

Pale Regional Scenario Summaries - Year Three

version 1.1, February 2006 (first created November 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 third batch of eight Pale regional scenarios—as well as two introductory scenarios and four convention-only interactive events—which were released in Year Three of the Living Greyhawk campaign (2003). 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 One, Two, and Four, and we plan to continue the summaries each year as more scenarios are retired.

Enjoy your trip back to Year Three!

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PAL3-01 In the Shadow of Death's Door

Series Name: Germinations (Part Four)

Other Scenarios in Series: PAL1-04 Prelude to the Past, PAL2-01 Drawing from Life, PAL2-02 Pale Harvest, PAL3-04 Full Circle, PAL4-03 All Which Is Forgotten.

Author: David W. Baker

APLs: 2-12

Location(s): Rakervale; Rakers near Rakervale.

Plot Summary: The ghost of the green dragon Xianshe [or Xianshee] has been killing farmers, with a half-orc dragon disciple named Ogwyn as its mortal accomplice. Theocrat Ogon Tillit asks the PCs to accompany two of the prelates into the Rakers to Xianshe's lair, so they can fight her. They will also return to her hoard the powerful Lin Ying Ruby, which they took when they killed her in CY 587, to help against the armies of luz in Tenh. Since Theocrat Tillit is gravely ill, he plans to name his successor based on the prelates' battle with the ghost dragon; one will wear a magical anti-aging amulet to trick Xianshe into exhausting her breath. In the Rakers, the PCs meet the lillend Dyllia, who teaches a lesson (by a riddle) about not being misled by preconceptions or irrelevant information. The prelates discuss philosophy with the PCs by the campfire one night, and the PCs' arguments might sway Prelate Baslett's conservative outlook. Farther along, the PCs rescue the frost giant Snowflake from a hydra, Ogwyn's pet. The PCs catch up to a gnome that Snowflake was tracking: this gnome was an assistant for the Freelancers, and he shows the PCs the black disks of *nondetection* that the Freelancers wear (sold to them by the Bronze Cabal cult of Incabulos, and first seen worn by the bandits in PAL1-01 *Holy Word*); he also tells the PCs how to bypass the trap outside Xianshe's lair. Farther along, unstable ice acts like a pit trap, and a body at the bottom has a magical coil. As the PCs and the prelates near Xianshe's lair, the death of Theocrat Tillit is heralded by the appearance of a solar in Rakervale. The lair is guarded by an avalanche trap; if the PCs bypass it, they find a faranth (seen in PAL1-02 *Absence of Law* and PAL2-07 *Appetites*) frozen in an icy wall. At the lair, the prelates fight Xianshe while the PCs fight Ogwyn and some skeletons. The magical amulet protects Prelate Baslett from two breaths but the third one ages him thirty years; Prelate Thace presses the attack and destroys Xianshe just as he himself dies in her breath. On the trip back down, Baslett's age returns to normal. At the Basilica in Wintershiven, he gives a speech as the new Theocrat, declaring his vision for the Pale.

Official Results: The new Theocrat, Theoman Baslett, committed himself to a progressive way of life.

Special Notes: Dyllia the lillend attracts the PCs' attention with an illusion of a unicorn, which is a reference to PAL1-02 *Absence of Law*. Winterwind tried to lure PCs away from camp with an illusory unicorn (in order to target them with *phantasmal killer!*). The debate at the campfire referred to scenarios from Year One: PAL1-03 *(P)al(e)ientology*, PAL1-06 *Festvalle Serendipité*, COR1-01 *River of Blood*, and COR1-03 *Dragonscales at Morningtide*.

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

- Theocrat Ogon Tillit, LN male human Clr17 (Pholtus); ailing Theocrat. Died in Rakervale during the scenario.
- Prelate Theoman Baslett, LN male human Clr16 (Pholtus); Prelate of Landrigard and undergoing a change of heart, elevated to be the new Theocrat (and a Clr17). Wintershiven. (Update: He returned to his hardline stance in Year Five.)
- Prelate Maximillian Thace, LG male half-elf Clr16 (Pholtus); Prelate of Ogburg. Killed in battle with Xianshe's ghost.
- Bahira, NG female human Wiz14; made the anti-aging amulet. First met in PAL2-01 *Drawing from Life*. See PAL3-04 *Full Circle* for latest condition.
- Dyllia, CG female lillend. First met in PAL1-02 *Absence of Law*. Wandering Oerth but favoring visits to the Rakers.
- Snowflake, N male frost giant Rgr1/Bbn1; only survivor of his tribe. First met in PAL1-02 *Absence of Law*. Living in the Rakers east of Rakervale with his wolf friend Stalker.
- Wigglesbee, CN male gnome Rog2; young and toadying assistance to the Freelancer organization of spies. In Pale custody, probably in a New Dawn Camp.

PAL3-01 In the Shadow of Death's Door, contd.

NPCs met, contd.:

- Xianshe (or Xianshee), LE female green dragon ghost; killed by Baslett and the other prelates in CY 587. Destroyed permanently in battle.
- Ogwyn, LE male half-orc Bbn/Ftr/Sor/Dragon Disciple (green) (level varies by APL); protégé of the ghost dragon Xianshe. Killed in battle.

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

- Laelithra, NG? female human Clr (deity unknown, but definitely one of good alignment); lived 1,000 years ago and fought against the invasion of evil creatures from beyond Oerth (the rex aartuk: see PAL3-04 *Full Circle*).

Special Items, Favors, or Influence:

- Laelithra's coif of piety: +2 sacred bonus on Charisma when turning undead or +4 if worn with the matching *phylactery* and *ring* (available in other scenarios of the series); works only for Good clerics; decorated with an iris; worth 1,000 gp.
- Amulet of nondetection: plain black disk, *nondetection* effect on the wearer with the command word "shroud", 50 charges; worth 13,500 gp.

Other Scenarios Using Material From It:

- other five scenarios in the series.
- NMR4-05 *Baby Steps* (Snowflake agrees to take care of a kidnapped storm-giant baby).

Loose Threads:

- none.

PAL3-02 The Inquisition

Series Name: n/a

Other Scenarios in Series: n/a

Author: Glyn Dewey

APLs: 2-8

Location(s): Wintershiven; road from Wintershiven to Ogburg or Landrigard.

Plot Summary: A spy for luz has been operating in Wintershiven but has been reconsidering his loyalties. A message to him was intercepted and the Inquisition (officially the Heretical Investigation Unit) has been called in to root him out. Prelate Sarynn Reddick of Wintershiven, of progressive outlook, wants to quell the situation without the Inquisition getting involved, so she has an agent recruit the PCs to help. The PCs gather clues at a party for the prelate's scribes and clerks: signs point to the scribe Gallanar, who is absent. As the PCs go to his house, High Inquisitor Tarl and his two assistants arrive in Wintershiven, and the city is closed down. luz's hit-squad has already ransacked Gallanar's house, but a few clues (and a secret floor-compartment trapped with a poisoned needle) remain. Gallanar sends a message to the PCs to meet him at the Waters of Belief the next morning so he can turn himself in. There, an assassin tries to kill Gallanar. The PCs may turn Gallanar over to the Inquisition (whereupon they are asked to escort him to Landrigard) or smuggle him out, either to the Progressives in Ogburg or somewhere else entirely. Sneaking out of Wintershiven requires getting past the heavily guarded sewers or city walls, possibly through travel-magic (by the PCs or an Arcanist Guild contact). On the road out of Wintershiven, the PCs are attacked by an arrowhawk (APL2) or a fallen hound archon (APL4-8).

