

Pale Regional Scenario Summaries - Year Two

version 1.1, February 2006 (first created September 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 second batch of seven Pale regional scenarios—as well as a few interactive events and minimissions—which were released in Year Two of the Living Greyhawk campaign (2002). 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, Three, and Four, and we plan to continue the summaries each year as more scenarios are retired.

Enjoy your trip back to Year Two!

The Pale Triad, September 2005:

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PAL2-01 Drawing from Life

Series Name: Germinations (Part Two)

Other Scenarios in Series: PAL1-04 Prelude to the Past, 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; dwarven temple to Dumathoin in Rakers.

Plot Summary: The PCs meet a young dwarf named Koreth Orcsplitter XII when he is being harassed by some Church Militant men visiting from Landrigard. Koreth and his family have come from the Principality of Ulek to finish his lifelong quest: restoring the life of his ancestor, Koreth I, who sacrificed himself to defeat a great evil 1,003 years before. A wizard named Bahira is hosting the family in Ogburg. The PCs go with Koreth through a ruined temple to Dumathoin, built to honor Koreth I. The temple is trapped and guarded by minions of the Freelancers, who have found it for some "new friends" that have given them the means to avoid the detection magic of the Church Militant. (The minions vary by APL: grimlocks, bugbears, quaggoths, ettins, or umber hulks.) The temple also contains a book—the *Floracon*—with transparent pages that supposedly contains plant-affecting magic. In the shrine where Koreth I stands, hungry xorns attack. When Koreth I is released from suspended animation, someone else must replace him or else the barrier against the demonic hordes will fail.

Official Results: Koreth XII stepped in to power the barrier; the *Floracon* was given to the Phostwood elves.

Special Notes: The characters started with an old map of the temple, but the layout had changed somewhat. The PCs who chose to sacrifice themselves and spare Koreth XII were honored in PAL2-02 Pale Harvest. The treasure was notoriously low, but it was cut by RPGA HQ despite the author's request.

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

- two members of the Church Militant, LN male humans; arrogant and racist. Dressed down, back in Landrigard.
- Captain Amaris Viligant, LG female human; strong and handsome young woman working for the Church Militant. Ogburg. (Update: died in PAL4-03 All Which Is Forgotten.)
- Koreth Orcsplitter XII, NG male dwarf Brd3; slim and friendly young dwarf. Frozen in the temple under the Rakers.
- Grinda, Koreth XIII, and Greta Orcsplitter, dwarves; Koreth XII's wife, son, and daughter. Ogburg, with Koreth I.
- Mentrin, Etrick, and Edora; human Wizzes; members of Arcanist Guild in Ogburg.
- Ithyck of Beory and Egeron of Ehlonna; human Drds. Near Ogburg.
- Silverleaf, male elf Brd; diplomat for the Phostwood elves. Back in Phostwood.
- Bahira, N female human (Baklunish) Wiz; friend to Koreth and painter of magical paintings. Ogburg. (Update: as of Year Three, Bahira's time travelling left her younger but less powerful. She is married to an elf druid named Tharion.)
- Koreth Orcsplitter I, male dwarf fighter-type; age caught up with im after he was released. Ogburg with Koreth XII's family.

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

- Panata, female human; weaver in Ogburg who knows the druids.
- Verok, male human Rog/Wiz; led humanoids in to guard the temple but they killed him. Dead.
- Konrad Huber, NE male human Wiz13; hired Verok to guard the temple. (Update: in Church custody.)

PAL2-01 Drawing from Life, contd.

Special Items, Favors, or Influence:

- Lead Ring (gratitude of the Pale for returning the *Floracon*)
- Order of the Lost Incantation (silver pin showing book and five planets; gratitude of Arcanist Guild for returning the *Floracon*)
- Rowan Cross (gratitude of druids for returning the *Floracon*)
- Heren Pilin Telpsa (gratitude of Phostwood elves for returning the *Floracon*)
- *Boreth's Redeemer* (masterwork or +1 longsword, by APL) (The author wanted this to be a more powerful magic sword but it was reduced in power during editing.)
- Heroic Legacy: if a player sacrificed a PC to spare Koreth XII, a future PC gains spell-like abilities, according to the level of the sacrificed PC (determines the most powerful ability that will ever be granted) and the level of the new PC (determines the current abilities that may be used). 1st—divine favor; 3rd—aid; 5th—negative energy protection; 7th—freedom of movement; 9th—spell resistance.
- Magical Painting from Bahira (subject of the PC's choosing; a 3-D illusion activates when a command phrase is spoken)
- *The Betrayal of the Stoneshield Guard* (slate tablets describing the Stoneshield Guard's infamous treachery 1,000 years ago, when they inexplicably killed the other dwarves of their outpost in the Rakers)

Other Scenarios Using Material From It:

- other five scenarios in the series.
- PAL4-07 *The Root of Chaos* (Silverleaf recruits the PCs)
- PAL5-03 *Strata* (spoiler omitted)
- PAL5-05 *Floracon* (the *Floracon* is featured)

Loose Threads:

- none. The Freelancers are either broken up or deep in hiding (as of Year Four), and the real story behind the Stoneshield Guard is dealt with in a later scenario.

