

Living Greyhawk Scenarios and Storylines

For Core, Gran March, and Sheldomar Valley

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NOTE: I compiled this list so that I would have a greater understanding of the series of modules and major plotlines in my corner of the Living Greyhawk Campaign. I joined the campaign at DragonCon2004 and as such, was missing a lot of backstory. Further, getting current lists of scenarios, past and present, seemed to be a continual pain. While Wizards has since added the lists and teaser texts for most Core modules, this didn't include Gran March, Sheldomar Valley. It was also sometimes rather difficult piecing together which modules were components of a storyline, and in what order.

In the following pages I have complete lists of all Core, Gran March, and Sheldomar Valley modules of which I am currently aware. If a module is part of a storyline, this is mentioned in the primary lists. Next you'll find modules sorted by storyline. The modules are listed within each storyline IN ORDER. One-shot or stand-alone modules are not included in this section. Note also that currently playable modules are highlighted in yellow in this section. Finally, you will find the descriptive texts for all Year 5 and Year 6 (to date) modules. Note that all Special Modules are together on the last page. This is because, to my knowledge, ALL of them are still playable. I hope this list is helpful in mapping character progressions through storylines and such. This is, after all, why I created this document in the first place for myself! :-)

CORE SCENARIO LIST

Title

Storyline

Fright at Tristor

COR1-01 Dragonscales at Morningtide

COR1-02 The Reckoning

COR1-03 River of Blood

COR1-04 Fires of the Storm Tower

COR1-05 Brendingund's Bride

COR1-06 Forbidden Choice

COR1-07 Brendingund's Blood

COR1-08 The Future's Bright

COR1-09 Swamp Things

Part 1 in the "*Brendingund's Saga*" series

Part 1 in the "*Absolute Power*" series

Part 2 in the "*Brendingund's Saga*" series

Part 1 in the "*Forbidden*" series

Part 3 in the "*Brendingund's Saga*" series

Part 1 of the "*Sins of Ages Past*" series

CORS2-01 Fright at Tristor (reissue)

CORS2-02 Isles of Woe - Home Play

Part 1 in the "*Ether Threat*" series

COR2-01 As He Lay Dying

COR2-02 Brendingund's Brood

COR2-03 Amidst the Mists and Coldest Frosts

COR2-04 Birthday Bash

COR2-05 Beneath the Veil

COR2-06 Finders Keepers

COR2-07 Ashes of Innocence

COR2-08 Echo

COR2-09 The Final Reckoning

COR2-10 Forgotten Echoes

COR2-11 Escape From Tenh

COR2-12 The Plague of the Third Season

Part 2 in the "*Absolute Power*" series

Part 4 in the "*Brendingund's Saga*" series

Part 1 in the "*Gloom and Disunion Cycle*" series

Part 2 in the "*Gloom and Disunion Cycle*" series

Part 1 in the "*When Chaos Reigns*" series

Part 1 in the "*To Serve the Greater Good*" series

Strongly related to the "*Ether Threat*" series

Part 5 in the "*Brendingund's Saga*" series

Part 2 in the "*Forbidden*" series

Part 2 in the "*Ether Threat*" series

Part 3 in the "*Your Worst Nightmare*" series (Parts 1 and 2 are ADP1-08 Plea from Beyond the Grave and ADP2-02 Scent of a Demon)

Part 3 in the "*Ether Threat*" series

COR2-13 Into the Dying Lands

CORS3-01 Assault on the Vault

CORS3-02 Dust of the Dead World

CORS3-03 Return to the Ghost Tower of Inverness

Part 3 in the "*Gloom and Disunion Cycle*" series

Part 3 in the "*Absolute Power*" series

COR3-01 The Hidden Fortress

COR3-02 Return to the Isles

COR3-03 Fury of a Cold Man's Heart

COR3-04 By Cunning and Forced Cause

COR3-05 Circle of Sin

COR3-06 Witch Hunt

COR3-07 Bridge Over Svartjet (changed to COR5-10)

COR3-08 A Man With Nothing

COR3-09 Face Value

COR3-10 Sepulcher of the Wizard King

COR3-11 Forlorn Memories

COR3-12 Endgame

COR3-13 Traitor's Road

COR3-14 Hunt for the Rogue

COR3-15 Nine Lives

COR3-16 Lerara

COR3-17 When Orcs Attack

COR3-18 Through Nature to Eternity

Part 2 of the "*Sins of Ages Past*" series

Part 4 in the "*Ether Threat*" series

Part 2 in the "*To Serve the Greater Good*" series

Part 1 in the "*Untitled*" series

See COR5-10

Part 3 in the "*To Serve the Greater Good*" series

Part 1 in the "*Tome of Clarity and Mists*" series

Part 5 in the "*Ether Threat*" series

Part 3 in the "*Forbidden*" series

Part 6 in the "*Ether Threat*" series

Loose "*Rogue*" series, Part 1.

Lead-in to CORS4-01 Sea of Dust

Part 1 in the "*Running with the Baatezu*" series

Part 2 in the "*Nature*" series (Part 1 is GEO3-01 "A Small-Knowing Soul")

COR3-19 Folly

CORS4-01 Sea of Dust
CORS4-02 Here There Be Dragons - Home Play

COR4-01 Shedding Scales
COR4-02 The Stone Man's Puzzle
COR4-03 Tropical Rendezvous
COR4-04 Redtide
COR4-05 Crystal Caverns of the Cairn Hills
COR4-06 Duke of the Dust
COR4-07 Full Circle to Oblivion
COR4-08 The Letter
COR4-09 A Tiger? In Ahlissa?
COR4-10 Riddle of the Dust
COR4-03 Castle Greyhawk
COR4-11 Crimson Thorns
COR4-12 Key to the Grave

COR4-13 A Wretched Soul
COR4-14 Sympathy for the Baatezu
COR4-15 War Of The Dust
COR4-16 The Frozen Spire
COR4-17 Real Hero Blues
COR4-18 It Never Rains in Nyronnd
COR4-19 That Which Was Not Meant To Be Known
COR4-20 Like Salt on an Open Wound

Part 1 of the "*Windows to the Serpent's Soul*" series

Part 1 of the "*Children of the Dust*" Trilogy
Part 4 in the "*To Serve the Greater Good*" series
Part 2 in the "*Tome of Clarity and Mists*" series
Part 2 in the "*Running with the Baatezu*" series
Part 2 of the "*Children of the Dust*" Trilogy

First Stanza of the "*Frozen Blood Saga*"

Part 2 of the "*Key to Greyhawk*" series
(Part 1 is "Mad God's Key" found in *Dungeon Magazine* #114)

Part 3 in the "*Nature*" series
Part 3 in the "*Running with the Baatezu*" series
Part 3 of the "*Children of the Dust*" Trilogy
Part 3 of the "*Sins of Ages Past*" series
Part 2 in the "*Untitled*" series
Part 4 in the "*Running with the Baatezu*" series

Part 1 of "*Blessings of the Shah*"

CORS5-01 The Jungle of Lost Ships
CORS5-02 Mines of the Eye

"*Blood on Bright Sands*" adventure arc. Part 3.