Official Results: The spy was taken to the Progressives in Ogburg, and his information allowed the Pale to reveal, arrest, interrogate, and/or execute (as appropriate) other spies of luz.

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

- "the stable boy", LN male human (?); disguised agent for Prelate Sarynn Reddick. Wintershiven, at the Citadel Tavern.
- Guests at the party (all humans):
 - Buliduin, NG Exp9; administrator of the treasury.
 - Hildard, LN Exp7; chief scribe.
 - Autild, LN Clr1/Exp3; scribe.
 - Artius, LN Exp4; scribe.
 - Boratin, N Exp4; scribe.
 - Raneus, LG Exp3; scribe.
 - Roulard, N Exp2; apprentice scribe.
 - Thatergis, LG Exp5; clerk.
 - Lina, LN Exp5; clerk.
 - Aldornild, LN Exp4; clerk.
 - Baldis, LE Com1/Exp5; clerk.
 - Orlicic, LG Exp1; apprentice clerk under Baldis.
 - Suidis, N Com2/Exp2; clerk.
 - Audondis, N Exp3; clerk.
- Gallanar Velpaison, N male human Clr (formerly of luz); repentant spy, middle-aged. In Church custody.
- Silanas, NE male human Rog/Rgr or Rog/ Bbn/Ftr (varies by APL); would-be killer of Gallanar. Killed in battle.
- Tarl the Incorruptible (a pseudonym), male human; High Inquisitor. Retired in Year Five to be replaced by High Inquisitor Law.
- Shattered Light, LE (NE?) fallen hound archon Ftr/Blk (varies by APL); serves luz. Killed in battle.

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

- Prelate Sarynn Reddick, LG female human; Prelate of Wintershiven.

Special Items, Favors, or Influence:

- Favor of Tarl the Incorruptible: unlocks the Church Inquisitor and Sacred exorcist prestige classes, or acts as two Favors of Pholtus. Earned if the PCs helped the Inquisition.
- Friends in High Places: usable as two Favors of Pholtus, but only in Wintershiven. Earned if the PCs helped the Progressives.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL3-03 Shield of Faith

Series Name: Champion of the Pale (Part One)

Other Scenarios in Series: PAL3-05 Arms of Divine Might, PAL3-07 Champion of the Pale.

Author: Donovan Hicks

APLs: 2-10

Location(s): Wintershiven; Lighton (town in Pale-held Tenh); the road between.

Plot Summary: A powerful magical shield has been found in the Bluff Hills beyond Tenh; the Pale's Church of the One True Path wants to get it, but the Church of Pelor has a contrasting claim. (Pholtans created the shield and its last owner was a Pholtan paladin, but several followers of Pelor used it over the years.) While the PCs are in Wintershiven, an agent from the Pale—of Progressive or Conservative bent, matching the PCs' allegiance—asks them to present the Pale's claim to the merchant who holds the shield. On the way, near the town of Spiral, the PCs are attacked by Pholtan monks and a cleric, working for the side the PCs oppose (Conservative or Progressive). Later, along the road beyond Atherstone, a group of Tenha bandits attacks. At the town of Lighton, the PCs meet with the merchant and a group of Pelorites to debate the two churches' claim on the shield. They get the journal of the shield's last owner, in any case. If they win the debate, they have to defend it as they leave town from some followers of luz (4 fighters, 2 clerics); if they lose the debate, then the Pelorites take the shield but are killed by the luzians soon afterward, so the PCs must fight to retrieve it. Back in Wintershiven, the PCs may give the shield to the Progressives, Conservatives, or a neutral party (the Theocrat's arcane advisor).

Official Results: The PCs successfully negotiated for the shield and gave it to the Progressives.

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

- Father Teldon, LG male human Clr6 (Pholtus); agent of Prelate Sarynn Reddick. Wintershiven.
- Sister Rhianna, LN female human Clr6 (Pholtus); agent of Prelate Zacktinerim. Wintershiven.
- Martin and Henny, human Coms; husband and wife, own the farmhouse where the PCs rest. At home, near Spiral.
- Vedrin, male human Rgr3; short and wiry, a guide. Lighton.
- Nelissa Surian, female human (Baklunish) Exp10; black hair and green eyes, merchant, brokered the deal on the shield. Travelling the Flanaess.
- The Pelorites:
 - Selwyn Tolmath, male human Clr6.
 - Mikas Corwal, LG male human Pal7.
 - Anya Wellish, LG female half-elf Pal6.
 - Parvo Niallin, male human Clr5.
- Minea, female human Sor6; young and well-dressed, agent of Milamber. Wintershiven.

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

- Corin Malthesun, LG male human Pal (Pholtus). Killed centuries ago in the northwest during a long battle with a demoness, and his magical arms and armor were lost.
- Tomas Sindrel, LG male human Pal (Pelor). Bore the shield before Corin Malthesun did, but was killed by a vampire.
- Prelate Sarynn Reddick, LG female human; Prelate of Wintershiven.
- Prelate Zacktinerim, LN female human; Prelate of Eltison.
- Prelate Malvern Fenn, LG male human; Prelate of Rakervale.
- Milamber, male human (Flan) Sor; arcane advisor to Theocrat Ogon Tillit.

PAL3-03 Shield of Faith, contd.

Special Items, Favors, or Influence:

- The Shield of the Binding Light (to Pholtans), a.k.a. the Shield of the Sun (to Pelorites): steel shield plated in mithral and gold, with a silver-rayed golden sun on a field of red; +3 shield of blinding; permanent *daylight* effect; permanent *shield of law* effect on bearer; *sunbeam* and *sunburst* 5/day; in the hands of a paladin or a cleric of a LG or LN deity, it allows greater turning 3/day, and *searing light* (CL 10th) 2/day. Not to be kept by the PCs.
- Access to the libraries of the Church of the One True Path (one spell of 1st-3rd level from *Defenders of the Faith*) OR Access to the libraries of the Arcanist Guild (one spell of 1st-3rd level from *Tome and Blood*). Not granted if the PCs asked for money up front. Access to the Arcanist Guild libraries is granted only if the PCs gave the shield to Milamber's agent.
- Access to the armory of the Prelatal Army: buy one weapon made of silver OR upgrade a magical weapon by up to a +2 enhancement bonus, at standard cost. Not granted if the PCs asked for money up front.

Other Scenarios Using Material From It:

- other two scenarios in the series.

Loose Threads:

- none.

PAL3-04 Full Circle

Series Name: Germinations (Part Five)

Other Scenarios in Series: PAL1-04 Prelude to the Past, PAL2-01 Drawing from Life, PAL2-02 Pale Harvest, PAL3-01 In the Shadow of Death's Door, PAL4-03 All Which Is Forgotten.

Author: David W. Baker

APLs: 2-12

Location(s): Ogburg and surrounds.

Plot Summary: The PCs wake in Ogburg with a vision of Ogburg in ruins, overgrown with vines: the possible future. To fight the invading rex aartuk (plant creatures from beyond Oerth), the wizard Bahira asks the PCs to retrieve four gems for a magical ritual. The ritual will send her back in time to deliver a magical age-accelerating gem to a group of heroes, who will use the gem to kill the powerful but short-lived Elder rex aartuk, which she and her lover Tharion learned about in the strange book *The Floracon*. (The book was recovered in PAL2-01 *Drawing from Life*.) The success of Bahira's ritual is tied to how fast the PCs can retrieve the four gems (the Shards of the Uvalnoniz), which were held by the Four of Eltison, a disbanded adventuring group.