PAL2-02 Pale Harvest

Series Name: Germinations (Part Three)

Other Scenarios in Series: PAL1-04 Prelude to the Past, PAL2-01 Drawing from Life, 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 and lands around it.

Plot Summary: Squads of the Ogburg Pale Patrol have disappeared and an insider is suspected. The PCs are asked to pose as novice volunteers for the Pale Patrol, ostensibly to uncover the plot, but they are actually being set up as the next victims. On the assignment, they resolve a few disturbances, mostly tests set by the traitor in the Pale Patrol: the dwarf Birinair Kornag is being attacked by a wolverine; some boys found smoke-capsules made by an herbalist named Caldwell; the smoke was the second part of a two-part poison made by Caldwell for the traitor (and the PCs have already taken the first half); the PCs rescue a boy from a suspicious fire at a barn; and an insane former Pale Patrol sergeant raves about voices in his head. Ambushed by thugs, the PCs learn that the thugs were paid to capture them alive and take them to an abandoned barn. At the barn, the PCs find a man and a strange plant creature, which needs live humans for some sort of ritual. It is working with the man, who is part of a group called the Freelancers, to procure victims. In defeat, the man is revealed as Sergeant Bregdor of the Pale Patrol. On his corpse, a strange vine necklace decays to dust. Inside the barn are six Pale Patrol captives.

Official Results: Sgt. Bregdor and the plant-creature were defeated.

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

- Captain Amaris Viligant, LG female human Ftr5/Clr3 (Pholtus); strong and handsome young woman working for the Church Militant. Ogburg. (Update: died in PAL4-03 All Which Is Forgotten.)
- Captain Sar Garu, LN male human Ftr8; middle-aged and grizzled, alcoholic. Ogburg.
- Sergeant Bregdor, NE male human Rog/Ftr (varies by APL); young man, secretly working for Freelancers and plant-creatures. Killed in battle.
- Birinair Kornag, male dwarf Rog3; dwarf with thick brogue, fascinated by magic. Probably leaving Ogburg.
- Nigel, Gavin, and Collin; male human youths; three brothers. With family near Ogburg.
- Caldwell, male human Exp; old herbalist, grey hair in bowl-cut, wispy beard, cane. Released with leniency, living near Ogburg.
- Maggie and Mortie Skinner, human Coms; mother and son. Near Ogburg.
- (former) Master Sergeant Kulath, male human; insane and alcoholic, thrall of plant-creatures. Dead.
- Nithers, male human Com; old farmer who puts stray PCs back on track. Near Ogburg.
- The captured Pale Patrol members, all rescued:
 - o Melicia, female human Ftr1
 - o Andagis, male human Rog1
 - o Ebrimud, male human Ftr1
 - o Theudis, male human Ftr1
 - o Humila, female human Rgr1
 - o Goar, male human Ftr1

Special Items, Favors, or Influence:

- Access to Church Militant training grounds: various feats. (S&F) Death Blow, Dirty Fighting, Feign Weakness, Improved Shield Bash, Off-Hand Parry, Pin Shield; (DotF) Divine Might; (S&S) Expert Tactician; (MotW) Clever Wrestling, Shadow.
- Equerry's Armor

Other Scenarios Using Material From It:

- other five scenarios in the series.

Loose Threads:

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

PAL2-03 Stitch in Time

Series Name: Heritage

Other Scenarios in Series: PAL4-02 Stirring the Waters, PAL4-06 Strands of Gloom, PAL5-03 Strata.

Author: Derek Schubert

APLs: 2-6

Location(s): Village of Oak Bend (near Stradsett); northern Gamboge Forest.