COR5-01 Stone Man's Missive
COR5-02 Voice of Reason
COR5-03 Atonement
COR5-04 Desecrators of the Lord's Tomb
COR5-05 A Marked Man
COR5-06 Blood on Bright Sands
COR5-07 Rings Within Rings
COR5-08 Clipping Wings
COR5-09 Gateway to Bright Sands
COR5-10 Bridge Over Svartjet (not released!)
COR5-11 Dark Deceit on Bright Sands
COR5-12 Return to the Undercity
COR5-13 The Price of Power
COR5-14 All Roads Lead to Raunes
COR5-15 Immortal Longings
COR5-16 Here Comes the Sun!
COR5-17 Time's Tide on Bright Sands
COR5-18 Kusnir
COR5-19 Retribution
COR5-20 Phantoms on the Bright Sands

"*Blood on Bright Sands*" adventure arc. Part 1.
Loose "*Rogue*" series, Part 2.
Part 2 of the "*Windows to the Serpent's Soul*" series.
"*Blood on Bright Sands*" adventure arc. Part 2.
Part 4 in the "*Gloom and Disunion Cycle*" series
"*Blood on Bright Sands*" adventure arc. Part 4.

Part 3 in the "*Tome of Clarity and Mists*" series
Part 5 in the "*Running with the Baatezu*" series

"*Blood on Bright Sands*" adventure arc. Part 5.
Part 1 of "*Under an Iron Fist*."

"*Blood on Bright Sands*" adventure arc. Part 6.

CORS6-01 The Hanging Glacier

COR6-01 A Story for Another Day

COR6-02 Rallying Point for the Bright Sands

COR6-03 Riders of the Grave

COR6-04 A Long Way For a Little Knowledge

COR6-05 The Barbarous Coast

COR6-06 Elegy for a Broken King

COR6-07 From the Dust

COR6-08 Catching Breath

COR6-09 Beneath the Bright Sands

Part 3 in the "*Untitled*" series

"*Blood on Bright Sands*" adventure arc. Part 7.

Part 1 of the "*Dogs of War*" series

Part 1 of the "*Legacy of Life*" series.

Part 3 of the "*Windows to the Serpent's Soul*" series.

"*Blood on Bright Sands*" adventure arc. Part 8.

Gran March SCENARIO LIST

<u>Title</u>	<u>Storyline</u>
GRM1-01 "Into the Rushmoors"	
GRM1-02 "Caravan Duty"	Part 1 of the <i>"Free Band"</i> series
GRM1-03 "Horse Play"	
GRM1-04 "Ruins of Velstar Keep"	
GRM1-05 "Under Siege"	Part 1.5 of the <i>"Free Band"</i> series
GRM1-06 "A Deadly Beginning"	Part 1 of the <i>"Master of the Lortmils"</i> series
GRM1-07 "The Lesser of Two Goods"	
GRM1-08 "Tears of Blood"	
GRM1-09 "Strange Deadfellows"	
GRM1-10 "Fading Vision"	Sequel to GRM1-03 Horse Play
GRM1-11 "The Festival of Bathilda"	
GRM1-12 "Field Maneuvers"	
GRM2-01 "Eyes on Orlane"	
GRM2-02 "The Mines of Loras Ma"	Part 2 of the <i>"Master of the Lortmils"</i> series
GRM2-03 "Midnight Dawn"	
GRM2-04 "The Free Band"	Part 2 of the <i>"Free Band"</i> series
GRM2-05 "Depth Perception"	
GRM3-01 "The Toecutter"	
GRM3-02 "Rotting on the Vine"	Part 1 in the <i>"Shadow, Sun, and Sword"</i> series.
GRM3-03 "Shades of the Past"	Part 1 of the <i>"Whispers from the Swamp"</i> series.
GRM3-04 "A Night in Birnham Woods"	
GRM3-05 "It Stalks the Night"	Part 3 of the <i>"Free Band"</i> series
GRM3-06 "Training Camp"	
GRM3-07 "Rustling in the Reeds"	Part 2 of the <i>"Whispers from the Swamp"</i> series.
GRM3-08 "Trick of the Eye"	Sequel to the GRM2-05 Depth Perception
GRM3-09 "In the Blink of an Unseeing Eye"	
GRM4-01 "Homecoming"	Part 1 of the <i>"For Commandant and Country"</i> Series
GRM4-02 "The Royal Road to Hookhill"	Part 2 of the <i>"For Commandant and Country"</i> Series
GRM4-03 "Ripe for the Picking"	Part 2 in the <i>"Shadow, Sun, and Sword"</i> series.
GRM4-04 "Justice!"	Part 4 of the <i>"Free Band"</i> series
GRM4-05 "Operation Black Knight"	Part 3 of the <i>"For Commandant and Country"</i> Series
GRM4-06 "Harvest Time"	Part 3 in the <i>"Shadow, Sun, and Sword"</i> series.
GRM4-07 "A Lack of Focus"	Part 1 of the <i>"Occluded Whispers"</i> Series.
GRM4-08 "Getting the Point in the End"	Part 3 of the <i>"Master of the Lortmils"</i> series
GRM5-01IN "The Commandant's Fist"	ConCarolinas 2005, Part 1 of the <i>"Shattered Reflections"</i> series.
GRM5-02IN ???	
GRM5-03IN ???	
GRM5-04IN "The Lich Queen's Vengeance"	DragonCon 2005, Part 2 of the <i>"Outsiders In"</i> Series
GRM5-XXIN "In the Eleventh Hour" BI	MACE 2005
GRM5-01 "The Commandant's Parlor"	Part 1 of the <i>"Outsiders In"</i> series
GRM5-02 "Enemy of My Enemy"	
GRM5-03 "Pruning at the Root"	Part 4 of the <i>"Shadow, Sun, and Sword"</i> Series.
GRM5-04 "The Lines Are Blurred"	Part 2 of the <i>"Occluded Whispers"</i> Series.
GRM5-05 "Familiar Territory"	
GRM5-06 "Family Fortunes"	Part 1 of the <i>"War of the Undying"</i> series.
GRM5-07 "Justice Be Done"	

GRM5-08 "Up a Winding Stair"

Part 3 of the "*Outsiders In*" Series

GRM6-IN1 "Mound of Trouble"

ConCarolinas 2006

GRM6-IN2 "The Notorious F.A.T."