- o The PCs get directions to the apartment of the wizard Bartholome from either his Arcanist Guild brethren or the gnomes at the tavern that he used to frequent. On the way to his apartment, though, the PCs fight some creatures (krenshars, howlers, or hellcats) released from a magical mirror that Bartholome has just smashed. Bartholome lends the PCs his Shard.
- o The PCs get directions to the cottage of the cleric/ranger Rosina from either the Church or a ranger friend of hers. Rosina lends the PCs her Shard and gives them directions to the cottage 48 miles north of Ogburg, where she buried Envita's Shard after Envita's apparent death.
- o At Envita's cottage, Envita attacks along with her henchmen (hobgoblins, bugbears, ogres, minotaurs, hill giants, or stone giants). The PCs can recover her Shard as well as the fourth Shard, which she stole from Silvestro when she killed him.

On the way back from Envita's cottage, the PCs meet a woman who claims to need help freeing her husband from under a wagon, but she is a pawn of the rex aartuk. She dissolves into an ooze (gray ooze, ochre jelly, or black pudding), which attacks, either by itself or with some rex aartuks. Back in Ogburg, Tharion proposes marriage to Bahira, which she accepts just before performing her ritual to destroy the Elder rex aartuk in the past.

Official Results: Outcome B: success, but Bahira returned from her time-travel younger and diminished in power. (Other possibilities were success and full retention of power (A), success but returning as a baby (C), success but not returning (D), or failure (F).)

Special Notes: "Uval-Noniz" ("noniz" being Flan for "gnomes") was the name of the tribe of gnomes in the 1st-Edition AD&D module, *The Lost Caverns of Tsojcanth*. In PAL1-04 *Prelude to the Past*, the PCs met the time-travelling Bahira while they camped with the Four of Eltison, though no one recognized her then.

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

- Bahira, N female human (Baklunish) Wiz17 (reduced to Wiz7); first met in PAL2-01 *Drawing from Life*. Ogburg but younger and less powerful.
- Tharion, N male elf (wood) Drd8; middle-aged elf from the Phostwood, engaged to Bahira. First met in PAL1-05 *Alliance Reborn*. Ogburg.

PAL3-04 Full Circle, contd.

NPCs met, contd.:

- Surviving members of the Four of Eltison, first met in PAL1-04 *Prelude to the Past*:
 - Envita Aldredheart, CE female human Ill5/FtrX (varies by APL); burn-scarred and insane, left for dead on a burning ship by the other three, later returned to kill Silvestro, take his Shard, and torment Bartolome. Killed in battle.
 - Rosina Selynn, LG female human (Flan) Rgr5/Clr3 (Pholtus); brown eyes and curling black hair, reserved and composed, left the Church, loved Silvestro. Cottage near Ogburg.
 - Bartholome Festis, NG male human (Oeridian) Wiz5; loved Envita, now depressed and detached from reality, paranoid of mirrors because of Envita's ruse of appearing to him in mirrors. Ogburg.
- Bevan, N male human Wiz5; adept in the Arcanist Guild, experiments with potions, age early 30s. Ogburg.
- Owners and patrons of the Joyous Neblin Tavern:
 - Raynizbin, N male gnome Exp3; father, bartender.
 - Caytlynne, female gnome; Raynizbin's wife.
 - Ewanerwin, male gnome; the couple's son.
 - Cragg, male gnome; Caytlynne's crotchety father.
 - Frammitz, male gnome; age 92, apprentice gemcutter. Greyhawk.
- Latimer, male human Exp2; short and round, bought in Midmeadow the mirror that Bartholome broke.
- Deacon Findley, LN male human Clr5 (Pholtus); short, heavysset, cherubic face, bubbly voice, has been going around blindfolded by day as a devotional exercise. Ogburg.
- 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). Ogburg.
- 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. Ogburg, with Bryanna.

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

- Silvestro the Fleet, N male half-elf Rog3/Ftr2; former member of the Four of Eltison, loved Rosina. Killed by Envita.

Special Items, Favors, or Influence:

- Tharion's gratitude: upgrade armor with the *shadowability* at standard cost, added by Phostwood elf enchanters.
- Envita's spellbook: 0—all in PHB; 1st—*alarm, color spray, expeditious retreat, hold portal, mount, shield, silent image, ventriloquism*; 2nd—*bull's strength, cat's grace, endurance, glitterdust, invisibility, mirror image, misdirection, whispering wind*; 3rd—*displacement, fireball, Leomund's tiny hut, major image, slow, solid fog*. (Worth 420 gp.)
- Bahira's gratitude (only if Conclusion A was achieved and Bahira retains her powers): will cast *limited wish* once to undo a harmful effect or spell.
- reward of 1,000 gp if a PC returns the certed "Silver Bracelet from Strange Woman" (engagement bracelet) from PAL1-04 *Prelude to the Past*, which Bahira lost while time-travelling.

Other Scenarios Using Material From It:

- other five scenarios in the series.
- PAL4S-02 *Unnatural Law* (Bryanna teaches archery in Eltison)
- PAL5-04 *Seeds of Winter* (spoiler omitted)

Loose Threads:

- none. The Freelancers are either broken up or deep in hiding (as of Year Four).

PAL3-05 Arms of Divine Might

Series Name: Champion of the Pale (Part Two)

Other Scenarios in Series: PAL3-03 Shield of Faith, PAL3-07 Champion of the Pale.

Author: Donovan Hicks

APLs: 2-12

Location(s): Wintershiven; ruins of Millet's Mine (Griff Mountains); trail along the Griffs and Troll Fens.

Plot Summary: Now that the Church has the shield of the paladin Corin Malthesun, his journal has a clue about where to find his magical armor and morningstar. Again, an agent of the Pale—Progressive or Conservative—asks the PCs to recover the two items in the Griff Mountains from someone known as Nerith Shelryn. Corin's map begins at the village of Millet's Mine, now only ruins. A raiding party of orcs (including a barbarian leader and his mate, an adept) attacks the PCs at the ruined village; some of them know that Nerith Shelryn is a hag, but they might lie about whether she is still alive. A trail leads from the village to the orc raiders' base: a cave formed around the skeleton of a huge red dragon. The skeleton's tail points the way down to the Troll Fens. The PCs come across a battle between one or more evil trolls, a Palish knight, and troll monk friendly to the knight, and must fight or drive off the evil trolls. The trail leads back up into the mountains, to the lair of Nerith Shelryn. The lair is guarded by ogres or hill giants, and the PCs must fight the hag herself inside. She keeps the armor and morningstar—along with Corin's head—as trophies. Back in Wintershiven, an agent of the former Theocrat's arcane advisor again asks the PCs for the artifacts, but the PCs may give them to the Progressives or Conservatives as promised. With the three items back in the Pale, the Church will soon name a new Champion of the Pale.

Official Results: The PCs recovered the armor and morningstar and gave them to the Progressives.

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

- Father Teldon, LG male human Clr6 (Pholtus); agent of Prelate Sarynn Reddick. Wintershiven.
- Sister Rhianna, LN female human Clr6 (Pholtus); agent of Prelate Zacktinerim. Wintershiven.
- Leaders of the orc raiders: male orc Bbn (varies by APL) and female orc Adp (varies by APL). Killed in battle.
- Tristan Spencer, LG male human Pal9 (Pholtus)/Sor4; holy warrior from the Pale. Hunting trolls in the Troll Fens.
- Bhugtru, LN male troll Mnk8; Tristan's comrade. Hunting other trolls in the Fens with Tristan.
- Nerith Shelryn, NE or CE female hag (varies by APL: greenhag, annis, half-fiend annis, night hag, 16-HD night hag, or 16-HD night hag Ftr2); guarded the armor and weapon of Corin Malthesun. Killed in battle.
- Minea, female human Sor6; young and well-dressed, black hair, agent of Milamber. Wintershiven.