Plot Summary: Instructed by a magical dream, an evil bard named Telios is trying to turn a village of Flan farmers against the Church by disguising himself as a cleric of Pholtus and reopening an ancient gate to the Lower Planes. This gate, called a “Scar of Nerull”, is a remnant of Ur-Flan rituals, long guarded by druids of the Old Faith and closed by a yearly ritual. Several such gates endure throughout the Pale, but the Church does not know about them. An old druid named Taraya guards this gate and plans to train her apprentice, Balach, to be the next guardian. The evil energy of the open Scar—located at a decrepit circle of Ur-Flan standing stones—has disturbed the creatures of the forest. The PCs stop some monstrous centipedes attacking a farmhouse, and then agree to help Taraya by stopping the creatures that come through the Scar that night: yeth hounds, plus a half-fiend dire wolf at APL6. The next day, Taraya puts a new seal on the Scar. Telios and his hired guards come to gloat the next night (Dark Night) but the PCs defeat them and Taraya is grateful.

Official Results: Telios was defeated (either killed, captured and executed). The Church was told of the Scar’s existence.

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

- Halrai, Dávorah, Halvoh, and Eolóra, human (Flan) Coms; farming family (husband, wife, son, and daughter). Near Oak Bend.
- Taraya, NG female human (Flan) Drd6; age 60 (but spry and younger-looking), druid of the Old Faith. Near Oak Bend. (Update: Exiled from the Pale as of Year Four, last seen in the Gamboge village of Bronzebrook.)
- Balach, NG male human (Flan) Drd1; young apprentice and adopted son to Taraya. Near Oak Bend. (Update: missing as of Year Four).
- Telios (“Brother Telios”), NE male human (Oeridian) Brd (level by APL); late 20s, red hair and blue eyes, commanding voice, masquerades as a priest of Pholtus. Dead. (Update: reported seen in the Gamboge as of Year Four.)
- Phillipe, male human; secretary/assistant to Prelate Andon Kavelle. Stradsett.

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 Telios in a magical dream. Unknown location. Dealt with in a future scenario.

Special Items, Favors, or Influence:

- Flan spell-knot: holds one 1st-level druid spell (*calm animals*, *cure light wounds*, *endure elements*, or *obscuring mist*), activated by pulling the knot as a standard action. Worth 25 gp but cannot be sold.
- Influence Point with Taraya

Other Scenarios Using Material From It:

- other three scenarios in the series.
- PAL3S-04 Dark Scars Against the Light (the Church closes the Scars and arrests the guardian-druids)
- PAL4S-02 Unnatural Law (guardian-druids are put on trial and exiled)

Loose Threads:

- none. A future scenario tells who gave Telios the map and information.

PAL2-04 The Sleeping Lands

Series Name: n/a

Other Scenarios in Series: n/a

Author: Roy Zemlicka

APLs: 2-10

Location(s): Stradsett and surrounds.

Plot Summary: Cultists of Incabulos are plotting to spoil the autumn rituals in the farms near Stradsett, by sacrificing a pagan priest of Merikka and replacing the farmers' seed with salt. The PCs get involved as guards for the autumn census-takers. One farmer explains that the priest, Ilnian, disappeared while investigating reports of strange howling at a nearby farm. At that farm, at the edge of the forest, the PCs fight yeth hounds (and hell hounds at APL6+). A trail of grain leads back to a trapped cave, where a priest of Incabulos and his guards hold Ilnian and the grain-sacks full of salt. The next day, when Ilnian performs a ritual to put the land to sleep for the winter, two rogues try to switch the census for a fake one. Some PCs could tattle on the pagan activity among the farmers, but the Church is not very concerned.

Official Results: The cult was defeated and Ilnian was rescued.

Special Notes: The yeth hounds in this scenario were not related to those in PAL2-03 *Stitch in Time*, but the coincidence caused some players to fear a proliferation of yeth hounds in the Gambioe.

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

- Emmet Seldspar, male human Exp; census-taker. Stradsett.
- Jansom Delscott and Elliana Delscott, male and female humans; husband and wife, farmers near Stradsett.
- Vend Karlsen, male human; farmer near Stradsett.
- Ilnian, male human Clr (Merikka); ministers to the farmers near Stradsett.
- (no name), NE male human Clr (Incabulos) (level by APL). Killed in battle.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL2-05 The Heretic

Two-round scenario.

Series Name: n/a

Other Scenarios in Series: n/a

Author: Joe Streeper

APLs: 2-10

Location(s): Holdworthy and surrounds.