Trinoc*Con 2006

GRM6-01 "All That Is Secret and Hidden"

Part 2 of the "*Shattered Reflections*" series.

GRM6-02 "Family Values"

Part 2 of the "*War of the Undying*" series.

GRM6-03 "Crystal Clear"

Final Part of the "*Occluded Whispers*" Series

GRM6-04 "Curtains Drawn Around"

Part 4 of the "*Outsiders In*" Series

GRM6-05 "The Trouble with Weeds"

Epilogue of the "*Shadow, Sun, and Sword*" Series

GRM6-06 "Family Friends"

Part 3 of the "*War of the Undying*" series.

GRM6-07 "Sleeping Dogs"

GRM6-08 "Coming Home"

Sheldomar Valley SCENARIO LIST

<u>Title</u>	<u>Storyline</u>
SHE3-01 Have Tome will Travel	Stanza 1 in the " <i>Idyll of Tysiln</i> "
SHE3-02 Good Things Come in Small Packages	Part 2 of " <i>Don't Shoot the Messenger</i> " (Part 1 was KEO2-07 Getting There is Half the Fun).
SHE3-03 Shades of Gray	
SHE3-04 Sterich Burning	Part 1 of the " <i>Union of the Suel</i> " series
SHE3-05 Righting the Wrongs	Part 1 of the " <i>Wronged</i> " Series
SHE3-06 Seeking the Wronged	Part 2 of the " <i>Wronged</i> " Series
SHE3-07 The Wrong Corrected	Part 3 of the " <i>Wronged</i> " Series
SHE4-01 "Red Rendezvous"	
SHE4-02 "Check the Fine Print"	Part 2 of the " <i>Union of the Suel</i> " series
SHE4-03 "Breaking Point"	
SHE4-04 "Fundamentals of Dweomercraft"	Part 1 of the " <i>Mysteries of the Suss</i> " series
SHE4-05 "Advanced Dweomercraft"	Part 2 of the " <i>Mysteries of the Suss</i> " series
SHE4-06 "Dark Clouds Over Istivin"	Part 1 of the " <i>Dark Clouds</i> " series
SHE4-07 "A Matter of Trust"	Stanza 2 in the " <i>Idyll of Tysiln</i> "
SHE5-01 "Sounds of Silence"	
SHE5-02 "Take a Giant Step"	Part 3 of the " <i>Whispers in the Swamp</i> " Series.
SHE5-03 "The Prophet's Voice"	Stanza 3 in the " <i>Idyll of Tysiln</i> "
SHE5-04 "A Cup O'erturned"	Part 2 of the " <i>Dark Clouds</i> " series
SHE5-05 "Eye of the Storm"	Part 1 of the " <i>Turf War</i> " Series
SHE5-06 "A Study in Contrasts"	
SHE6-01 "Flesh Torn Asunder"	
SHE6-02 "Brooding Boughs"	Part 2 of the " <i>Turf War</i> " Series.
SHE6-03 "Into the Unknown"	Part 3 of the " <i>Secrets of the Suss</i> " series
SHE6-04 "Title TBA"	Part 1 of the " <i>Unknown</i> " series
SHE6-05 "A Book Unburned"	
SHE6-06 "Title TBA"	Part 3 of the " <i>Turf War</i> " Series.
SHE6-07 "Title TBA"	
SHE6-08 "Title TBA"	
SHEX-0X "Things to Do In Bissel WhileYou're Dead"	

CORE STORYLINES

Brendingund's Saga

COR1-02 The Reckoning
COR1-05 Brendingund's Bride
COR1-07 Brendingund's Blood
COR2-02 Brendingund's Brood
COR2-09 The Final Reckoning

Absolute Power

COR1-03 River of Blood
COR2-01 As He Lay Dying
CORS3-03 Return to the Ghost Tower of Inverness

Forbidden

COR1-06 Forbidden Choice
COR2-10 Forgotten Echoes
COR3-11 Forlorn Memories

Sins of Ages Past

COR1-08 The Future's Bright
COR3-01 The Hidden Fortress
COR4-16 The Frozen Spire

Ether Threat

CORS2-02 Isles of Woe - Home Play
COR2-11 Escape From Tenh
COR2-13 Into the Dying Lands
COR3-02 Return to the Isles
COR3-10 Sepulcher of the Wizard King
COR3-12 Endgame
COR2-08 Echo (strongly related)

Gloom and Disunion Cycle

COR2-04 Birthday Bash
COR2-05 Beneath the Veil
CORS3-01 Assault on the Vault
COR5-10 Bridge Over Svartjet (not released)

When Chaos Reigns

COR2-06 Finders Keepers

To Serve the Greater Good

COR2-07 Ashes of Innocence
COR3-03 Fury of a Cold Man's Heart
COR3-08 A Man With Nothing
COR4-07 Full Circle to Oblivion

Your Worst Nightmare

ADP1-08 Plea from Beyond the Grave
ADP2-02 Scent of a Demon
COR2-12 The Plague of the Third Season

Running with the Baatezu

COR3-17 When Orcs Attack
COR4-09 A Tiger? In Ahlissa?
COR4-14 Sympathy for the Baatezu
COR4-18 It Never Rains in Nyrond
COR5-14 All Roads Lead to Rauxes

Nature

GEO3-01 A Small-Knowing Soul
COR3-18 Through Nature to Eternity
COR4-13 A Wretched Soul

Windows to the Serpent's Soul

COR4-01 Shedding Scales
COR5-08 Clipping Wings
COR6-08 Catching Breath

Stone Man's Saga (my name)

COR4-02 The Stone Man's Puzzle
COR5-01 Stone Man's Missive

Children of the Dust

COR4-06 Duke of the Dust
COR4-10 Riddle of the Dust
COR4-15 War Of The Dust

Frozen Blood Saga

COR4-11 Crimson Thorns

Key to Greyhawk

Mad God's Key (Dungeon #114)
COR4-12 Key to the Grave

Blessings of Shah

COR4-20 Like Salt on an Open Wound

Blood on Bright Sands

COR5-06 Blood on Bright Sands
COR5-09 Gateway to Bright Sands
CORS5-02 Mines of the Eye
COR5-11 Dark Deceit on Bright Sands
COR5-17 Time's Tide on Bright Sands
COR5-20 Phantoms on the Bright Sands
COR6-02 Rallying Point for the Bright Sands
COR6-09 Beneath the Bright Sands
CORS6-02 Pits of Azak-Zil

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???