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

- Corin Malthesun, LG male human Pal (Pholtus). Killed centuries ago in the northwest during a long battle with a demoness, and his magical arms and armor were lost.
- Prelate Sarynn Reddick, LG female human; Prelate of Wintershiven.
- Prelate Zacktinerim, LN female human; Prelate of Eltison.
- Milamber, male human (Flan) Sor; arcane advisor to Theocrat Ogon Tillit.

Special Items, Favors, or Influence:

- Dawn Armor: +3 full plate of magically strengthened gold, with a symbol of Pholtus in silver on front and back; may be worn only by a paladin or a cleric of Pholtus; permanent *protection from chaos* and *fire shield (warm)* effects on wearer; *negative energy protection* (CL 10th) 3/day. Not to be kept by the PCs.
- Star of the Morning: mithral-hafted +5 *lawful [axiomatic] brilliant energy morningstar*, also *holy* when wielded by a paladin; may be worn only by a paladin or a cleric of Pholtus and acts as a greater holy symbol of Pholtus; *detect evil* and *detect chaos* at will and glows brighter in the presence of evil or chaos. Int 13, Wis 16, Cha 15; AL LG; empathy; special purpose defend Pholtans. Not to be kept by the PCs.
- Night hag's heartstone: +2 resistance bonus on all saving throws; cures any disease contracted by the holder (10 charges before shattering); worth 5,000 gp.

PAL3-05 Arms of Divine Might, contd.

Special Items or Favors, contd.:

- Access to the armory of the Prelatal Army: upgrade one magical armor or shield by a +1 enhancement bonus or a special ability equivalent to a +1 enhancement bonus, at standard cost.

Other Scenarios Using Material From It:

- other two scenarios in the series.

Loose Threads:

- none.

PAL3-06 Fog of War

Series Name: n/a

Other Scenarios in Series: n/a

Author: Brian Moseley and Nick Tulach

APLs: 4-12

Location(s): Wintershiven; Plane of Acheron, including the city of Rigus.

Plot Summary: Two enemies of the Pale—a powerful sorcerer (Palomides) and a wizard (Uwaine)—enact their revenge by shifting Wintershiven’s Pious Pilgrim to the plane of Acheron, where Palomides resides. The Church Militant is on Uwaine’s trail and the PCs are already in the Pious Pilgrim when he finishes the spell to shift the inn. He tries to escape and head toward the Portal Town of Rigus. He accidentally leaves behind an iron ring that crumbles if touched by a good or lawful PC, and his room contains both blank (used) scroll pages and intact ones that can bring the inn back to Oerth with a Material Plane tuning-fork. A band of bladelings attacks the inn; their prisoners include some bloodhawks and some goblin slaves, who suggest that the PCs seek the legendary “champion” Dornard in Rigus. On the way to Rigus, the PCs meet a merchant selling rare items (both authentic and fake) and cross the River Styx on the ferry of a marraenoloth [1st-edition charonodaemon]. The PCs go to Dornard’s azure palace but it is held by Palomides and guarded by maugs and dread guards. They may sneak in or go through the front door, but eventually Palomides challenges the PCs to fight his maug champion. He gives over Dornard and the Material Plane fork if they win, since he actually wants the PCs to spread word about him. The PCs go back to the inn and use the scroll and the fork to get back to Oerth. An Abyssal assassin (present in the Pious Pilgrim the whole time) attacks the PCs as they leave the inn, asking for the return of Uwaine’s iron ring.

Official Results: The Pious Pilgrim was returned to Wintershiven, Uwaine was captured, Dornard was recovered, and the assassin was defeated.

Special Notes: This scenario included ten pages of reprinted non-Core rules, from the *Monster Manual II*, *Fiend Folio*, and *Manual of the Planes*. Some parties did not activate the scroll properly to return the Pious Pilgrim to Wintershiven; judges were encouraged to be creatively mischievous in placing the inn, such as in the ruins of Old Wintershiven.

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

- Palomides, LE male human Sor14/Acm4; old and decrepit-looking but fantastically powerful, swears revenge against the Pale for a past slight. The palace in Rigus, on Acheron.
- Uwaine, male human Wiz10; Palomides’s servant, originally from Tusmit, escaped from New Dawn Camp with help from a man who gave him an iron ring, cowardly and cruel, hunched posture, blue robes with red trim, feathered hat. Prisoner of the Pale.
- Priest-Sergeant Eldreth, LN male human (Oeridian) Ftr3/Clr4 (Pholtus); gruff and greasy Church Militant operative, alcoholic. Wintershiven.
- Gouvernail, male human Com2/Exp2; barkeep of Pious Pilgrim in Wintershiven, round-bellied, red-nosed, smokes, thrilled by tales of adventure. Wintershiven.
- Zolofin, LE male bladeling Clr (Hextor) (varies by APL); led the band of bladelings. Killed in battle.
- Urkru, male mercane Exp3; 12’-tall blue-skinned travelling merchant on Acheron and neighboring planes. Acheron.
- Dornard the Wanton, male human Ftr4; very lucky, unwitting planar traveller and renowned hero in Rigus (by exaggerated reputation only), prisoner of Palomides. Back on Oerth.
- the assassin, CE male vultivorr [see *Fiend Folio*] Rog/Asn (varies by APL); works for whoever helped Uwaine to escape the New Dawn Camp, bears *Umbara’s Claw* at APL 6+. Killed in battle.

PAL3-06 Fog of War, contd.

Special Items, Favors, or Influence:

- Umbra's Claw: +1 *dagger* with a serpentine black blade and a pommel shaped like a fiendish canine's head; *blur* (CL 3rd) on wielder 1/day as a standard action; +2 competence bonus on Hide checks when held; worth 4,862 gp.
- Feather of Celestia: one-shot *searing light* item (CL 5th), a foot-long silvery-white feather; worth 750 gp.
- Bloodhawk animal companion or improved familiar; see *Fiend Folio*. Arcane spellcaster level 3rd if an improved familiar.

Other Scenarios Using Material From It:

- PAL5S-01 *Answers from Beyond* (dimensional-anchoring power obtained)

Loose Threads:

- The potential for future unwanted plane-shifting was resolved in Year Five.
- What does Palomides plan next—or does the Pale's defense foil his plan completely? [addressed in Year Six]
- Who helped Uwaine escape from the New Dawn Camp, gave him the iron ring, and sent the vultivorr after him?

PAL3-07 Champion of the Pale

Series Name: Champion of the Pale (Part Three)

Other Scenarios in Series: PAL3-03 Shield of Faith, PAL3-05 Arms of Divine Might.

Author: Donovan Hicks

APLs: 2-12

Location(s): Wintershiven; Atherstone; Castle Arndulant (a Brilliant Castle) and the Troll Fens.