Plot Summary: A cult of Hextor in the city of Holdworthy is preparing for a ritual called the Night of the Scourge, and they have been working with a cult of St. Cuthbert. The PCs interrupt the abduction of a local woman by some Hextorians. Searching the house of the leader reveals various items, including books on Hextorian doctrine and the Infernal language, and a note about the Night of the Scourge and a black stone that will be covered with blood. Later that day, two heathen clerics (one of Hextor, one of St. Cuthbert) are burned at the stake, despite the objection of Prelate Rakim Thundershard and especially merciful citizens. The PCs have a chance to intercept an animal messenger (a duck) from one cleric of St. Cuthbert to another, warning about the danger and advising a temporary alliance between the followers of St. Cuthbert and Hextor. The next day, they are recruited by the Church Militant to stop a pair of fleeing heathens (a Hextorian cleric and Cuthbertine monk); a gnome Wayfarer Guide named Felia teleports the PCs to the scene and the PCs stop them. An ambush party tries to recover these two from the PCs on the way back to Holdworthy. The PCs eventually realize that the Night of Scourge is tonight and that the nearby Palley's Farm has a notable black stone in a cave, so they go to stop the ritual. Goblinoids (goblins, hobgoblins, or bugbears, depending on APL) guard the ritual, which is being performed by a Hextorian cleric and his acolytes. At APL8-10, the black stone is a seal installed by dwarves to trap some rampaging demons (quasits or a bebilith) 1,000 years ago. In a small cave off of the main cave live a young white dragon and a half-dragon/half-ogre (plus ice mephits or winter wolves at APL6+), whom Winterwind instructed to stay hidden but who disobeyed orders and revealed their presence.

Official Results: The cult was foiled and the white dragon (and half-dragon) were killed.

Special Notes: At the premiere of this scenario, PCs could buy a toy pyre that burst into illusory fire and exclaimed "Burn, heretic, burn!" on command. An assortment of rumors hinted at activities within this scenario, in the Germinations series (borne out in PAL3-01 In the Shadow of Death's Door, PAL3-04 Full Circle, or PAL4-03 All Which is Forgotten), and in PAL4-07 *The Root of Chaos*.

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

- Tarla, female human; 40 years old, baker's assistant. Holdworthy.
- Nesharon, LE male human Com or Clr (Hextor) (varies by APL); cobbler and cultist of Hextor. Killed in battle.
- Umar, LE female tiefling Rog4; middle-aged and unattractive, with small claws and fangs, sells herbs openly and poisons secretly, owns a white dragon egg. Holdworthy.
- The incinerated clerics:
 - Cronius, male human Clr (Hextor). Burned at the stake in Holdworthy for proselytizing.
 - Pallon, male humn Clr (St. Cuthbert). Burned at the stake in Holdworthy for repeat offenses of proselytizing.
- Visira, LN female human Clr2 (St. Cuthbert); Chapeau in the order of St. Cuthbert (seeks to convert others). Hiding in Holdworthy.

PAL2-05 The Heretic, contd.

NPCs Met, contd.:

- Church Militant and helpers:
 - Bishop-General Halius Tarshal, male human (Oeridian) Ftr3/Clr9 (Pholtus); old and dignified. Holdworthy.
 - Priest-Captain Corinus Larensious, LN male human Ftr5/Clr5 (Pholtus); officer in the Church Militant. Holdworthy.
 - Bremmon the Bright, male human Wiz8; renowned diviner in the Arcanist Guild.
 - Felia, LG female gnome Tra10/Way3 [probably a Cjr10/Way3 in v3.5 because *teleport* changed schools]; teleportation specialist working for the Church Militant.
- Carnas Wickham, LE male human Clr (Hextor) (level by APL). Killed in battle, trying to flee the Pale.
- Chek Alamari, LN female human Mnk (level by APL); infatuated with Carnas. Killed in battle, trying to flee the Pale.
- The ambush party (all leveled by APL, and all killed or captured in battle):
 - Tikal, LN male human Rgr.
 - Yozi Brownleaf, NE male halfling Rog.
 - Grela and Haela, LN female human Ftrs.
 - Manthar, LN male human Clr (St. Cuthbert).
- Modos, LE male human Clr (Hextor) (level by APL); 60 years old, gaunt. Killed in battle.
- Glubnar the Bloody, LE male hobgoblin Wiz6/Ftr1/Adp2. Killed in battle (APL10 only) or not encountered (APL2-8).
- Wakkali, female white dragon; very young, child of Winterwind. Killed in battle.
- Mosk, male half-dragon (white) / half-ogre. Killed in battle.

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

- Zemar, male human; has the record for drinking assassin wine (8 shots) at Shelty's Bar. Holdworthy.
- Velandia, N female human Exp7; beautiful (with magical cloak) courtesan, seen with several wealthy men around Holdworthy.
- Magnius Harthington, LG male human Ari3; likes his drink, sometimes seen with Velandia at Shelty's Bar. Holdworthy.

