillian Thace.

Official Results: The Elder was destroyed and Konrad Huber escaped.

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

- Bjorn, N male human (Suel) Rog8; young and blond, with a rapier. Lives outside Ogburg, works for Konrad Huber.
- Birinair Kornag, N male dwarf Rog3; scruffy young dwarf, buys magic at 125% value in Ogburg.
- Captain Amaris Viligant, LG female human Ftr6; strong and handsome young woman working for the Church Militant. (Update: died in PAL4-03 All Which Is Forgotten.)
- The Four of Eltison: (update as of Year Four: the group disbanded)
 - Silvestro the Fleet, N male half-elf Rog3/Ftr2; astute bargainer and quick thinker, loves Rosina. (Update: dead.)
 - Rosina Selynn, LG female human (Flan) Rgr4/Clr3 (Pholtus); leader of the Four, loves Silvestro. (Update: living in seclusion outside Ogburg.)
 - Bartholome Festis, NG male human (Oeridian) Wiz4; quiet and stuttering voice, loves Envita. (Update: insane, in care of the Church.)
 - Envita Aldredheart, CN female human Ftr3/Wiz5; sullen and brooding, loves Silvestro. (Update: dead.)
- Konrad Huber, NE male human Wiz13; age 50, square jaw, sharp features, blue eyes, platinum-blond hair, scarred right hand covered by a black glove. Escaped by drinking a potion of gaseous form while the PCs were distracted by the crossbred monsters. (Update: in Church custody.)
- Prelate Maximillian Thace, LG male half-elf Clr (Pholtus); Prelate of Ogburg. (Update: died in Year Three.)

Special Items, Favors, or Influence:

- Favor of Pholtus
- Shooting star charm (+1 morale bonus on saves against *bane*, three charges, worth 75 gp)
- Strange black rock (heals holder 4d8 hit points but gives one negative level to the creature touched; its origin is explained later in the series, worth 100 gp (5 gp after being used)) (Update: this was part of a Black Cyst, sacred to Tharizdun.)
- Red gem of aging (used to destroy Elder plant creature)
- Silver bracelet from strange woman (worth 20 gp) (Update: the strange woman was a wizard named Bahira, travelling back in time.)
- Laelithra's phylactery of piety (+1 sacred bonus on Reflex saves (+2 if worn with the matching *coif* and *ring* (available in other scenarios of the series); works only for Good clerics; worth 500 gp)

PAL1-04 Prelude to the Past, contd.

- Tome: The Early Lives of Dwarven Heroes (written 250 years ago about older dwarven heroes: "Valaim the Great, who slew a dragon that plagued the Lortmil Mountains; Koreth Orcsplitter, who defeated a great evil within the southern arm of the Griff Mountains; Noradak Wornhands, a dwarf who rose from humble beginnings to lead his house against an orcish horde; and Gimel of the Gifted Tongue, a dwarven warrior who reached even greater glory spreading the oral history of the dwarves." Worth 25 gp.)
- Painting of Konrad Huber (an illusion makes it appear three-dimensional when his name is spoken, 2/day; 5 lbs, worth 30 gp)
- Konrad Huber's spellbook (1st-level spells only): *burning hands, cause fear, charm person, color spray, comprehend languages, endure elements*. (worth 150 gp)

Other Scenarios Using Material From It:

- other five scenarios in the series.
- PAL4-01 *The Great Hippogriff Hunt* (hippogriffs near Ogburg)

Loose Threads:

- none. The Pale has broken up the Freelancers.

PAL1-05 Alliance Reborn

Series Name: n/a

Other Scenarios in Series: n/a

Author: Jason B. Singleton

APLs: 4-6

Location(s): Wintershiven, Phostwood.

Plot Summary: An elf named Vordiel invites the PCs to come to Phostwood and help rid the land of brigands. After being attacked in the Phostwood by an anarchic creature, the PCs encounter an elven patrol. Avoiding a fight, the PCs are escorted to Stag Falls, a settlement of the Istari tribe, but the leaders there have never heard of Vordiel. There is a celebration and the PCs undergo tests of their wits and resolve. Later that night, brigands attack the settlement. In the morning, the PCs are thanked for their help and then leave for Wintershiven. Along the way they encounter a warband of ogres, but wisely avoid them.

Official Results: The brigands were defeated. The elves are grateful and will strengthen their ties to the Pale.