Plot Summary: With all three items of the paladin Corin Malthesun back in the Pale, a new Champion of the Pale is about to be named, but the two leading candidates are not planning to attend the naming ceremony at the Festival of Light. An agent of the newly Progressive Theocrat asks the PCs to bring back Tristan Spencer, Champion of Pholtus, from the Troll Fens; a Conservative agent asks them to bring back Louis Phillip Gaston II, Provisional Governor of Tenh; both men must be entreated in person. In Atherstone, Governor Gaston will go only if the PCs deal with his bandit problem [the survivors of the band encountered in PAL3-03 *Shield of Faith*], so the PCs trail them from their last attack on a caravan to their forest hideout. The PCs follow Tristan's trail from Castle Arndulant into the Troll Fens, fighting one group of trolls (one to three, either standard or fiendish) and then others (large skeletons or zombies, spectres, and a troll necromancer at APL10-12, while Tristan fends off a troll). It takes a Diplomacy check to convince Tristan to go to Wintershiven. At the ceremony, a beam of light shines on a boy, who is then named Champion of the Pale and will be trained in arms and Pholtan doctrine.

Official Results: Both men went back to Wintershiven but Garreth is the new Champion of the Pale.

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

- Bishop Freznook, LG male human Clr (Pholtus); agent of Theocrat Theoman Baslett. Wintershiven.
- Sister Rhianna, LN female human Clr6 (Pholtus); agent of Prelate Zacktinerim. Wintershiven.
- Louis Phillip Gastón II, LN male human (Oeridian) Ftr12; Provisional Governor of Tenh, stocky and well-built, raised in luxury but now more serious after shouldering the responsibility. Atherstone.
- Remy, LN male human (Oeridian) Exp10; Gaston's assistant. Atherstone.
- Maztik (NE male half-orc Ftr) and lieutenant (NE male human Sor) (vary by APL); bandit leaders. Prisoners in Atherstone.
- Dorjan Oldrich, NG male dwarf (mountain) Ftr6/Rgr10; gruff but a legendary hero. Hunting in the Troll Fens.
- Tristan Spencer, LG male human Pal9 (Pholtus)/Sor4; holy warrior from the Pale. Hunting trolls in the Troll Fens.
- troll necromancer, CE female troll Nec (varies by APL); leader/animater of the giant undead. Killed in battle.
- Garreth, male human child; preteen boy, the new Champion of the Pale. In training: Wintershiven or Atherstone.

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

- Corin Malthesun, LG male human Pal (Pholtus). Killed centuries ago in the northwest during a long battle with a demoness, and his magical arms and armor were lost.
- Prelate Sarynn Reddick, LG female human; Prelate of Wintershiven.
- Prelate Zacktinerim, LN female human; Prelate of Eltison.

Special Items, Favors, or Influence:

- Favor of Pholtus
- Upgrade one weapon with the *axiomatic* ability if Tristan was convinced to go to Wintershiven.

Other Scenarios Using Material From It:

- other two scenarios in the series.

Loose Threads:

- When will Garreth be ready to assume the full responsibilities as Champion of the Pale? (being addressed in minimissions in Year Five and Six)

PAL3-08 Random Encounters

Series Name: n/a

Other Scenarios in Series: n/a

Author: Lance White and Russ Stanley

APLs: 2-8

Location(s): Hawkburch; village of Tenhaus 30 miles away; Gamboge Forest.

Plot Summary: A druid—an awakened dire rat druid—is trying to scare off some Tenha refugees whose new village is encroaching on the Gamboge Forest. He has sent animals to attack the villagers' livestock (and a villager in the latest attack) and has caused the path to the sheep pasture to become overgrown. Two of the villagers come to Hawkburch, where they ask the PCs for help. At the village (called Tenhaus), the PCs may follow the animal tracks into the forest, but in most cases they must wait for more animals to attack the village (in either case, the first fight includes awakened wolves, boars, brown bears, or brown and black bears). Along the trail into the Gamboge, another group of animals attacks (a different assortment of the four animal types). At a clearing, the dire rat druid and his animal companion await the PCs (rat companion or brown bear, with the druid wildshaped into a bear at APL 6+); the PCs may fight him or convince him to move deeper into the forest. The PCs may also find the diary of the mad druid who awakened the dire rat.

Official Results: The PCs defeated the dire rat but he fled from the fight. Tenhaus remains.

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

- Tenhaus villagers, all humans (Flan) and all Tenha refugees except as noted. All last seen in Tenhaus:
 - Connor and Gabriel, male Coms; recruited the PCs in Hawkburch.
 - Tiberius, male Com; was attacked by a bear.
 - Valmur, male War or Com/War; leader/elder of the village, Faithful Flan veteran.
 - <no name>, female human (Oeridian) Com; Valmur's wife, Pale native, only non-Tenha in the village. Tenhaus.
 - Caleb, male halfling Exp; Tenha refugee and trader, helps connect Tenhaus to the rest of the Pale. Tenhaus.
 - Other residents of Tenhaus, totaling 51 humans (five extended families: 14 men, 12 women, 15 children) and Caleb's halfling family (wife, three children, wife's sister). Tenhaus.
- <no name>, N (?) male awakened dire rat Drd (varies by APL); four feet long, short spiky hair, red eyes, necklace. Escaped into the Gamboge Forest.

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

- Fankis, male human Drd; crazy from living alone, awakened the dire rat and taught it the ways of druidism. Died a year ago.

Special Items, Favors, or Influence:

- Influence Point with Tenhaus (provided as a separate cert, not on the AR).

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL3-01 Dawn Break

Introductory scenario.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Nicholas K. Tulach

APLs: 1

Location(s): Northern Pale and Troll Fens near Tristor; Rakervale.

Plot Summary: Several prisoners have escaped from the New Dawn Camps at Tristor and Rakervale, with the help of a former Camp detainee now working as a spy for Stonehold. Some old Flan hunters with dogs asks the PCs to help them find one of the prisoners, a girl named Kinnora. The trail leads to a fort built on piers at the edge of the Troll Fens, where the PCs meet some of the escapees; their leader, a scheming halfling, has been giving information about Pale Patrol movements to Wendiggan, a Stonehold agent said to be staying with a local hermit. Before long, some humanoids (2 orcs, 6 goblins) attack the fort and the NPCs flee while the PCs fight. If the PCs pursue them into the Troll Fens, they run into some soldiers and famed troll-hunter Dorjan Oldrich, who turns the PCs back. At the hermit's house, the PCs learn that the spy Wendiggan has already departed but left behind a strange black disc. The hermit also points the PCs to a nearby cave where they find Kinnora, who goes with the PCs but tries to escape if they are going to turn her in again. Back along the road, the PCs meet a squad of Prelatal Army soldiers and spot two Stonehold scouts spying on their meeting. The scouts flee to their camp, where two minor fiends appear and try to take the scouts' black discs, with a third fiend attacking the PC that holds Wendiggan's black disc. (The fiends were first written as devils—an imp and two lemures—but the author later revised them to be demons—a quasit and two dretches.) The PCs may turn in Kinnora and the two Stonehold scouts in Rakervale, or else help any of them escape the Pale.

Official Results: Kinnora and the two Stonehold scouts were turned over into Palish custody.

Special Notes: Some locations and NPCs were reused from the Core scenario *Fright at Tristor* as well as Year-One Pale scenarios. The explanation for the black discs seems to differ from the one in PAL3-01 *In the Shadow of Death's Door* (relating to the Freelancer organization).

