



Player's Guide to the Pale

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Welcome to the Theocracy of the Pale! This guide introduces Living Greyhawk (LG) players to the unique land of the Pale. When you created a character using the "Living Greyhawk Character Creation Guidelines," you chose a home region. In Northern California or Nevada, your default home region is the Pale - the land that we develop and administer.

The Pale differs greatly from a generic landscape in a fantasy setting. You may face some significant, but enjoyable, challenges depending upon what type of PC you choose to create. If you create a chaotic character, your PC will need to learn to respect the law or soon be thrown in prison. PCs who worship gods other than Pholtus must suppress the expression of their beliefs and show respect for Pholtus, or face imprisonment (or worse). Nonhuman PCs should expect to be looked down upon and have their ability to gain power limited within the organizations of the Pale.

Life in the Pale

The Pale is a theocracy - a nation governed by the church. The Pale is ruled by the Church of Pholtus, the Lawful Good god of Light, Resolution, Law, Order, Inflexibility, the Sun, and the Moons. Pholtus has Lawful Neutral tendencies, and the Pale embraces this. The Pale is a very rigid nation, with a well-trained military and an orderly system of law. Civil liberties and religious freedom are seriously curtailed.

The faithful of the Pale believe that Pholtus is the one true god, despite the fact that there are many gods in the World of Greyhawk. While it's impossible to deny the divine abilities of clerics who worship other deities, the faithful dismiss them for various reasons. Some believe these pagans limit their spiritual growth by worshiping lesser gods that in some incomprehensible way play a part in Pholtus's grand plan. Some believe pagans have been duped and actually get their powers from nefarious sources. Others think that these pagans actually worship Pholtus, but in an image they've constructed that is impure and distorted.

Regardless of why the Pale believes Pholtus is the one true god, the fact remains that the only sanctioned worship is of Pholtus. PCs may devote themselves to other gods, but they must not preach their beliefs or attempt to sway others to their faith. All PCs must show the utmost respect to Pholtus and the Church. The Church is very efficient at

identifying, apprehending, judging, and sanctioning heretics.

Pagan PCs who keep their beliefs to themselves and show respect to Pholtus will have no official actions taken against them. Nevertheless, in an unofficial capacity, private citizens treat pagans differently. Depending upon a Pholtan's personal beliefs, a pagan may be despised, feared, or pitied. Some may choose to treat pagans very coldly, while others may embrace the pagan and attempt to save the pagan's soul. But, a pagan who is respectful, discrete, and watches her tongue should not fear any physical harm from law-abiding citizens.

All arcane spellcasters are treated with suspicion in the Pale. It is commonly whispered that the wielders of these magics consort with demons and devils. To cast spells within the Pale, arcane spellcasters must be registered with the Theocracy. Registration takes no time and costs no money, but allows the Theocracy to track the actions of these people. All PCs who cast arcane spells are assumed to be registered automatically.

The Pale has a few cities, but it is very much a frontier land, protected by a well-run military. The weather is cold and during the summer crops are grown with difficulty. The denominations of currency are the Bright (pp), the Gold Glory (gp), the Silver Moon (sp), and the Basic (cp).

The Palish embrace community, loyalty, family, and dedication, while they eschew luxury, frivolity, and waste. They do not believe in moral relativity and ambiguity. Knowledge is both feared and respected. Those who study in order to serve Pholtus's glory are respected, while those who study with a purpose not rooted in faith are feared, for knowledge is a power that corrupts.

Some Palish still hold on to superstitions and pay respects to pagan gods. Such is generally done in secret, and predominantly by those of Flan blood who live in the farmlands.

Pholtus

Pholtus of the Blinding Light is worshiped throughout the Flaeness, but nowhere more fervently than in the Pale. Pholtus's portfolio is Light, Resolution, Law, Order, Inflexibility, the Sun, and the Moons. His clerics' domains are Good, Knowledge, Law, and Sun.

Pholtus believes he is the authority on Law and on the Natural Order. The sun rises and sets, the

moons wax and wane, the seasons progress - all in a very ordered, regular fashion because this is the structure created by Pholtus.

Pholtus has presumed to place himself at the pinnacle of the Greyhawk pantheon by claiming authority on the Natural Order. This presumption creates significant friction with the other deities, particularly with St. Cuthbert of the Cudgel, god of Common Sense, Wisdom, Zeal, Honesty, Truth, and Discipline. The Church of Pholtus throughout Greyhawk conflicts with other faiths, attempting to convert unbelievers and preaching a scripture that, at best, minimizes the importance of other deities.

Pholtus encourages his worshipers to follow a strict path towards righteousness known as the One True Path. Evil and Chaos are enemies of equal concern to the faithful. Pholtus's faithful must devote themselves to order, community, justice, and a strict adherence to his faith. Tolerance of people who believe differently is not encouraged. The faithful must not give into decadence or indifference; they must fight against evil and chaos, from without and within.

Outlook on Nonhumans

Humans are the dominant race within the Theocracy and Pholtus is a human god. 96% of the population is human, with Oeridian and Flan lineages most prevalent.