Untitled

COR3-06 Witch Hunt

COR4-17 Real Hero Blues

COR6-01 A Story for Another Day

Tome of Clarity and Mists

COR3-09 Face Value

COR4-08 The Letter

COR5-13 The Price of Power

Loose Rogue Series

COR3-14 Hunt for the Rogue

COR5-07 Rings Within Rings

Under an Iron Fist

COR5-18 Kusnir

Dogs of War

COR6-05 The Barbarous Coast

Legacy of Life

COR6-07 From the Dust

Gran March STORYLINES

Free Band

GRM1-02 "Caravan Duty"
GRM1-05 "Under Siege"
GRM2-04 "The Free Band"
GRM3-05 "It Stalks the Night"
GRM4-04 "Justice!"

Master of the Lortmils

GRM1-06 "A Deadly Beginning"
GRM2-02 "The Mines of Loras Ma"
GRM4-08 "Getting the Point in the End"

Shadow, Sun, and Sword

GRM3-02 "Rotting on the Vine"
GRM4-03 "Ripe for the Picking"
GRM4-06 "Harvest Time"
GRM5-03 "Pruning at the Root"
GRM6-05 "The Trouble with Weeds"

Whispers from the Swamp

GRM3-03 "Shades of the Past"
GRM3-07 "Rustling in the Reeds"
SHE5-01 "Sounds of Silence"

For Commandant and Country

GRM4-01 "Homecoming"
GRM4-02 "The Royal Road to Hookhill"
GRM4-05 "Operation Black Knight"

Occluded Whispers

GRM4-07 "A Lack of Focus"
GRM5-04 "The Lines Are Blurred"
GRM6-03 "Crystal Clear"

Outsiders In

GRM5-01 "The Commandant's Parlor"
GRM5-04IN "The Lich Queen's Vengeance"
GRM5-08 "Up a Winding Stair"
GRM6-04 "Curtains Drawn Around"

War of the Undying

GRM5-06 "Family Fortunes"
GRM6-02 "Family Values"
GRM6-06 "Family Friends"

Shattered Reflection

GRM5-01IN "The Commandant's Fist"
GRM6-01 "All That Is Secret and Hidden"

Sheldomar Valley STORYLINES

Idyll of Tysiln

SHE3-01 Have Tome will Travel
SHE4-07 "A Matter of Trust"
SHE5-02 "Take a Giant Step"

Don't Shoot the Messenger

KEO2-07 Getting There is Half the Fun
SHE3-02 Good Things Come in Small

Union of the Suel

SHE3-04 Sterich Burning
SHE4-01 "Red Rendezvous"

Wronged

SHE3-05 Righting the Wrongs
SHE3-06 Seeking the Wronged
SHE3-07 The Wrong Corrected

Mysteries / Secrets of the Suss

SHE4-04 "Fundamentals of Dweomercraft"
SHE4-05 "Advanced Dweomercraft"
SHE6-02 Brooding Boughs

Dark Clouds

SHE4-06 "Dark Clouds Over Istivin"
SHE5-03 "The Prophet's Voice"

Turf War

SHE5-04 "A Cup O'erturned"
SHE6-01 "Flesh Torn Asunder"
SHE6-05 "A Book Unburned"

Unknown

SHE6-03 "Into the Unknown"

CORE Year 5 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
COR5-01 Stone Man's Missive	6-12		Drell, the peaceful and reclusive stone giant, has gone visiting some local miners in the Abbor-Alz Hills. All he finds are empty homes, and signs that his friends disappeared in the middle of their daily tasks. Drell asks the help of trusted adventurers to solve this mystery: who would want to spirit away a clan of miners? A loose sequel to COR4-02 <i>The Stone Man's Puzzle</i>	1
COR5-02 Voice of Reason	2-14		Something stalks the people of Moorwych. Something steals their cattle and invades their homes. The people of Moorwych know who it is... and they seek justice. But, are the usual suspects the enemy this time? Countess Tasali Bregohan hopes the truth will prevent blood being shed. But if the truth can be found, it had better be found quickly. The pitchforks are readied and the torches set aflame. A two-round core adventure set in the Solnor Compact, and sequel to the <i>Sunndi regional adventure SND4-01 Arrows of the Sun</i> .	2
COR5-03 Atonement	2-8		"I have led a wicked life," the man says, "and paid a dear price for it. I have changed my ways and tried to start anew, but the sins of my past now threaten my family. I need your help." A roleplaying-intensive adventure set in the City of Greyhawk for APLs 2 to 8.	1
COR5-04 Desecrators of the Lord's Tomb	2-8		Christa, wily Greyhawk City thief and darling of the Green Dragon Inn, was about to retire at the glorious age of 29. However, she had to do one last job for an old friend, so she found a way to break into the legendary Lords' Tomb and steal some priceless jewels which once belonged to the dearly departed of that dread complex. For a while it all looked pretty easy ... far too easy. An adventure for characters level 1 to 12.	1
COR5-05 A Marked Man	2-12		Sometimes you make the wrong enemy, and you don't know where to turn. The man in front of you seems to have that look in his eye. Are you willing to stick your nose into something dangerous? An adventure for APLs 2-12.	1
COR5-06 Blood on Bright Sands	1	"Blood on Bright Sands" adventure arc. Part 1.	War rages across the Bright Sands. Scouting the wastes at the behest of the paladin Karistyne the PCs are caught up in a battle between forces loyal to Rary and nomads yet free from his insidious influence. They must win free to reach their goal, the mysterious and dragon-infested pinnacle of Dagger Rock. The first adventure for the "Blight on Bright Sands" adventure arc. Only newly-created characters for this adventure arc may be played in this adventure.	1
COR5-07 Rings Within Rings	6-12		You are en route in the North Kingdom, near the city of Nonsburgh in the Blemu Hills. While investigating some unusual phenomena of nature, the PCs stumble upon... a giant-sized dead frog with some weird skin colouring? But that's not all... There is also a human corpse, literally torn apart, and a very weird trail leading to Nonsburgh... reminding some of you of an incident a year and a half ago... A loose sequel to COR3-14 Hunt for the Rogue. An adventure for characters level 6-15 (APLs 6-12)	1