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

- Ludwedge, NE male halfling (tallfellow) Rog5; greasy hair, shifty eyes, gap-toothed grin, helped the prisoners escape the Camps, leads the band hiding in the swamp fort, gives info on patrols to Wendiggan. First met in PAL1-07 *Northern Brewings*. Escaped into Troll Fens.
- The Scarlet Six, CN human Ftr3s; the four surviving siblings of an original six, all with scarlet-dyed hair, hiding at the swamp fort. First met in PAL1-07 *Northern Brewings*. Escaped into Troll Fens.
- Jesbin, N male human (Rhennee) Rog2; young man, part of a Yol River family that got caught in the troll battle, holing up at swamp fort. Escaped into Troll Fens.
- Henthrow the Mute, N male human Wiz3; mute, imprisoned for his wizardry, hiding at swamp fort. Wandering northern Pale.
- Dorjan Oldrich, NG male dwarf (mountain) Ftr6/Rgr10; gruff but a legendary hero. Hunting in the Troll Fens.
- Old Kedder, male human Com3; crotchety and cryptic hermit, age 40s but looks older. First met in COR1S-01 *Fright at Tristor*.
- Kinnora, N female human (Oeridian) Rog2; young, blonde/mousy brown hair, thin but pretty, (falsely?) claims to be the descendant of Talavir Markum and wants the Church to give to her his Book of the Holy Word, escaped from Tristor New Dawn Camp. First met in PAL1-01 *Holy Word*. Back in prison/New Dawn Camp.
- Lieutenant Odif, LG male human Ftr2/Pal4 (Pholtus); officer in Prelatal Army, serving in northern Pale. Castle Arndulant.
- Kelt, CN male human Rgr1; Stonehold spy, short and stout, with light hair and wilderness camouflage. Prisoner of the Pale.
- Rohror, CE male human Bbn1; Stonehold spy, tall and broad-shouldered, wields spear. Prisoner of the Pale.
- Willigent, male human; Barkeep of Pious Pilgrim in Rakervale.
- Templar Dendrich, male human; agent of the Church Militant who takes the PCs' report about the Stonehold spies. Rakervale.

PAL3I-01 Dawn Break, contd.

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

- Wendiggan, CN male human Brd/Rog; informant for Rhelt Seword Redbeard of Stonehold. First met in PAL1-07 *Northern Brewings*. At large, probably returned to Stonehold.
- Talavir Markum, male human (Oeridian); led Pholtan pilgrims out of Great Kingdom in 200s CY. Long dead.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- What will Stonehold do with the intelligence from Ludwedge? (basically resolved in PAL4S-04 *Taking Tenh*)
- How are the demons connected to the activity of the Stonehold scouts?
- What happened to Ludwedge, the Scarlet Six, and the others?

PAL3I-02 Stolen Cloaks and Silent Daggers

Introductory scenario.

Series Name: n/a (intended as the first part of The Disturbing Cycles)

Other Scenarios in Series: n/a

Author: Thomas Sleeper

APLs: 1

Location(s): Town of Spiral.

Plot Summary: A cult of Hextorites has stolen some Pholtan cloaks/robes in order to infiltrate and interfere with a ceremony. A Pholtan acolyte recruits the PCs to help investigate the missing cloaks. As the PCs go to talk with the City Watch, they see a yak-man, teleported by accident to the Pale from some far-off land, now in the custody of the Watch. The Watch commander directs the PCs to the shop where the cloaks were stolen. Across the street from the shop, a Rhennee youth tells the PCs that he saw five men (one with a tattoo) break into the shop last night, but the head of the orphanage interrupts and orders the youth back inside. At the shop, many Tenha orphans are working and the woman in charge knows nothing relevant. A gang of thugs (the five men who stole the cloaks) attacks the PCs on the streets; they reveal that they were hired at a seedy tavern in town. At the tavern, an informant for the Hextorites leads the PCs to the cultists' hideout, but pretends to do so unwillingly. The PCs fight the cultists (cleric, two rogues, two warriors), who have only half of the stolen cloaks.

Official Results: The cult was foiled and the cloaks were recovered.

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

- Brother Seandor, male human (Oeridian); acolyte in the Church. Spiral.
- Sergeant Leilira Skybreeze, female half-elf; member of the City Watch. Spiral.
- Lieutenant Lesandar Thornian, male half-elf; member of the City Watch. Spiral.
- Olevar, male human (Rhennee) youth; clever yet shifty orphan, nearly too old to stay at the orphanage anymore. Spiral.
- Brother Nolan, LN male human (Oeridian); runs the orphanage. Spiral.
- Sister Sharee, female human (Oeridian); middle-aged, runs the Blinding Light Tailor. Spiral.
- Muler, LE male human Ftr1; Hextorite, has clenched-fist tattoo on his right arm. In prison.
- Rodney Mulhin, male human; muscular, scars on arms and face, possibly a former adventurer, runs the Searing Light Tavern.
- Talorin, N male human Exp3; short and overweight, informant for the Hexorite cult. Spiral.
- Davoren, LE male human Clr2 (Hextor). Dead (killed in battle or executed by the state).

Special Items, Favors, or Influence:

- Favor of Talorin (if the PCs do not turn him as an accomplice to the Hextorites).

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none. The remaining cloaks were recovered and the Yak-man was sent back to his homeland, both by Triad fiat.

PAL3S-01 Attack of the Trolls

RAGECon, March 2003

Series Name: none

Other Scenarios in Series: none

Author: Joe Streeper

APLs: 2-10

Location(s): Oldrich Flats, a village just south of the Troll Fens.

Plot Summary: The river has frozen and a great force of trolls is attacking the village of Oldrich Flats, as the first part of a planned invasion into the heart of the Pale. The Pale requests the PCs' help in stopping them. Ogres (and ogre magi), trolls, and some chaonds [chaotic humanoids, analogous to aasimars or tieflings] attack in waves, including siege towers from which the chaonds hurl spells. Midway through the battle, the apparent "Dorjan Oldrich" turns on the PCs and reveals himself as a doppelganger, just before the real Dorjan Oldrich rushes in, takes back his axe *Birrvenin* from the impostor, and helps finish off the last of the trolls.

Official Results: The trolls were repulsed but several broke through the lines into the Pale.

Special Notes: The battlefield was arranged as a V-shape of six segments, each containing a legal group of PCs with its own judge: lowest APLs at the ends, highest APLs at the vertex. Each round of combat was coordinated across all tables. Spells or other effects could not leave the PC's segment, but a PC could spend a turn leaving his/her segment to join an adjacent table.

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

- the false Dorjan Oldrich, N doppelganger; impersonated the dwarven hero. Killed in battle.
- Dorjan Oldrich, NG male dwarf (mountain) Ftr6/Rgr10; legendary hero that works with the Prelatal Army but is not a Palite. Back hunting trolls in the Troll Fens.
- Enemy forces, all killed in battle:
 - chaond sorcerer.
 - troll champion, huge male troll; wielded a spiked chain.

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

- Supreme Commander Avern, LN male human; general of the Prelatal Army, sent out the call for adventurers.

Special Items, Favors, or Influence:

- Honored Guest of Dorjan Oldrich: For aiding Dorjan Oldrich, you have received an invitation to a grand banquet in your honor. This occasion will be a fantastic affair attended by esteemed dwarves and humans from throughout the Theocracy of the Pale. When this invitation is used, the PC may obtain Luxury lifestyle for no cost for a single scenario set in the Pale.
- Golden Medal of the Knights Valorous: This glimmering medal may be affixed to one's clothing or other gear. It signifies a warrior of courage and honor to any member of the Knights Valorous.
- Champion and Protector of the Fens: You are bestowed with the title for your exceptional bravery and prowess in fighting the troll invasion. You have become known by many in the Theocracy of the Pale for your heroism. Trolls throughout the Troll Fens both fear you and curse your name.
- Chalice of Sister Maris: This simple cup is recognized by Pholtan priests in the Pale who work to reform those who have strayed from the One True Path. Should you be interned in a New Dawn Camp, you may donate this cup back to the Church to reduce your sentence by 2 TU.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- Some trolls escaped into the Pale (dealt with in scenarios from Years Four and Five).