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

- Vordiel, male elf; middle-aged with copper hair and hazel eyes, claims to be Istari ambassador. Wintershiven or Phostwood?
- The leaders of the Istari tribe (all last seen in the Phostwood): (Update: some levels changed as of Year Four.)
 - Curu'nole, male elf (wood) Exp9/Wiz6; most respected elder of the Istari, Silaqui's father.
 - Quarion, CG male elf (wood) Ftr10; Istari warchief.
 - Silaqui, CG female elf (wood) Tra9; Istari arcanist, Curu'nole's daughter.
 - Alquorien, CG male elf (wood) Ftr6; elder of Istari tribe.
 - Xiloscient, CG male elf (wood) Wiz2/Ftr2.
 - Tavaron, CG male elf (wood) Ftr2; young and hot-headed Istari, Valanthe's brother.
 - Valanthe, female eagle (former wood elf) Ftr1; Tavaron's sister elf, reincarnated as an eagle.
 - Tharion, N male elf (wood) Drd8; middle-aged elf in russet tunic, of the Cemina tribe but is a druid for all tribes.
 - Celian and Himolias, CG male elf (wood) Clr8s; Istari healers.

Special Items, Favors, or Influence:

- Masterwork Blunt Arrows (20 total, gift from Tavaron; net -3 to hit, deal bludgeoning subdual damage; worth 7 gp each)
- Amulet of the Phost (bonds with wearer, becoming amulet of natural armor +1 after 10 scenarios, +2 after 20; worth 800 gp at the start)
- Istari Leaf Armor (made of specially hardened spring leaves; +3 armor bonus, +6 max Dex bonus, 10% arcane spell failure, weight 10 lbs.; worth 775 gp)
- Knowledge of Curu'nole: for having gained the favor of the Istari, he has taught the Istari ways. +2 bonus to Knowledge (local-Phostwood) checks

Other Scenarios Using Material From It:

- PAL4-07 *The Root of Chaos* (Istari elves ask PCs to fight the invasion of Far Realm creatures in the Phostwood)

Loose Threads:

- What is the true identity of the elf who calls himself Vordiel?

PAL1-06 Festvalle Serendipite

Series Name: n/a

Other Scenarios in Series: n/a

Author: Ron Levy

APLs: 2-6

Location(s): Wintershiven and nearby festival grounds.

Plot Summary: The famous Festvalle Serendipite has come to Wintershiven but it is secretly under the command of Khopesh, a priest of Nerull, and his henchmen, triplet archers. Several local residents have gone missing, including some children—actually killed, animated as undead, covered in scraps of tin, and called “Metal Men”. PCs are individually accosted (though some were warned by loyal carnival employees) and then dumped and looted an easy walk outside the carnival. PCs gather together and gain help and equipment from Father Martel in order to take down the crooked Festvalle.

Official Results: Khopesh, the archers, and the “metal men” were defeated. Some loyal carnival workers were rescued before Khopesh could sacrifice them. A tiger escaped into the countryside.

Special Notes: The opening scenes dealt with one PC at a time, which was anathema to players who knew “never split the party”.

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

- Father Martel, LG male human Rog5/Clr5 (Pholtus); Pholtan intelligence officer, stocky, fiftyish, gray ing hair, light brown eyes, alert and concerned.
- Khopesh the Magnificent (born Rael Larseth), NE male human Clr (level varies by APL) (Nerull); murderous ringmaster of the Festvalle, sadistic and attention-craving, dressed in a flashy brocade tabard. Killed in battle.
- the Yeomen Triplets (Hrolf, Wulfgar, and Gunnar), CN male human Ftr (level varies by APL); peasant archers par excellence, callous and ruthless. Killed in battle.
- Raf, CN male human Rog (level varies by APL); carnie pickpocket, short and dusky -skinned with a roundish physique. Hunted down and arrested.
- Ofar, male human Exp1; short and spry, runs the “Whack-a-Fiend” booth, against Khopesh. Rescued, alive.
- Stadley, NG male human Drd1; young, gawky and freckled with sandy blond hair, runs the menagerie. Rescued, alive.
- Madame Ularia, female human Exp4; elderly fortune-teller who warns the PCs about Khopesh. Rescued, alive.
- Ilsara, female human; age 40ish, bleach-blonde, sells vegetables in the market, mother of Niki and Toka. Wintershiven.
- “Little Niki” and Toka, male and female zombies (former humans); brother and sister, now tin-covered zombies (“Metal Men”). Killed/put to rest in battle.