Special Items, Favors, or Influence:

- Divine Might of Hextor: book unlocking the feat Divine Might.
- Pyre-shaped toy that burns with illusory flame and screams "Burn, heretic, burn!" on command.

Other Scenarios Using Material From It:

- PAL5-04 *Seeds of Winter*

Loose Threads:

- Where did the herbalist/poison-maker Umar get a white dragon egg? (resolved in Year Five)
- Where did the white dragon and half-dragon/half-ogre come from? (resolved in Year Five)
- Why did the demons harbor such enmity against the dwarves 1,000 years ago?
- When will the Arcanist Guild finish the gold plating, with which they plan to cover the 100'-tall Statue of Resolution?
- What is the truth behind the rumor of ghosts seen at Castle Arndulant?

PAL2-06 Claws of Evil

Series Name: Crisis of Leadership (Part One)

Other Scenarios in Series: PAL3-01 In the Shadow of Death's Door

Author: Robert Wiese

APLs: 4-10

Location(s): Wintershiven, Tenh, the Barrens, Bluff Hills.

Plot Summary: The Church recruits the PCs to find a set of magical claws, which were used to kill Theocrat Ogon Tillit during the Tenh offensive in 588. Theocrat Tillit was later raised but is still very ill. During the offensive, the Theocrat's servant, Lazarus, betrayed and killed him. When Lazarus tried to escape, he appeared in Gehenna instead, where an army of devils killed him and took the claws. Since they could not destroy the claws, they decided to hide the claws on Oerth. The Church has just learned where the claws are hidden—in the Bluff Hills, northwest of Tenh—and hopes that they can be used to cure the Theocrat. As the PCs cross Tenh, a group of fanatical Suloise Pholtans (eager to let a new Theocrat reinstate hardline rule) tries to stop the PCs. Later, some Rovers of the Barrens meet the PCs and direct them to the special cave. At this cave, the animated bones of Lazarus sit on a throne and say that three tests guard the Claws; this, however, is just a ruse, and the claws actually lie in a secret compartment under the throne. One test is a fight (against bugbears, ogres, trolls, or templated trolls); the second is a series of traps; the third requires the PCs to identify a lifelike construct as such, though it seems to be a living dwarf about to be plunged into acid. Beyond the three so-called tests, a room has been set up to look like a looted treasury, to deceive those who come looking for the claws.

Official Results: The claws were recovered and given to the Church.

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

- Milamber, male human (Flan) Sor; Arcane Advisor to the Theocrat (replaced in that role by Jarret Beak in CY 593). Wintershiven.
- The fanatic Pholtans (all leveled by APL and all defeated/killed in battle):
 - Misolk, LN male human (Suloise) Clr (Pholtus).
 - Bural, CN male human (Suloise) Ftr.
 - Kollin, LN male human (Suloise) Sor.
 - Geuralla, CN female human (Suloise) Bbn; in love with Kollin.
- Caerlan, male human (Flan); leader of the group of Rovers.
- Merwynn, male human (Flan); translator for Caerlan.
- "Lazarus", construct (former male human); former friend to Theocrat Tillit, now programmed to deceive intruders about the resting place of the claws. Bluff Hills, but Lazarus's spirit is somewhere else (Abyss?).

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

- Isshaelin, cornugon; leader of the devils that killed Lazarus in Gehenna. Gehenna or Baator.
- Cedhalik Malvos, devil (former male human Sor); built the claws' resting place and was rewarded with devilhood. Baator.

Special Items, Favors, or Influence:

- Favor of Pholtus
- Divine spell unlocking: one divine spell of 1st or 2nd level; either from Church (Clr or Pal) or from Phostwood elf (Drd or Rgr)

Other Scenarios Using Material From It:

- PAL4-05 *Possessions in the Dust* (The Rovers Caerlan and Merwynn return.)

Loose Threads:

- What do the Claws do, since they don't heal the Theocrat?

PAL2-07 Appetites

Series Name: unofficially the “Rakervale series”

Other Scenarios in Series: PAL1-02 The Absence of Law, PAL1-11 The Trouble with Trollops, PAL2M-01A&B Apple Pie Day.

Author: Bart Scott

APLs: 2-8

Location(s): Rakervale, nearby Rakers.