PAL3S-02 Ambush at the Silverdelve Narrows

Theocracy by the Bay, April 2003.

Series Name: unofficially "Hobgoblins of the Rakers"

Other Scenarios in Series: PAL2S-04 Against Maglubiyet's Chosen

Author: Glyn Dewey

APLs: 2-10

Location(s): Under the Rakers near Landrigard, in the Echoing Caverns near Clan Forgehammer.

Plot Summary: The Dwarfkiller tribe of hobgoblins is about to attack the Forgehammer dwarves again, and they still have the powerful necromancy allowing them to animate the corpses of the dwarves. Commander Gazul Forgehammer has recruited the PCs to help fight the hobgoblins. In the first part of the mission, the highest-APL party holds the roof of a cavern against enemies (an advanced or demonically fused earth grue, plus a hobgoblin fighter and fighter/rogues) and collapses the cavern on the main body of hobgoblins, while the other PCs hold the surrounding tunnels against other enemies trying to prevent the collapse (classed hobgoblins, some with skeletons or zombies, or ogre fighters at APL 10). Then everyone must move through various tunnels within five rounds to the ambush site; each route has an obstacle (a zombie in a rubble-strewn corridor, an ogre at a bridge over a chasm, or a mud-floored passage with an *Evard's black tentacles* spell). At the Silverdelve Narrows, the PCs ambush the remaining hobgoblins: the first wave includes many warriors, plus clerics, elite fighters, and even fiendish brown bears; then the honor guard (a cleric with the unholy banner, and one or more ogres) and makes its way through all tables in order to escape; when the honor-guard ogres die, skeletons rise to attack at every table.

Official Results: The hobgoblins were defeated and the enemy standard was captured.

Special Notes: Spell effects could not cross the boundary between tables, but PCs could move from one table and join another. In the first mission, enemies that broke past the blockades would arrive to fight the PCs trying to collapse the cavern.

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

- Gazul Forgehammer, male dwarf Clr9 (Moradin); chief Hammer of Moradin, War Elder of the Forgehammers.
- Dumak, LG male dwarf Rgr1; Gazul's son, young, patchy beard, wields battle axe and hand axe. In the clanhold.
- Lieutenant Jobrick Knox, male human; officer in the Prelatal Army. Somewhere here in the Pale.
- Grubnar, NE male ogre Ftr4/Bbn4; plate-armored, wields a heavy flail. Killed in battle.
- hobgoblin standardbearer, LE male hobgoblin Clr (Maglubiyet) (level varies by APL); wears chainmail, wields a longsword, carries the Grim Standard of the Unholy Opal. Killed in battle.

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

- Prelate Rakim Thundershard, male human; Prelate of Holdworthy.

Special Items, Favors, or Influence:

- Grim Standard of the Unholy Opal: This battle standard is the massive skull of a fiendish longhorned cow set atop an ebony staff. Each eye socket is filled with a massive opal that glows with a dim unholy radiance; radiates strong evil; *animate dead* (CL 12th) at will; Aura of Desecration (radiates negative energy in a 120-foot radius, as a *desecrate* spell, -3 profane penalty on turning checks, +1 hp/HD to undead created in the area, =1 profane bonus to attacks, damage, and saves); Faith of the Damned (bearer protected by *shield of faith* at CL 10th, may be reinstated as a standard action if it is dispelled). Not to be kept by the PCs.

Other Scenarios Using Material From It:

- other interactive in the series.

Loose Threads:

- Who gave the hobgoblins the necromantic "gift"?

PAL3S-03 The Ruins of Olde Wintershiven

KublaCon, May 2003

Series Name: none

Other Scenarios in Series: none

Author: Pete Willis and Glyn Dewey

APLs: 2-12 (but no parties played at 12)

Location(s): Ruins of Old Wintershiven.

Plot Summary: Drawn by the magical power buried there, a red dragon has moved into the ruins of Old Wintershiven (razed two hundred years ago). She has revealed her presence because she has been killing so many animals of the area, as well as some of the trolls that have been roaming the Pale (having broken through the lines in PAL3S-01 *Attack of the Trolls*) and recently a human druid. The PCs have been called in to investigate, by either the Natural Order, the Arcanist Guild, or some branch of the Church. A band of kobolds and troglodytes are working together in an uneasy alliance under the dragon, and they defend their passages from the PCs. The ruins contain traps and other foes, varying by APL: mechanical traps (javelin, tripping chain, and wall blades, with poison at high APLs), a stone golem guarding a Pholtan holy book, the charred corpses of trolls (killed by the dragon), a roper, and a flock of stirges (fiendish stirges at the highest APL).

Official Results: The dragon was seen but not fought, and was driven away off-stage. The bands of kobolds and troglodytes were defeated, and the book was returned to the Church. Some PCs realized that the ruins still contain the old Arcanist Guildhouse, possibly holding magical treasures. The Pale's only temple to the gods of magic (Boccob, Zagyg, and Wee Jas) is buried in the ruins.

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

- Coalflame, female adult red dragon; was searching the ruins for magic left at the old Arcanist Guildhouse. At home in the Rakers or Griffs.
- Kobolds living in the ruins. All presumed killed in battle:
 - Chief, LE kobold Sor12.
 - War leader, LE kobold Ftr4 / Rgr1 / Tribal Protector 3.
 - Beastmaster, NE male kobold Drd7 / Tamer of Beasts1, with badgers as animal companions.
 - Lieutenant, LE kobold Sor4.
 - Cleric, LE kobold Clr4 (Kurtulmak).
 - Elite guard, LE kobold Ftr1/Rog3.
 - Warriors, LE kobold Ftr2/Sor2.
 - Skirmishers, LE kobold Ftr1/Rog1.
- Troglodytes living in the ruins. All presumed killed in battle:
 - War priest, CE troglodyte Clr7 (Laogzed).
 - Elite guard, CE troglodyte War4.

Special Items, Favors, or Influence:

- a pristine copy of the *Catechism of Law*, bearing the imprint of the Holy Censor of Medegia; worth 1200 gp to the Church.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL3S-04 Dark Scars Against the Light

Winter Weekend in the Pale, November 2003

Series Name: unofficially the “Druid series”

Other Scenarios in Series: PAL2-03 *Stitch in Time*, PAL4S-02 *Unnatural Law*

Author: Robert Wiese, with Dan Cooper, Glyn Dewey, Donovan Hicks, Joe Streeper, and Chris Wessling

APLs: 2-12

Location(s): Stradsett; several rural villages throughout the Pale; Gamboge Forest and other remote sites where the Scars of Nerull remained.

Plot Summary: Having learned about several latent gates to the Lower Planes within the Pale—the “Scars of Nerull”, remnants of Ur-Flan rituals, now guarded by druids of the Old Faith—the Church decided to seal them permanently. An ambitious wizard in the Arcanist Guild named Filinis Vorl told the Church that he had closed the gates but was secretly trying to manipulate them for his own gain; his foolish tampering actually opened the way for fiendish creatures and energies.