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

- Corikin and Seskit Serend, humans; husband and wife who ran the Festvalle Serendipite for twenty years. Killed by Khopesh.
- Trechet, male human Drd; Stadley’s teacher, used to run the animal show for the Festvalle. Killed by Khopesh.

Special Items, Favors, or Influence:

- Gunnar’s Masterwork Mighty (+2 Str) Composite Longbow
- Hrolf’s and Wulfgar’s Masterwork Composite Longbows

Other Scenarios Using Material From It:

- PAL3-01 *In the Shadow of Death’s Door* (mentioned in the discussion with Theoman Baslett)

Loose Threads:

- A tiger is loose in the Pale. (To be addressed by a proposed scenario in Year Six.)

PAL1-07 Northern Brewings

Series Name: n/a

Other Scenarios in Series: n/a

Author: Joe Cirillo

APLs: 4-8

Location(s): Rakervale, Wintershiven, Atherstone, razed village of Trammel, Troll Fens.

Plot Summary: During a blizzard, all inns are full so the PCs stay at a New Dawn Camp. Orban Wollace, a wounded Faithful Flan man, tells of being the sole survivor after his patrol was attacked when they discovered a raid on Trammel, a town near Atherstone. The PCs go to Wintershiven to inform the bishop, but are recruited by the Church to investigate. They travel to Pale-occupied Tenh and discover that Orban's village, Trammel, has been sacked and burned by Dehzbah the Man Ripper, daughter of Sevvord Redbeard, Rhelt of Stonehold. Following the trail of Dehzbah and her raiders, the PCs are attacked by trolls, but Dorjan Oldrich is there to help out if needed. Eventually, the PCs find and assault a tree fort, a former Pale Patrol outpost now occupied by Dehzbah and her cohorts.

Official Results: Dehzbah and most of her gang were killed, but Wendiggan escaped and Brother Bentley was sacrificed to Erythnul.

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

- Reverend Ilias Garrick, male human (Oeridian); late fifties, heads the New Dawn Camp outside Rakervale.
- Residents of the New Dawn Camp:
 - Ludwedge, NE male halfling (tallfellow) Rog5; greasy hair, shifty eyes, gap-toothed grin. Imprisoned for theft.
 - Dubricus the Gray, CN male human Wiz8; gray hair, crazed eyes, fidgety. Imprisoned for animating his dead wife.
 - Malvernus Teth, LN male human Clr6 (Pholtus); square-jawed, stern faced with a forked beard, Pholtan from the Grand Theocracy of Dimre. Imprisoned for blasphemy.
 - Durweena, N female human Ari1; age 60ish, wide eyes, chatty gossip. Imprisoned for blackmail.
 - The Scarlet Six (Kelso, Lethik, Big Buford, Serpa, Katherine, and Hannah), male or female human Ftr4s; six siblings from Ratik with red-dyed hair. Imprisoned for tax evasion, due to be released in 7 months.
- Orban Wollace, male human (Flan); Faithful Flan, only survivor from his patrol.
- Bishop Heinlein, male human Clr (Pholtus). Rakervale.
- Lorna Dinair, female human; mid-20s, secretary to Bishop Heinlein. Rakervale.
- Silas Proctor, male human; mayor of Trammel, middle-aged.
- Old Felton, male human; not actually old, Tenha veteran, now sentry in Trammel, remembers seeing Dehzbah at the Battle of Nevond Nevnend when she was younger. Trammel, deep in his drink.
- Dorjan Oldrich, NG male dwarf (mountain) Ftr6/Rgr10; legendary hero that works with the Prelatal Army but is not a Palite. Currently hunting trolls and ogres in the Troll Fens.
- Dehzbah and her gang:
 - Dehzbah the Man-Ripper, NE female human Bbn (level by APL); niece to Sevvord Redbeard, pale-skinned and fair-haired but cruel and bloodthirsty, wielding a red greatsword. Killed in battle but raised and last seen at the Siege of Calbut (PAL4S-05 *Taking Tenh*, November 2004).
 - Tarnikus, CE male human Clr (level by APL) (Erythnul); Dehzbah's lover, raised in the Pale, killed his parents. Killed in battle.
 - Sengar the Vulture, CE male human Bbn (level by APL); Stoneholder assigned to protect Dehzbah. Killed in battle.
 - Wendiggan, CN male human Brd/Rog (level by APL); Tenha captive and servant to Sevvord. Escaped.
 - the Winterblood brothers (Joxan and Fehnriss), CE human werewolves; comrades and childhood playmates to Dehzbah. Killed in battle.
- Brother Bentley, male human Clr (Pholtus). Killed as a sacrifice to Erythnul.