Plot Summary: Millie, a serving-girl at the Rakervale Pious Pilgrim, asks the PCs to find out what happened to her fiancé, a bard named Uric. Last summer, Uric went with a Church-sponsored party to look for one of the lost hoards of the dragon Xianshe; the group stopped to investigate some strange writings on a cave, but the lead guide and his accomplices turned on the others, thereby condemning themselves to undeath as ghouls/ghasts. The party is feared dead but Millie just got a note from Uric that gives her hope. Several other colorful characters talk with the PCs after Millie recruits them. As the PCs climb along the Mail Stream, floating bottles contain letters from Uric, of increasing despair and horror. Winterwind also toys with the PCs using an alphabet-puzzle. One night, zombies attack the PCs—these are the animated frost giants whose bodies were missing from the cairns outside Xianshe’s lair in PAL1-02 *The Absence of Law*. At the top, a warm plateau lies atop the underground lair of faranths; the alien writing at the lair’s entrance foiled Uric’s translations. Croph and the other ghasts attack the PCs. The pathetic Uric knew that he would become a ghoul, so he disarmed himself (of teeth and hands) and sealed himself in a small cave; the merciful PCs put him out of his misery. The PCs fight one or two faranths and recover a large red gem at the entrance to the cave-base, but the base remains sealed.

Official Results: The ghasts were destroyed but the faranth base is still sealed. The Church took the red gem from the PCs. Uric’s remains were returned to the Pale’s Bardic College.

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

- Willigent, male human; barkeep of the Pious Pilgrim of Rakervale.
- Millie, female human; serving girl at the Pious Pilgrim. Rakervale.
- Uric, male ghoul (former human Brd); Millie’s fiancé. Killed by merciful PCs.
- Dux, male human Pal/Sacred Fist (varies by APL); traveler from Ekbir. Wandering the Pale or returned to Ekbir?
- Gundar, male human; grossly obese and gluttonous. Rakervale.
- (no name), male human Brd; of dubious talent, given to overlong song-titles, no stage-name yet. Rakervale.
- Croph, male ghast (former human); a guide, Old Grizzer’s son, became a ghast through cannibalism. Killed in battle.

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

- Old Grizzer, male human; Croph’s father.
- Winterwind, CE? male white dragon; very crafty and powerful in magic. Winterwind was reported dead in late CY 594.

Special Items, Favors, or Influence:

- Bardic Instrument unlocking: (all S&S) flute of the snake, harp of the immortal maestro, horn of triumph, lute of the wandering minstrel, mandolin of the inspiring muse.
- Unarmed Feat unlocking: Circle Kick, Fists of Iron, Lightning Fists, Mantis Leap.

Other Scenarios Using Material From It:

- PAL4-04 *Leap of Faith* (begins in the Pious Pilgrim).
- PAL4-08 *Winters Past* (the faranth lair is reported destroyed).

Loose Threads:

- The faranth base is up in the Rakers. (Resolved off-stage in late CY 594.)

PAL2S-01 The Defense of Garson Town

Theocracy by the Bay, January 2002

Series Name: none

Other Scenarios in Series: none

Author: Glyn Dewey

APLs: 2-6 (tiers 1-3)

Location(s): Garson (a supply town in Pale-held Tenh) and surrounds

Plot Summary: An elite humanoid legion, serving luz and commanded by the orc Dakk Narr, had been dispatched to Tenh to destroy the support infrastructure of the Pale's western front. This was where many Faithful Flan—zealous yet inexperienced Tenha converts to Pholtus—were being trained for battle. The Prelatal Army had intercepted the legion as it attempted to cross the front lines, and Dakk Narr gathered his forces for an attack on the nearest supply depot: the town of Garson. The event was organized into three rounds of mini-missions, 11 missions in all. In the first round, groups of PCs fought several roving bands of orcs with ogre allies, and thereby learned of the threat to Garson, the legion's abilities, and its likely tactics. In the second and third rounds, the PCs were stationed in the town and helped to defend it against the humanoid legion. Aided by summoned lemure devils, some orcs climbed the walls, entered the town, and set fire to some buildings. Expert infiltrators (orc rogues) also sneaked into the town. The fight at the gate, in which Dakk Narr himself took part, was reserved for an "honor guard" of distinguished PCs from several tables.

Official Results: Dakk Narr's attack was repulsed and the humanoid army was routed. Those responsible for summoning the devils, though, were not among the dead.

Special Notes: Success or failure in each mini-mission made later mini-missions easier or harder, according to a chart of causes and effects. Twelve PCs that distinguished themselves in the mini-missions were given the choice to move to an "honor table" to guard the main gate.