COR5-08 Clipping Wings	2-14	Part 2 of the " <i>Windows to the Serpent's Soul</i> " series.	Many secrets lie hidden in the obsidian darkness of the Land of Black Ice. The fate of the afflicted children of a Keoish barony may rest in the hands of a few adventurers willing to brave the unknown. But are forces in the North hiding a bigger threat? A one-round adventure set in Greyhawk City, the Land of Black Ice and the Burneal Forest for APLs 2-14.	1
COR5-09 Gateway to Bright Sands	2-8	" <i>Blood on Bright Sands</i> " adventure arc. Part 2.	Hardby, City of the Scorned, was for centuries a bastion of independence and female rule, but that changed when it fell under Greyhawk's control in 582 CY. Now the word is out that Despotrix Ilena, the city's nominal leader, is dying. Many factions – both within and without – have begun to vie for the right to fill her influential position. Surely a city so fraught with intrigue is a fertile ground for adventure. . . . A one-round adventure set in the city of Hardby for APLs 2-8. Part 2 of the "Blight on Bright Sands" series.	1
COR5-10 Bridge Over Svartjet (not released!)	?	Part 4 in the " <i>Gloom and Disunion Cycle</i> " series	Part of the Gloom and Disunion Cycle.	
COR5-11 Dark Deceit on Bright Sands	2-8	" <i>Blood on Bright Sands</i> " adventure arc. Part 4.	At the behest of Lady Karistyne, you are needed to travel into the Bright Desert. There are rumors of dragons afoot and some things just don't add up. Some claim to have slain, others claim to have allied, while others still just scratch their heads. The only fact that is for certain is that the sinister sands have something to hide. A one-round Core adventure set in the Bright Desert for APLs 2-8. Part 4 of Blight on Bright Sands.	1
COR5-12 Return to the Undercity	2-8		Homes are burned to the ground and whole families vanished. There have been humanoid raids on lands within the elven nation of Celene itself. Along the Wild Coast, dark rumors are spoken about slaver vessels flying yellow sails along the Wild Coast. And now an agent sent to investigate the rumors of the return of the Slave Lords has disappeared. Can you ascertain if this sinister force has returned? A one-round Core adventure set in Celene, the Wild Coast and the Pomarj for APLs 2-8.	1
COR5-13 The Price of Power	2-14	A continuation of the " <i>Tome of Clarity and Mists</i> " series	Ages ago a lone group of monks sought the secrets of the mind. Time has almost removed them from the knowledge of Oerth. Scattered tales and misremembered legends still encourage some to seek the lost treasures and knowledge of these monks. Will you tempt fate and search for the monastery? A one-round Core adventure for APLs 2-14. This adventure is a continuation of the "Tome of Clarity and Mists" series.	1
COR5-14 All Roads Lead ot Rauxes	6-12	Part 5 in the " <i>Running with the Baatezu</i> " series	"When there is no more room in Acheron, the dead shall dwell upon the Oerth..." – 'Battle Hymns of the Herald', Scriptures of Hextor. From the border barony of Stel, pursuit of the Footmen leads towards the magical wasteland that was once Rauxes, Capital of the Great Kingdom. To even penetrate the magical veil that surrounds the wasteland is a feat, thus it is not something you or your enemies would do lightly. What ever awaits on the other side will be extremely powerful and deadly, but answers and results never come free for a true (anti)hero. A two-round adventure for APL 6-12 and not for the faint of heart. Part five in the Running with the Baatezu series.	2
COR5-15 Immortal Longings	10-16		The agents of the Whispered One are everywhere! Too much is happening around the Flanaess for all things to be merely coincidental. A grand plot has spawned, clawed its way past infancy, and seems ready for a horrific emergence. The Voice of Vecna has gained in power, what is next? A one-round Core adventure set throughout the Flanaess for APLs 10 to 16.	1

COR5-16 Here Comes the Sun!	2-8		Blistering heat has plagued the town of Hardby for weeks, and it has not been without incidents-people get irate, all work has slowed to a crawl, and now the tinder-dry homes fall victim to frequent fires. Mere incidents? Or is there a history to it all? A one-round Core adventure for APL 2-8.	1
COR5-17 Time's Tide on Bright Sands	2-16	" <i>Blood on Bright Sands</i> " adventure arc. Part 5.	Time is running out, and gathering what you need to change the future, may only be found by looking to the past. This adventure is Part 5 in the "Blight on Bright Sands" series for APLs 2-16.	1
COR5-18 Kusnir	2-8	Part 1 of " <i>Under an Iron Fist</i> ."	The Lady of Fate is a cruel and terrible mistress, but some scholars believe that she also has a sense of irony. Kusnir is one such example - where the slavers are now the slaves. Part One of "Under an Iron Fist." A one-round Core adventure set in the Hold of the Sea Princes for APLs 2-8.	1
COR5-19 Retribution	2-8		An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for APLs 2-8.	1
COR5-20 Phantoms on the Bright Sands	2-16	" <i>Blood on Bright Sands</i> " adventure arc. Part 6.	The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and so needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. APLs 2-16.	1

CORE Year 6 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
COR6-01 A Story for Another Day	10-16		Thirty-two years ago, deliberately false accusations resulted in the death of two innocent women in Dunmarsh, which reopened a channel to an ancient evil near the village. Twice in the last three years adventurers have dealt with the deadly consequences of those actions, but the source of the problem remains. It is time to put this tragic story to rest, lest a greater evil grows from it. This concluding sequel to <i>COR3-08 Witch Hunt</i> and <i>COR4-17 Real Hero Blues</i> is a roleplaying-intensive adventure for characters level 8-16 (APLs 10-16).	1
COR6-02 Rallying Point for the Bright Sands	2-16	"Blood on Bright Sands" adventure arc. Part 7.	Lady Karistyne requires you to travel to Hardby to retrieve a package on her behalf, but errand boys are not adventurers. To be an adventurer, you need to make choices, not just travel between two points. Are you ready to look within yourself and discover if you are an adventurer willing to fight for a cause or just an errand boy, sent by a patron, to collect a chest? A two-round Core adventure set in Hardy for character level 1-15 (APLs 2-16). Part 7 of Blight on Bright Sands	2
COR6-03 Riders of the Grave	2-8		A hint of treasure leads to adventure in the outskirts of Greyhawk City. A grisly one-round Core adventure set in the Free city of Greyhawk and its environs for APLs 2-8.	1
COR6-04 A Long Way For a Little Knowledge	2-8		A merchant of the Mouqollad Consortium lies dying in a temple in Greyhawk. Magic cannot save him, but maybe someone knows a way. It's a long way for a little knowledge. A Core adventure set in the Free City of Greyhawk and its environs for APLs 2-8.	1
COR6-05 The Barbarous Coast	2-12	Part 1 of the "Dogs of War" series	Members of the Dyvers Anti-Slavery League were captured while conducting a raid on an orc slave caravan along the Wild Coast. There is talk that a mole in the organization may be aiding the forces of Turrosh Mak. They ask for your help to fight the evils of the Pomarj. A Core adventure of deception and infiltration for characters level 1 to 14 (APLs 2-12). Part One of the Dogs of War series.	1
COR6-06 Elegy for a Broken King	10-16		The trail of a missing son leads you to Dustbridge, in the lands of the former Great Kingdom. A cold wind blows through Prince Strychanis town; something very new, and surpassingly old, is in the offing. A one-round Core adventure set in Dustbridge and North Kingdom for characters level 8-15 (APLs 10-16).	1
COR6-07 From the Dust	6-14	Part 1 of the "Legacy of Life" series.	The dust has settled and a new Duke has placed his claim on Tenh. His lands are devastated. His shattered people-rebels-turned-supporters, old guard, or zealous faithful-squabble in their divided loyalties. With such infighting, where will Duke Labahlah begin rebuilding his nation? A one-round Core adventure set in the Stonelands of Tenh for characters level 4-15 (APLs 6-14). Part 1 of the "Legacy of Life" series.	1