PAL1-07 Northern Brewings, contd.

Special Items, Favors, or Influence:

- Favor of Pholtus
- +1 hide armor (dire polar bear hide)
- Masterwork dwarven urgrosh, "Final Destiny" (gift from Dorjan Oldrich, worth 650 gp)
- Masterwork greatsword (Dehzbah's sword, crimson-bladed with an ivory hilt carved to resemble Seword of Stonehold, worth 350 gp)

Other Scenarios Using Material From It:

- PAL3I-01 *Dawn Break* (Scarlet Six are outside Tristor, Ludwedge is an informant for the escaped skald Wendiggan)
- various other regionals (Dorjan Oldrich gives advice on killing trolls)
- PAL4M-04 *Man-Ripper* (simulacra of Dehzbah attack in Pale-occupied Tenh)
- PAL4S-05 *Taking Tenh* (Dehzbah is alive and defending the city of Calbut against the Pale's forces; she escaped)

Loose Threads:

- none.

PAL1-08 Cold Comfort

Series Name: Song of Winter (Part One) — intention only, as no others were written.

Other Scenarios in Series: none

Author: Gareth Hughes

APLs: 2-8

Location(s): Ogburg, Landrigard, town of Copper Gorge.

Plot Summary: As the PCs are travelling with a caravan run by Korvan Zanar, a half-dead man stumbles in to say that his small mining town (Copper Gorge) is snowed in. The PCs are asked to take supplies. On the way to Copper Gorge, the PCs are ambushed by sneaky goblins, who set traps, trigger an avalanche, and lure a bear to attack the PCs' camp. The PCs also find the skeleton of a halfling, with a rusty dagger and a mysterious magical ring. Arriving in town, the PC have to break up a mob wrongfully blaming pagans (Pelorites) for the weather. The tribe of goblins attacks Copper Gorge from two directions. A note to the goblin chief is signed "Z."

Official Results: The goblin tribe was beaten back and Copper Gorge was saved.

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

- Korvan Zanar, male human Exp; merchant caravan leader.
- Kotos, male human; lives in Copper Gorge and went for supplies due to the extreme weather, found along trade route dying of exposure then healed.
- Jerrod and Alina, humans, worshipers of Pelor in Copper Gorge.
- Rellin, male human; lay priest in Copper Gorge.
- Tal, male human; blacksmith in Copper Gorge whose daughter Amanita died in the blizzard.
- Targh Bloodtooth, NE male goblin Bbn (level by APL). Dead or captured by PCs.
- Grod the Wailer, NE male goblin Brd (level by APL). Dead or captured by PCs.

Special Items, Favors, or Influence:

- Mysterious ring (plain, gold, radiates Illusion magic)
- Goblin wardrums of Despair (made of several skulls and mounted on a belt, uses belt slot for magic items; when a use of bardic music is expended, they inflict a *doom* effect (DC 11 + bard's Cha modifier) on anyone who hears them for three or more rounds; worth 300 gp)

Other Scenarios Using Material From It:

- PAL5-04 *Seeds of Winter* (spoiler omitted)

Loose Threads:

- Who is "Z" from the signature of the note to the goblins?

PAL1-09 Bewitched

Series Name: n/a

Other Scenarios in Series: n/a

Author: Greg and Kim Ryker

APLs: 2-8

Location(s): Town of Fensdale on the Yol River; Phostwood.

Plot Summary: PCs learn of the murder of Nevin Trueblood, mayor of Fensdale. A half-elf sorceress named Ehlana—the lover of Nevin Trueblood’s son Corwin—is framed by the real killer, Marta, a cleric of luz. The PCs help Judge Valdis by quelling a mob, investigating Marta’s house, and fighting off an attack by Nevin Trueblood (now a ghastr) and other ghouls. Judge Valdis is badly hurt and the PCs are sent into the Phostwood to return Ehlana’s aunt Ghlenella to heal him. Fiendish gargoyles attack before the PCs leave. In the Phostwood, the PCs fight against worgs and barghests, and then meet young hybsils (deer-centaurs) who lead them to Ghlenella’s house; she allows the PCs to scry on Marta. They confront and capture her at her cottage as she tries to summon dretches (monstrous spiders and annises are also present at higher APLs). Marta is found guilty and Ehlana is cleared. The PCs are invited to the wedding in Hatherleigh, but along the way, luz’s followers attack—ogres and zombies (and an annis at APL 8).