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

- Pale-loyal troops, all alive and well in Garson when last encountered:
 - Ghavriel Thommasson, LN male human Ftr8; captain of the Garson training post.
 - Tomaloc Gustavson, LG male human Ftr4; junior aide to Ghavriel Thommasson.
 - Prior Jacob Armitage, LN male human Clr5 (Pholtus); chief priest of Garson.
 - Sergeant Rhys McCulloch, male human; aide to Ghavriel Thommasson.
 - Corporal Dorn Brital, male human Ftr2; captured by orcs but rescued by PCs.
 - Corporal Alderman, LN male human Ftr3; led a unit of elite Faithful Flan warriors.
- Enemy forces:
 - Staark Crusher, N male ogre Rgr1; survivor of an ogre regiment, studying a plundered Pholtan text. Taken prisoner by Prelatal Army and put to work digging graves and repairing the walls after the battle.
 - Spitznak, CE male orc Clr5 (luz); lieutenant to Dakk Narr. Killed in battle.
 - Kharnak, NE male orc Sor6; summoned lemure devils, allowed orcs to infiltrate invisibly, etc. Escaped.
 - Munrak, LE male orc Ftr6; led an assault on the walls. Killed in battle.
 - Dakk Narr, NE male orc Bbn2/Ftr4/Clr1 (Ilneval?); leader of the invading forces. Killed in battle.

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

- Several young soldiers, sons of prestigious merchant families near Wintershaven: Arturrian Schmidt, Talvikkion Greuenkauffer, Oskarion Trollbane, Memnon Underhill, Tanelius Judicus, Kevont Dolganis. All killed in battle.

PAL2S-01 The Defense of Garson Town, contd.

Special Items, Favors, or Influence:

- Letter of Marque, entitling the bearer to 500 gallons of ale from the New Moon brewery outside Wintershiven (100 gp).
- Ceremonial dagger: engraved with the names of all warriors who fell in the defense of Garson Town (worth 0 gp). Awarded for exceptional bravery.
- Falling Star medal, with or without swords (Army members or not). Awarded for being grievously wounded in battle
- Most Noble Order of the Crescent Moon, with or without swords. Awarded to those who directly fought Dakk Narr and prevailed.
- Favor of a wealthy family near Wintershiven (see above for their names), granted for returning the signet ring of the dead son.
- Favor of Ghavriel Thommasson, Prior Jacob Armitage, or Tomaloc Gustavson
- Favor of Pholtus

Other Scenarios Using Material From It:

- none.

Loose Threads:

- The orc arcanist Kharnak escaped.

PAL2S-02 A Little to Do About Much

DunDraCon, February 2002

Series Name: none

Other Scenarios in Series: none

Author: Pete Willis

APLs: 2-6 or 2-8 (?)

Location(s): A village in Pale-occupied Tenh.

Plot Summary: The PCs arrive in a village that seems to be deserted. All of the buildings are examined and everything seems to be in order with one exception: the church is filled with cobwebs and other unexpected decoration. Odd sounds boom out as the church is entered. The strange condition of the church is later discovered to be the effect of a high-level spell. Soon afterward a band of undead (ghouls and ghosts) attacks. Some of the undead enter the encounter by rising from the nearby pond. Dredging the pond reveals dozens of corpses, dead a day or two at most, each with a black gemstone in its mouth. As the last of the bodies are pulled from the pond, a succubus sorceress besets the party while hiding behind a building, using *vampiric touch* (through a *spectral hand*) to great effect. The inn is found to have one obviously occupied room with feminine clothing and jewelry, including a wooden case with 50 velvet-lined slots. Most of the slots are empty, but some still contain black onyxes—the material component for *animate dead*. The demon's motive and master remain unknown.

Official Results: The succubus was defeated, the village was cleansed of the evil, and the villagers were laid to rest in the local cemetery. The black gems were confiscated by the Church.

Special Notes: This mini-mission special event included a 3D tabletop village of about 20 buildings, which could be pulled away to reveal their floorplans.

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

- (name?), female succubus Sorceress (level?): details unknown.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- PAL2S-04 Against Maglubiyet's Chosen and PAL3S-02 Ambush at the Silverdelve Narrows (hobgoblins use a magical necromantic banner—apparently provided by the master of this minimission's villain—to create undead and strengthen them in battle)

Loose Threads:

- Who was directing the succubus?

PAL2S-03A&B (or PAL2M-01A&B) Apple Pie Day

Spring Assembly of Heroes, April 2002

Series Name: unofficially the “Rakervale series”

Other Scenarios in Series: PAL1-02 The Absence of Law, PAL1-11 The Trouble with Trollops, PAL2-07 Appetites.

Author: Bart Scott

APLs: 2-6

Location(s): Rakervale; a demiplane of cold.