Nonhumans are generally spoken of as being separate - they have their own laws, culture, and religion. Nonhuman religions are for nonhumans and are no threat or concern to the souls of humans. Thus, provided a dwarven cleric of Moradin passing through the Pale didn't try to convert humans to his religion, the Pale would officially respect the cleric's practices. As long as nonhumans are respectful of our beliefs, and preach only to their own kind, the Pale will respect their concerns.

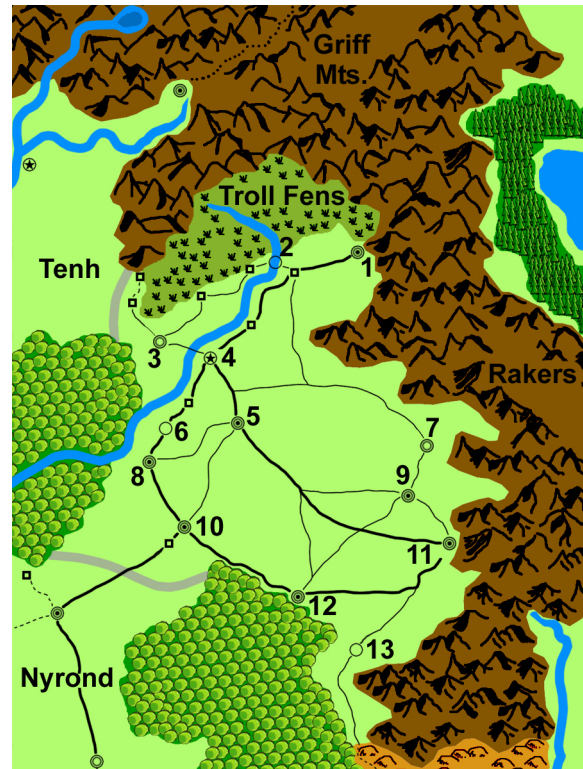
In practice, most humans in the Pale don't fully respect nonhumans. While their religion is separate from ours, the light of Pholtus does not shine through their souls. Unofficially, nonhumans are treated in various negative ways by different people: they may be mistrusted, treated coldly, pitied, or patronized. In most meta-gaming activities within the Pale, players of nonhuman PCs should expect to have their opportunities for advancement limited because of their nonhuman status.

Exceptions exist. A few nonhumans have thoroughly embraced Pholtus, and some of those have actually become clerics or hold other positions of distinguishment. Half-elves in particular have advanced within Palish society. Elves are treated

with significant respect, primarily because they occupy the Phostwood to the west, strategically located between part of the Pale and Tenh. An alliance with the Phostwood elves a few years ago benefited the Pale greatly in its war against the luz-occupied Tenh.

Map of the Pale

Below is a small map of the Theocracy of the Pale, listing a few of the more prominent settlements.



Key

1. Rakervale
2. Tristor
3. Atherstone
4. Wintershiven
5. Holdworthy
6. Coldriver
7. Landrigard
8. Hatherleigh
9. Eltison
10. Hawkburgh
11. Ogburg
12. Stradsett
13. Woodsedge

Conflicts Between PCs and with Authorities

As you might expect, some PCs may act in a way that violates the laws and morals of the Pale. Other PCs and the authorities may feel compelled to act against another player. Here's some guidance on how players and judges should handle such conflicts.

If a PC commits an act which would force other PCs or the judge to take action, step "out of character" for a moment. Explain to the player why acting this way in the Pale will cause severe problems - imprisonment or even execution after a fair trial. Let the player explain and reconsider his PC's actions. Only if the player decides to continue should action be taken. Physical conflicts should be **rare** and should only happen when all parties are aware of the consequences of their acts.

When PCs or NPCs act to stop someone from committing an unlawful or immoral act, the goal must be to use the minimal amount of force necessary to turn the person over to the authorities. Preventing loss of life must be paramount. The Pale is a very Lawful state and the state should be adjudicating such matters.

Note that though the Pale is a state ruled by the Church, PC clerics are not authorized to make decisions on behalf of the Church. PC clerics may not judge pagans as being heretics - they must turn in pagans to the Church. NPCs make determinations of heresy, blasphemy, and crimes against the church.

Tithing

All PCs who adventure within the Pale must tithe to the Church. All PCs whose home region is the Pale must tithe for any adventure, even if it takes place outside the Theocracy. The tithe amounts to 20% of all money earned in an adventure and is known colloquially as "The Theocrat's Fifth."

Tithing is based on your gross income, prior to any deductions made due to expenses. The tithe is based on earnings in the form of coins and gems/jewelry that aren't magic items. Magic items and mundane items that aren't in the form of coins, gems, and jewelry do not apply to the tithe.

You make your tithe at the end of the adventure. Calculate the tithe and add it into the "GP Spent" section of your character log sheet. Also, note the tithe amount in the "Notes" section of your log sheet so that you can easily see how much you tithed on each adventure.