Official Results: Marta was foiled, Ehlana was freed, and Corwin and Ehlana got married.

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

- Marta, female human Clr7 (luz); spy and murderer. Captured and executed.
- Nevin Trueblood, male human (Oeridian); former mayor of Fensdale. Killed by Marta.
- Corwin Trueblood, male human (Oeridian); eldest son of the late Lord Nevin Trueblood. Fensdale, married to Ehlana.
- Ehlana, female half-elf Sor4; lover of Corwin Trueblood. Fensdale, married to Corwin.
- Jasper, male halfling; butler to the Truebloods. Fensdale.
- Glynnis, male human Ari1; owner of the Happy Halfling B&B. Fensdale.
- Raven the maid; female human Com1. Fensdale.
- Pip, male human (Flan) Com1; Tenha orphan, now a stable-boy. Fensdale.
- Glorinda, female dwarf Exp2. Fensdale.
- Mortimer Kestrel, male human (Oeridian); runs the Kestrel Trading Post, patriarch of the family. Fensdale.
- Melinda Kestrel, female human (Oeridian); daughter of Mortimer, arranged to be married to Corwin Trueblood. Fensdale.
- The Fensdale constabulary:
 - Constable Taryn, LN male human Ftr2; middle-aged, grizzled, barrel-chested. Fensdale.
 - Deputy Farston, male human (Flan) Rgr1; Flan farmboy, naïve. Fensdale.
- The Prelatal Army garrison:
 - Sergeant Zephyryn, LN male human Ftr3; veteran of the wars in Tenh, prematurely grey-haired. Fensdale.
 - Corporal Froderick, LN male human (Flan) Ftr2; young and handsome, member of Prelatal Army garrison. Fensdale.
- The Clergy:
 - Father Kedron, LN male human Clr (Pholtus); stern and closed-minded. Fensdale.
 - Sister Markarethe, LG female human Clr3 (Pholtus); old but kind, tends to the Tenha refugees. Fensdale.
 - Brother Reas, LG male human Clr2 (Pholtus); cheerful and outgoing. Fensdale.
 - Judge Valdis, male human Pal5; visiting from Wintershiven. Fensdale.
 - Abbot Duschamp, LN male human Clr7 (Pholtus); visiting from Hatherleigh, pudgy, middle-aged, pompous.
- Ghlenella, CG female elf Clr7 (Sehanine Moonbow); Ehlana’s aunt and a gifted seer. Phostwood near Fensdale.
- Therran Firewalker, male human Rgr1; short but jaunty. Fensdale.

PAL1-09 Bewitched, contd.

Special Items, Favors, or Influence:

- Favor of Valdis
- Demon Curse: -6 penalty to Charisma, making him appear to be a demon with horns, red eyes, and powerful base desires.
- Curse of Frailty: -6 penalty to Constitution

Other Scenarios Using Material From It:

- PAL4-02 *Stirring the Waters* (Fensdale revisited: Sister Markarethe died last year; Brother Reas—then Deacon Reas—was killed; Corwin and Ehlena have a baby)

Loose Threads:

- none.

PAL1-10 Siege at Castle Arndulant

Series Name: n/a

Other Scenarios in Series: n/a

Author: Ron Levy

APLs: 4-8

Location(s): Castle Arndulant; edge of the Troll Fens.

Plot Summary: The PCs receive a Sending message to help defend the castle against an attack and sent off with little information. They see some riders—the forces of exiled Tenha nobleman Karelius Marcellus—but the riders quickly flee. The PCs break through the orc horde surrounding the castle and help defend for the next two days, through a series of uniquely designed “scenes” that feature one PC at a time as the star. orcs attacked using siege ladders, siege towers, catapults, and even climbed the walls while invisible (using *potions of spider climb*). The crazed Bishop Hemmikan helps by healing (or even raising) the PCs, but proposes a suicide mission of attacking the orcs. Whether or not the PCs take on the suicide mission, the next day a force of Justicars and Prelatal Army arrives to drive off the remaining attackers.