Plot Summary (Introduction): At the first of planned annual Apple Pie Days, the Pale is preparing to honor the silver dragon Brennan for his protection of the Rakers. But the festivities are interrupted when the being calling itself Winterwind transports the festival to a demiplane of cold and says that he has captured Prelate Theoman Baslett. If the PCs want to rescue him, they can either kill a silver dragon or face Winterwind’s powerful minions.

Track A (Dragon Dilemma): The PCs fight a silver dragon, who is under Winterwind’s control. When the dragon has been defeated, he says he is afraid for the eggs in his parents’ lair, so he teleports along with the PCs to his cloud-home. There, the PCs have to get past an arrowhawk outside the lair, an androsphinx inside the lair (either by answering a riddle or enduring three roars), and animated weapons that are attacking the eggs.

Track B (Whiteout!): The PCs face a series of fights. At the festival area, they fight a cold-template bear and then ice mephits or white abishai devils, which wear icicle amulets that keep the PCs from getting lost when they leave the festival. The amulets lead to some minotaurs and then to an ice-chamber, where an ice para-elemental (or two) guards the frozen body of Theoman Baslett.

Official Results: Theoman Baslett was rescued and the festival was returned to Rakervale. The silver dragon eggs were saved.

Special Notes: The event began with several rooms full of live-action role-playing and dice-based contests, including a jousting contest and a contest of arcane magic. Once Winterwind appeared, the players individually chose their track (A or B) and divided themselves into parties for the two tracks of tabletop gaming.

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

- Theoman Baslett, LN male human Clr16 (Pholtus); Prelate of Landrigard. Rescued and back in Landrigard.
- Silantrus, male silver dragon (age/HD varies by APL). Alive and returned to his parents on their cloud-lair.

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

- Winterwind, CE? male white dragon; very crafty and powerful in magic. Disguised as the silver dragon Brennan, Winterwind had an alliance with the Pale to patrol the Rakers in exchange for an annual gift of apple pies. Winterwind was reported dead in late CY 594.

Special Items, Favors, or Influence:

- Weapons of sure striking: available from the silver dragons’ hoard for completing Track A.
- Greater holy symbol of Pholtus: available from the Church for completing Track B.

Other Scenarios Using Material From It:

- none.

Loose Threads:

- none.

PAL2S-04 Against Maglubiyet's Chosen

KublaCon, May 2002. Published as "Against Maglibuyet's Chosen" [sic].

Series Name: unofficially "Hobgoblins of the Rakers"

Other Scenarios in Series: PAL3S-02 Ambush at the Silverdelve Narrows

Author: Glyn Dewey

APLs: 2-8

Location(s): Under the Rakers near Landrigard, in the captured reaches of Clan Forgehammer.

Plot Summary: The Dwarfkiller tribe of hobgoblins captured some of the halls of the dwarven Redsteel Clan, under the Rakers. They had help from a villain that had been active in Pale-occupied Tenh earlier this year; this help took the form of necromantic magic, by which the hobgoblins animated and bolstered the corpses of their dwarven foes. Now the Forgehammers have recruited the PCs to take back the Redsteel clanhold from the hobgoblins, while the dwarves meet the main hobgoblin army at the entrance to the dwarves' mines. The PCs can choose a frontal assault or a sneaky approach through the (trapped) chimney. At various APLs, the foes include immature hobgoblins (with the stats of goblins); standard hobgoblin warriors; hobgoblin rogues, a fighter, a cleric, and/or a sorcerer; zombies of Large or Huge size; a fiendish dire wolverine; and two fiendish displacer beasts. Two captured letters from the hobgoblin captains to the hobgoblin general contain praise (reluctant in one case) for the effectiveness of the necromantic "gift" and using zombie dwarves in battle.

Official Results: The hobgoblins were driven out of the clanhold, while the main forces of dwarves and hobgoblins (offstage) fought to a stalemate.

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.
- The hobgoblin leaders:
 - (Captain) Shaglumbboth, male hobgoblin Ftr (level 4 or 6, varies by APL).
 - Gurntar and Toaldnik, male hobgoblin Rog (level 2-5, varies by APL).
 - Snakh, male hobgoblin Clr (level 2-6, varies by APL).
 - Snaga, male hobgoblin Sor3 (APL8 only).

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

- General Glubnotz, male hobgoblin; superior officer to Captain Shaglumbboth, addressed in a captured letter.
- Captain Shivarlaguth, male hobgoblin; a peer to Captain Shaglumbboth, initially against using zombie dwarves but now convinced of their usefulness.

Special Items, Favors, or Influence:

- none.

Other Scenarios Using Material From It:

- other interactive in the series.

Loose Threads:

- Who gave the hobgoblins the necromantic "gift"?