COR6-08 Catching Breath	2-16 Part 3 of the " <i>Windows to the Serpent's Soul</i> " series.	A friend in need calls upon a group of heroes to help him deal with problems in a far-off land. These troubles, however, may be ones that even the bravest and experienced of adventurers are not equipped to handle. A roleplaying intensive one-round Living Greyhawk core adventure set in the Sultanate of Zeif for characters level 1-15 (APLs 2-16), and part three of the <i>Windows to the Serpent's Soul</i> series, which began with COR4-01 <i>Shedding Scales</i> and COR5-07 <i>Clipping Wings</i> .	1
COR6-09 Beneath the Bright Sands	2-12 " <i>Blood on Bright Sands</i> " adventure arc. Part 8.	Time has buried an ancient evil. Such things are typically left alone to be lost to history. For a millennia this was so. Now a visitor, snatched from the distant past, wants this evil returned to help right a terrible wrong. A core adventure for character levels 1-15 (APLs 2-12). Part 8 of " <i>Blight on Bright Sands</i> ."	1

Gran March Year 5 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
GRM5-01 "The Commandant's Parlor"	6-12	Part 1 of the "Outsiders In" series	Petros Gwalchen has more dire tidings for the Commandant of Gran March. Another plot against the strongest military power in the Sheldomar Valley and its duly appointed leader is about to manifest and once again the Commandant appears to be uninterested or unaware of unfolding events. Politics and surveillance prevent Petros from delivering the message himself, but you are another matter... A Gran March regional adventure for APLs 6-12, and Part One of the "Outsiders In" series.	1
GRM5-02 "Enemy of My Enemy" Military: NO	2-12		Three young soldiers have been murdered at the edge of the Dim Forest and neither their commander nor the law seems to care. An uncle asks for justice or at least just to know why. A Gran March regional adventure for APLs 2-12.	1
GRM5-03 "Pruning at the Root"	4-18	Part 4 of the "Shadow, Sun, and Sword" Series.	The last assassination attempt on the Commandant was indeed the last straw in Gran March. The Commandant has called on all available resources in order to find them. Yet, there is another (and less forgiving) group that wants to see the end to this band as well. Parties should be formed into lawful and non-lawful groups. A Gran March regional adventure for APLs 4-18, and Part Four of the "Shadow, Sun, and Sword" Series.	1
GRM5-04 "The Lines Are Blurred"	2-12	Part 2 of the "Occluded Whispers" Series.	Released from his binding prison, an ancient wraith sweeps across the Gran March leaving death and undeath in his wake. His goal: amass an army of undead to fulfill his dreams of conquering the Sheldomar Valley. A Gran March regional adventure for APLs 2-12, and Part Two of the "Occluded Whispers" Series.	1
GRM5-05 "Familiar Territory"	2-12		Although you were initially contracted to escort some work gang members to Fort Tribulation, the military actually needs help in a diplomatic mission in the Rush March. A Gran March regional adventure for APLs 2-12.	1
GRM5-06 "Family Fortunes" Military: NO	2-12	Part 1 of the "War of the Undying" series.	Watcher Reginar Vlarrian, Elder Oath-Bound Gargoyle has received disturbing news that one of his fallen brothers' souls is not at rest. He has entreated like-minded servants of righteousness to investigate and see the matter put right. At the same time a call for aid from adventurers has been issued by a minor noble from Barony Dragus. His manor has suddenly become haunted and his new bride is threatening to abandon him and the family home. A Gran March regional adventure for APLs 2-12 and Part One of the "War of the Undying" series.	1
GRM5-07 "Justice Be Done"	2-8		Each year, young men and women from across Gran March mark their 15th birthdays and await the arrival of Mustering Day with a mixture of anticipation and dread. Everyone, from the poorest commoner to the richest nobleman, understands the necessity of serving Commandant and Country. The idea that an entire village would refuse to send its children to the Army is simply unthinkable. And yet, that is exactly the situation that you are being asked to investigate. A Gran March regional adventure for APLs 2-8.	1

GRM5-08 "Up a Winding Stair"	6-12	Rumor of several epidemics spreading through the northeastern Gran March have reached the ears of the Hospitalers and temples in Hookhill. A call has gone out in Hookhill for healers and adventurers of all kind to attend a convocation to investigate the strange plagues and put a stop to them. A Gran March regional adventure for APLs 6-12, and Part Three of the "Outsiders In" Series.	1
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Gran March Year 5 INTERACTIVES DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
GRM5-01IN "The Commandant's Fist"	2-14	ConCarolinas 2005 Part 1 of the " <i>Shattered Reflections</i> " series.	The ground shakes. Dozens are dead. Shiboletth mourns. And YOU are invited! While the local electors begin the process of rebuilding the district most heavily damaged by the quake, the Order of World Travelers is throwing a party in celebration of the opening of the new fellowship hall in Shiboletth. Their bards' tales are fantastic, and the new hall itself is said to be a worthy sight. As party plans go on above, events are in motion below the city that weren't mentioned in the invitation. Before all is said and done, blood will be on the Commandant's fist; and the bards will have a whole new set of tales to tell. A Gran March regional battle interactive for APLs 1 through 14.	2
GRM5-02IN ???				
GRM5-03IN ???				
GRM5-04IN "The Lich Queen's Vengeance"	6-12	DragonCon 2005 Part 2 of the " <i>Outsiders In</i> " Series		2
GRM5-XXIN "In the Eleventh Hour" BI	10-16	MACE 2005		