Official Results: The siege was broken, but the enemy leaders escaped.

Special Notes: The “cut scene” mechanic allowed individual PCs to be the star but other PCs to help. This scenario was infamous for the number of PC deaths, and some PCs even died twice.

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

- Bishop Corrin, male human Clr (Pholtus); first made contact with PCs through *sending* spell. Wintershiven.
- Lieutenant Nakar, male human. Stationed in the northern Pale near Tristor and Arndulant.
- Bishop Hemmikan, LG male human Clr12 (Pholtus); age 50, tall but stooped and gaunt, distant, distracted, and depressed, seeking martyrdom. In the care of Prelate Maximillian Thace of Ogburg, or dead?
- Captain Rhess, LG female human Ftr6/Clr1 (Pholtus); short, sturdy, brown-haired woman, gruff and serious, dedicated to her god and her military career. Killed twice during the siege but is raised each time (Ftr4/Clr1 at end).
- Lieutenant Elthiel, LG male half-elf Rgr3/Clr1 (Pholtus); dirty-blond hair in crewcut, light skirmisher.
- Hnakra Blinded-eye, CE male orc Clr9 (Gruumsh); green-gray skin, violet eyes, and black hair, slim and exquisitely clean, strangely alert and listens attentively. At large along the Pale/Tenh border. (Update: returned to Tenh.)
- Karelius Marcellus, CN male human (Flan) Rog10; exiled Tenha nobleman, scholar of wars, short dark curly hair, dusky skin, dark eyes. At large along the Pale/Tenh border. (Update: returned to Tenh.)

Special Items, Favors, or Influence:

- Everburning torch (worth 90 gp)

Other Scenarios Using Material From It:

- PAL4-03 *All Which Is Forgotten* (Captain Rhess—then Major Rhess—leads the army's attack against the rex aartuk plant-creatures in the Rakers)
- PAL4M-03 *Strange Bedfellows* (Karelius agrees to the Pale's offer of alliance in the invasion of Tenh)

Loose Threads:

- none. (Hnakra and Karelius, with his warband, were at large for three years, but this was dealt with in Year Four.)

PAL1-11 The Trouble with Trollops

Series Name: unofficially the “Rakervale series”

Other Scenarios in Series: PAL1-02, PAL2M-01A&B (Apple Pie Day), PAL2-07 *Appetites*.

Author: Bart Scott

APLs: 4-8

Location(s): Rakervale and nearby lands.

Plot Summary: One night in the Pious Pilgrim, the PCs must choose between two requests for help—do they split the party or refuse one request? Grumbtheen the elf druid needs help protecting a cache of specially bred cold-hardy wheat, which would help the Pale. A young woman named Anya, who is married to an old cleric named Huston, asks for protection against the troll roaming near their house. The warehouse with the grain is attacked by a pyromaniac mercenary halfling named Sizmar, while the troll is part of a plot to attack from the Troll Fens. Ooze mephits attack as the PCs follow the troll’s tracks into the Fens.

Official Results: Anya and Huston were saved and the troll’s scouting notes were recovered, but Grumbtheen died and the grain was destroyed.

Special Notes: Forcing the players to choose like this was unique among Pale regionals. Some groups chose to split the party, but the difficulty of the encounters made it hard to succeed in protecting both.

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

- Grumbtheen, N male wood elf Drd5. Killed in the attack.
- Willigent, male human; barkeep of the Pious Pilgrim of Rakervale.
- Cyrano, male human Exp4; well-spoken and a polished salesman who unloads some marmots on the PCs as pets.
- Trevino, male human Ftr2; retired warrior and an authority on trolls. Rakervale.
- Anya, female human Exp3; former prostitute but now faithful wife to Huston. Safe near Rakervale.
- Huston, male human Clr5 (Pholtus); old priest, stubborn and almost blind. Safe near Rakervale.
- Sizmar, LN male halfling Wiz (level by APL); pyromaniac and spy. At large, location unknown.

Special Items, Favors, or Influence:

- Masterwork dagger (gift from Grumbtheen, worth 302 gp)
- Masterwork large spiked shield (gift from Huston, worth 180 gp)

Other Scenarios Using Material From It:

- none.

Loose Threads:

- Where is the halfling Sizmar and who hired him to burn Grumbtheen’s wheat? (this will be dealt with in Year Six.)