The first half of the slot consisted of several unique minimissions:

- (Three groups) Investigate the Scars that Vorl sealed improperly, and follow clues to his manor for a small-scale battle-interactive when he resists arrest (his followers: orc archers, three ogre magi, a fiendish ogre mage, and two bearded devils).
- Investigate a farm between Holdworthy and Eltison where a previously unknown Scar has been corrupting the farmer and his livestock (the corrupted chickens and blood-eating farmer, gruesome yet funny, were among the event’s highlights).
- Go to rural villages to bring in druids for Church questioning: one willing (but the PCs fight a corrupted wolverine or two lurking near the Scar) and one unwilling (who fights back along with his dog companion).
- Go to a known Scar to see whether two-way travel is possible (between the Abyss and Oerth—were-dire-wolves, a vrock, and a hezrou awaited the PCs on the other side), but this APL12 group chose not to go through.
- Defend a trumpet archon from creatures (varrangoins) while it seals another known Scar, but the Scar becomes unstable and releases a major demon.

A brief intermission followed. Off-stage, Filinis Vorl was interrogated and the druids were questioned. The Church perfected the ritual to seal the Scars.

The second half consisted of other minimissions, including two where the Bronze Cabal (a cult of Incubulos, featured in Core scenarios from Years One to Three) showed its hand:

- (A few groups) Destroy a rampaging group of fiends (1 glabrezu, 2 babaus, 4 fiendish gnolls, 8 fiendish kobolds), battle-interactive style.
- Defend two celestials from creatures (yeth hounds, half-fiend dire wolves, and/or a canoloth or mezzoloth yugoloth) while they enact the perfected ritual.
- Put down a bloody rebellion of Flan farmers, incited by the Bronze Cabal.
- Foil a Bronze Cabal plot (including a wizard, cleric, guards, and a corrupted wolf or dire wolf) to absorb the unholy energies of a Scar while blaming their crimes on the Coven (the secretive sorcerer meta-org).

Official Results: The renegade wizard was arrested and imprisoned, the Scars were closed, the fiends that escaped through the Scars were destroyed. The riot at Stonetower was put down and the village was made into a New Dawn Camp to reform the villagers. Any Bronze Cabal cultists caught were executed. The druids that had known about the Scars were held prisoner and awaited trial in the spring, while the other druids and herbalists not involved were released with the Church’s apologies.

Special Notes: The trial of the druids was written as a live-action role-playing minimission for the second half of the event, but the first half took longer than expected and forced the trials to be postponed. they were played out in a different form in PAL4S-02 *Unnatural Law*.

PAL3S-04 Dark Scars Against the Light, contd.

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

- Filinis Vorl, LN (LE) male human (Suloise) Wiz11; ambitious Arcanist Guild member. Prisoner of the Pale.
- Old Faith druids who guarded the Scars. All arrested by the Pale and exiled as of Year Four:
 - Nevarrish Orlon, N male human (Flan) Drd7; based in village of Filkvon.
 - Jebediah, NG male human (Flan) Drd7; based in village of Potalla.
 - Smarrish Fond, N male human (Flan) Drd8; based in village of Svorin (east of Stradsett).
 - Taraya, NG female human (Flan) Drd6; age 60, lived in village of Oak Bend (Ochveend). First met in PAL2-03 *Stitch in Time*. Last seen in village of Bronzebrook in the northern Gamboge Forest.
- Other druids ignorant of the Scars. Both arrested by the Pale but released:
 - Halsh Neflam, N male human (Flan) Drd5; long white hair, black eyes, prefers bear wildshape. Raker foothills.
 - Izekial, N male human (Flan) Drd (varies by APL); old and cantankerous, riding-dog (husky) companion, based in village of Vestor.
- Other rural residents:
 - Gorman Melos Finn, male human War2. Village of Flikvon.
 - Locansh, male human Com3; tavernkeeper. Village of Flikvon.
 - Carathur, male human (Flan); farmer, friend to druid Jebediah. Village of Potalla.
 - Del, male human (Flan); old man, friend to druid Halsh. Rakers foothills.
- Gervin, corrupted male human (Flan) Com (varies by APL); ruddy skin, red-stained teeth, greasy wavy black hair, has been consuming Nerull's Bile, livestock became corrupted too. Killed in battle.
- Philippe, LN male human; secretary/assistant to Prelate Andon Kavelle. Stradsett.
- Celestials aiding the Pale:
 - Ma'kalio, LG male trumpet archon; tried to seal the Scar in the Gamboge Forest. Killed by a nalfeshnee demon.
 - Sha'bream, LG female trumpet archon; worked with Zakorum to seal the Scar. Upper Planes.
 - Zakorum, NG male leonal guardinal; worked with Sha'bream to seal the Scar. Upper Planes.
- NPCs from the riot at Stonetower:
 - Kainath, NE male human Drd/Bane of Infidels (varies by APL); village druid. Killed in battle.
 - Demehla, NE female human (Flan) Rog (varies by APL); Bronze Cabal agent, noble-looking. Executed.
 - Ohevel, LN male human War1/Com4; farmer and ringleader. Escaped but later killed in PAL4I-02 *Dead or Alive*.
 - Iothan, N male human Brd1/Com1; town crier, traitor. Killed in battle.
 - Leron and Rechem, LN male human (Flan) Com3 and child; farmer and son who escaped to get help, the wife was killed in the riot.
 - Shan, Everin, Cipryah, Iosai, and Evkum, male human (Flan) children; bullies. In Stonetower New Dawn Camp.
 - Biremen, male human (Oeridian) child; being bullied. With family near Stonetower.
 - Sir Vardek, LG male human Rgr3/Ftr4/Pal5; Pholtan Knight Valorous - Order of the Sun, hunting demons near Stonetower, steers PCs back to the village if they stray. Wandering.
- NPCs from Coven minission at village of Sethin:
 - Bathomel, male human Sor; elderly leader of a Coven circle, green eyes, silver hair, scar on left side of face. Murdered by Carangul.
 - Carangul, NE male human Nec (varies by APL); Bronze Cabal agent, impersonating Bathomel. Killed in battle.
 - Richard, male human (Flan) Exp2; smith.
 - Matherne, male human (Flan) Exp3; tavern-owner.
 - Alyecia, female human (Flan) Sor3; age 20s, Coven member in the circle that Bathomel led, only one of her circle still alive. Travelling the southern Pale.

PAL3S-04 Dark Scars Against the Light, contd.

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

- Prelate Andon Kavelle, LN male human (Oeridian) Clr (Pholtus); Prelate of Stradsett.
- (unknown); female voice that inspired Filinis Vorl in a magical dream. Unknown location. Dealt with in a future scenario.
- Malfic, NE male human; Bronze Cabal agent responsible for inciting riot at Stonetower, tattooed and scarred, bearskin cloak, chain shirt and longsword, trying to look "more Flan than Flan". Captured and executed.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- PAL4-06 *Strands of Gloom* (Taraya is visiting the village of Bronzebrook in the Gamboge Forest)
- PAL4I-02 *Dead or Alive* (the traitor Ohevel is wanted, as in the title)
- PAL4S-02 *Unnatural Law* (the druids are put on trial)
- PAL5-04 *Seeds of Winter* (spoiler omitted)

Loose Threads:

- How will the harsh treatment of the druids—and even uninvolved herbalists and village elders—affect the rural Flan population in the Pale?
- How will the increased suspicion of arcane magic affect the Arcanist Guild or any unaffiliated arcane casters?
- (A future scenario tells who gave Filinis Vorl the information about the Scars and the corruptive suggestions.)