Sheldomar Valley Year 5 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
SHE5-01 "Sounds of Silence" Military: Yes	8-16	Part 3 of the " <i>Whispers in the Swamp</i> " Series.	The Gran March military did not heed the warnings, and evil from a lost temple of the Whispered One has already escaped. A varied menagerie of priests has assumed the responsibility to destroy the temple and the evil that is still within. A call has gone out to recruit a diverse group of adventurers willing to find the key to its destruction. A Sheldomar Valley metaregional adventure for APLs 8-16, and Part Three of the Whispers in the Swamp Series.	1
SHE5-02 "Take a Giant Step" Military: Yes	6-18	Stanza 3 in the " <i>Idyll of Tysiln</i> "	A mission deep into giant-controlled Geoff to rescue a villainous necromancer ... can you dare refuse the task when the fate of the entire Sheldomar Valley is at stake? A Sheldomar Valley metaregional adventure for APLs 6-18 and Stanza Three in the Idyll of Tysiln.	1
SHE5-03 "The Prophet's Voice" Military: Yes	6-18	Part 2 of the " <i>Dark Clouds</i> " series	Dreams course through your mind each night. They burn like molten fire and it has been very many days since you slept a full night. You have wandered into the Good Hills of Keoland seeking solace and an answer. The only way to lessen each night's torment seems to be to travel towards Istivin. What waits for you there? A Sheldomar Valley metaregional adventure for APLs 6-18 and Part Two of the Dark Clouds series.	1
SHE5-04 "A Cup O'erturned" Military: Yes	6-12	Part 1 of the " <i>Turf War</i> " Series	Merchants from different lands are heading to Hochoch, the future home of the Knights of the Watch and Dispatch, with all sorts of different problems. Can you help them out? A Sheldomar Valley metaregional adventure for APLs 6-12 and Part One of the Turf War Series.	1
SHE5-05 "Eye of the Storm" Military: Yes	10-16		The greatest weapons crafters of the Sheldomar Valley are missing! The talented scions of the Valley's venerable arms craftsmen have disappeared while enroute to the Principality of Ulek for further scholarship. Guess who has to find them? Recommended for player characters who participated in SHE4-01 Red Rendezvous. A Sheldomar Valley metaregional adventure for APLs 10 - 16.	1
SHE5-06 "A Study in Contrasts"	4-10		In the borderlands of the great mountains that form the western limit of the Sheldomar Valley, realms might claim territory and authorities might enforce their laws...but distance from the centers of power and the close proximity of all that is wild and free makes these claims tenuous at best and irrelevant at worst. How will those who prize the wilderness react when the word rings out far and near..."Gold! Gold in the vale of Baransford, lying all about free for the taking!" A standalone Sheldomar Valley metaregional adventure for APLs 4-10.	1

Gran March Year 6 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
GRM6-01 "All That Is Secret and Hidden"	2-12	Part 2 of the " <i>Shattered Reflection</i> " series.	Earthquakes, massive sinkholes and an invasion by giant forces in the last year have left Shiboeth bloodied and nearly broken. Volunteers have come to clear away wreckage and death while an army rides to help. But not everyone is in Shiboeth to help. Some who have been there for millennia are visiting for the first time. Some secrets, once released, were never contained. A Gran March regional adventure for APLs 2-12, and Part 2 of the "Shattered Reflection" series. Note: This adventure will be of particular interest to Gran March military PCs, members of the Church of Pholtus, and members of the Corporation.	1
GRM6-02 "Family Values"	2-12	Part 2 of the " <i>War of the Undying</i> " series.	The Nackel gnomes have gone missing in Shiboeth and their sister and mother want your help in finding them, but can anyone find anything in the rubble of Shiboeth? Apparently someone can, as the gnomes' trail leads to a newly erected gladiatorial coliseum, an infiltration of Backlunish spies, and the mystery of who murdered their father six years ago. A Gran March regional adventure for APLs 2-12, and part 2 of the "War of the Undying" series. Note: This adventure will be of particular interest to members of The Corporation, Followers of Kord and those holding the Promise to the Nackel Gnomes from GRM5-06 Family Fortunes.	1
GRM6-03 "Crystal Clear"	6-12	Final Part of the " <i>Occluded Whispers</i> " Series	The trail of the Vecna followers and their undead army was lost in the Dim Forest. This army has now been found again and the forces are building. You are asked to go behind the lines to help stop this army once and for all before a great showdown between the military and the great evil. A Gran March regional adventure for APLs 6-12 and the Final Part of the "Occluded Whispers" Series. It is strongly recommended that participating PCs have played at least one of the two previous adventures in this series.	1
GRM6-04 "Curtains Drawn Around"	6-12	Part 3 of the " <i>Outsiders In</i> " Series	Watcher Corum Valstier has been kidnapped by some unknown enemy of Gran March masquerading as a fellow knight. The fiend has brazenly called out the Knights of the Watch, the Church of Heironeous, and heroes of Gran March at large challenging them to catch him if they can. Following the creature's trail should be no problem as it begins a cross country trek from Orlane to points east leaving a trail of chaos in its wake. Catching it and rescuing Valstier, however, may prove more challenging. A Gran March regional adventure for APLs 6-12, and Part Three of the "Outsiders In" Series. Note: This module will be of significant interest to members of the Knights of the Watch, Church of Heironeous, and those who have participated in the other elements of the Outsiders In story arc (GRM5-01 The Commandant's Parlor, GRM5-04IN The Lich Queen's Vengeance, GRM5-08 Up a Winding Stair).	1

GRM6-05 "The Trouble with Weeds"	4-12	Epilogue of the " <i>Shadow, Sun, and Sword</i> " Series	They say that vineyard in Orlane is haunted, but the Gran March army says it isn't so. Adventurers wanting to test their mettle are now flocking back to Orlane to kill undead. Will your group of adventurers find out the truth? A Gran March regional adventure for APLs 4 - 12, and the epilogue of the Shadow, Sun, and Sword Series. Note: This adventure will be of particular interest to wizards and druids.	1
GRM6-06 "Family Friends"	2-12	Part 3 of the " <i>War of the Undying</i> " series.	A year has passed since the awakening of the Watcher Helerrain Brogan and the retrieval of his restless soul from its tomb. Now the Watcher's ancient enemy the Baklunish lich Feyza Bahun has been found and Watcher Brogan is calling upon all those who have sworn an oath to destroy the lich to aid him. Finding a lich's lair is difficult enough, but most would question the wisdom of those who voluntarily enter one and expect to leave alive. A Gran March regional adventure for APLs 2-12 and Part Three of the "War of the Undying" series. Note: This module will be a particular interest to members of the Knights of the Watch, those who have sworn the Oath of the Brogan (in GRM5-06 Family Fortunes), and active duty military.	1
GRM6-07 "Sleeping Dogs"	2-16		A Gran March regional adventure for APLs 2-16.	1
GRM6-08 "Coming Home"	2-12		A Gran March regional adventure for APLs 2-12.	1

Gran March Year 6 INTERACTIVES DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
GRM6-IN1 "Mound of Trouble"	2-10	ConCarolinas 2006	The allied forces of Geoff, Gran March, Keoland, Bissel and the Yeomanry were victorious in a final, massive assault on the giant-held city of Gorna. However, it was not the force of the gathered armies that broke the backs of the Giants. The new chaotic faction has a back door into the Gran March, which is seen as a threat. The mission is to close the door permanently without causing diplomatic strains. A Gran March Interactive adventure for APLs 2-10. Note: Particular interest to Gran March Military, Syrloch, School of Hard Knocks and Dimwood Elves. Strongly recommended for Military PCs.	2
GRM6-IN2 "The Notorious F.A.T."	2-10	Trinoc*Con 2006	Long ago, a brilliant gnomish inventor's dreams came crashing down when one of his inventions was used in an attack on Fort Tribulation. Can his reputation be salvaged, or are his dreams destined to become nightmares? A Gran March Dungeon Crawl Interactive, APLs 2-10. Military: Yes	1

Sheldomar Valley Year 6 SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
SHE6-01 "Flesh Torn Asunder" Military: Yes	6-14	Part 2 of the " <i>Turf War</i> " Series.	Murder here, murder there, murder everywhere. There is skullduggery afoot in the city of Hochoch as the bodies begin to stack. It is helpful to play A Cup O'erturned prior to playing this adventure. A Sheldomar Valley metaregional adventure for APLs 6-14, and Part Two of the Turf War Series. Note: This adventure will be of particular interest to Knights of the Watch, Knights of Dispatch, wizards, and members of roguish organizations and to those interested in teamwork benefits.	1
SHE6-02 "Brooding Boughs"	10-14	Part 3 of the " <i>Secrets of the Suss</i> " series	The elves of Celene didn't mention the latent menace of the forest in your mission briefing. The immense boles of the great trees surround you, with their massive limbs looming overhead. The air is still and oppressive, and the sunlight is dim and wavering down here under the canopy. As you wipe the sweat from your stinging eyes the shrieks and roars of the forest denizens suddenly cease. In the brooding silence, something waits. Something with teeth. A one round Sheldomar Valley Metaregional woodlands adventure for APLs 10-14, and Part 3 of the Secrets of the Suss Series. Racially diverse parties are recommended.	1
SHE6-03 "Into the Unknown"	6-16	Part 1 of the " <i>Unknown</i> " series	The Sior Kerrita is a festival held every seven years in the County of Ulek by the Druids. It commemorates the day a hundred years ago when centaurs from the Silverwood came to the rescue of the good people of the county when they were attacked by Hobgoblins from the Lortmills. The long years of peace since those dark days make the festival a happy and profitable occasion. But some say there is a darker side... An investigative Sheldomar Valley metaregional adventure for APLs 6-16, and Part 1 of the Unknown Series. Centaur PCs are accommodated in this adventure.	1
SHE6-04 "Title TBA"				
SHE6-05 "A Book Unburned" Military: Yes	6-14	Part 3 of the " <i>Turf War</i> " Series.	The Knights of the Watch have asked the elven merchant Parwyn Amastacia to bring a box from Tringlee to Hochoch, but fear he has been waylaid. Can you help find him? It is helpful to play A Cup O'erturned and Flesh Torn Asunder prior to playing this scenario. A Sheldomar Valley metaregional adventure for APLs 6-14, and Part Three of the Turf War Series. Note: This adventure will be of particular interest to Knights of the Watch, Knights of Dispatch, elves, and friends of elves.	1
SHE6-06 "Title TBA"				
SHE6-07 "Title TBA"				
SHE6-08 "Title TBA"				

Specials SCENARIO DESCRIPTIONS

<u>Title</u>	<u>APL</u>	<u>Storyline</u>	<u>Description</u>	<u>Rounds</u>
CORS4-02 Here There Be Dragons - Home Play	2-18		A timeless Dragon-Lore Prophecy speaks of an empire of serpents and their worshippers who will threaten even the greatest nations of Oerth. In the frozen world of the obsidian North, the desperate, the ambitious, and the foolhardy eke out a meager existence, all pursuing their own mysterious goals. What impact can a few adventurers have on a cruel and barren land and the wyrms that dwell there? A Core special scenario for APLs 2-18.	1
CORS5-01 The Jungle of Lost Ships	2-16		Hundreds of leagues to the east, hidden within the trackless wastes of the Solnor Ocean lies the mythical Jungle of Lost Ships. Thought to be nothing but a legend, proof of this fabled place recently surfaced within the Flanaess. Most startling of all, several of the hulks languishing within this graveyard have been identified as belonging to the legendary Lost Treasure Fleet of the Sea Princes. Will you join one of the expeditions attempting to reach the site? Will you be the first to set foot on vessels thought lost for centuries? A one-round Core Special adventure set in the Solnor Ocean for APLs 2-16.	1
CORS5-02 Mines of the Eye	2-16	"Blood on Bright Sands" adventure arc. Part 3.	Deep below the Abbor-Alz the duergar are stirring. Rumors of a fell compact between the duergar's mysterious leader, a being known only as "Father Eye" and the perfidious Rary, monarch of the Bright Lands are rife. What evil purpose is served by this alliance is unknown, but assuredly it serves some goal in Rary's greater design. The paladin Karistyne has determined that Rary's scheme must be stymied and so the call has gone out for doughty adventurers to eradicate this growing threat. An adventure for characters level 1 – 16 (APLs 2-16). Part 3 of the "Blight on Bright Sands" campaign arc.	1
CORS6-01 The Hanging Glacier	2-16		Every twenty years the lands of the Snow Barbarians are inundated by a strange plague of monsters boiling out of the Corusk Mountains. Their Jarls believe these incursions originate from the famed Hanging Glacier of Alisedran but to them the glacier and its surrounds are considered holy and they may not send their warriors there to eradicate this threat. The call has gone out for adventurers brave enough to dare the frozen hell of the mountains to destroy this threat once and for all. A one-round core special adventure set in the Kingdom of the Schnai for characters level 1-15 (APLs 2-16).	1
CORS6-02 Pits of Azak-Zil	2-16	"Blood on Bright Sands" adventure arc. Part 8.	An old dwarven mine, buried deep in the Abbor-Alz and infested with undead, holds many treasures. Most prized of these are deposits of precious metals brought by a falling star said to be purer than any other in the Flanaess. Now powerful forces struggle for control of the mines, but with whom will you side? A one-round Core Special adventure set in the Bright Desert and the Abbor-Alz for characters level 1-15 (APLs 2-16). Part eight of <i>Blight on Bright Sands</i> .	1