Example: Astras just completed a mission for the church with several compatriots. Astras gained a book, a tome entitled *The Saga of Leuk-O*, worth

75gp. He earned 100gp, a 50gp ruby, and a greataxe that was sold for 10gp. Astras spent 20gp for lifestyle and other costs on the adventure. On the log sheet, the player would indicate in the Notes section a 32gp tithe (100gp+50gp+10gp * 20%) and in the "GP Spent" section a total of 52gp (20gp+32gp).

RPGA Membership

Living Greyhawk is a game created by the Role Playing Gamers Association (RPGA) Network, an organization devoted to promoting roleplaying. To play LG, you need to be an RPGA member. There are two main types of membership: Fellowship (which is free) and Guild (which costs \$30/year).

We encourage all people who play and continue to enjoy Living Greyhawk to become Guild members. Membership dues help pay the salaries of the people at RPGA HQ that keep this campaign going. Without a healthy paying membership, we may see fewer LG events or LG might go away altogether.

In addition to helping ensure the longevity of this game, Guild membership has other more direct benefits to you. Six times a year, you will receive a full-color magazine, the *Living Greyhawk Journal*. This publication contains invaluable information to LG players, and is also useful to anyone running a home campaign set in the World of Greyhawk. You also receive another magazine, *Polyhedron*, six issues per year. *Polyhedron* provides game tips, information, reviews, and news for all roleplaying games, not just LG.

In addition, for your PC to become part of a Living Greyhawk "meta-gaming activity," you must be a Guild member. Meta-game activities in the Pale include things like the Arcanist Guild for arcane spellcasters and the Church Militant. These activities provide PCs with benefits and responsibilities that add another dimension to living and adventuring within the Pale. For example, only Arcanist Guild members may create magic items.

There are other benefits to Guild membership. For more info, go to the RPGA Web site at:

<http://www.wizards.com/rpga/>

You can become a Guild member online at the RPGA Web site. Alternatively, send \$30 and your name, address, and phone to:

RPGA Network HQ
Guild Membership
P.O. Box 707
Renton, WA 98057-0707

Is \$30 too much? Here's an idea: Ask a family member or friend for a Guild membership as a birthday or holiday present!

Favors of Pholtus

Favors of Pholtus are influence points granted to PCs for services rendered to the church of Pholtus. These favors can be redeemed for in-scenario benefits, advancement through certain professions, and obtaining clerical spells from the church.

Obtaining Favors

Favors can be obtained by PCs within scenarios. Any scenario which includes some service to the church will usually contain the opportunity to earn one favor. However, scenarios which contain events extremely important to the church could yield more than one favor. Favors earned in this manner are specific to the character played and cannot be transferred to another character.

Using Favors

Favors will primarily be used for obtaining curative and divinatory spells from the church. In this pursuit, favors from any of the characters at the table may be used. Favors can be pooled together by the characters in order to obtain these services.

It is very important to note that the possession of favors does not **entitle** characters to church benefits. Rather, these favors **may** allow the character to obtain said benefits. The judge should always factor in the wisdom and intelligence of the priest when granting benefits. For example, a priest may not cast a curative spell upon a convicted murderer of a priest of the faith, regardless of how many favors he has accrued. However, a judge should not allow PCs to obtain benefits from the church for prices **less** than what is indicated, unless a scenario specifically indicates otherwise. Furthermore, the spells provided will usually be restricted to the curative and divinatory types. Following is a list of spells that will normally be granted:

# Favors	Spell Level	Available	Examples of Spells
1	1 st	any Pholtan priest	<i>bless, cure light wounds, detect evil, detect magic</i>
3	2 nd	town	<i>augury, remove disease, slow poison</i>
6	3 rd	town	<i>dispel magic</i> ¹ , <i>remove curse, speak with dead</i>
10	4 th	low dioces ²	<i>atonement, cure serious wounds, divination</i>
15	5 th	low dioces ²	<i>commune, cure critical wounds, raise dead</i>
21	6 th	arch dioces ³	<i>heal</i>
28	7 th	Wintershiven only ⁴	<i>resurrection</i>
36	8 th	Wintershiven only ⁴	<i>mass heal</i>
45	9 th	Wintershiven only ^{4,5}	<i>true resurrection</i>

¹ *Dispel magic* will only be cast if in the opinion of the priest it will result in a beneficial, desirable result.

² There is a 10% chance that a delay of 1d4 days will occur before the Bishop is available for spellcasting.

³ There is a 25% chance that a delay of 1d4 days will occur before the Archbishop is available for spellcasting.

⁴ There is a 50% chance that a delay of 1d6 days will occur before the Theocrat is available for spellcasting.

⁵ Currently, there is no priest in the church of high enough level to cast ninth level spells. This cost is included for reference only.

Note that in the above table, the number of favors required assumes that the spells will be cast by the minimum caster level necessary to cast the spell.

Buying Favors

Per the judge's discretion, favors may be purchased in order to obtain clerical spells. (The term "purchase" is used to describe the game mechanic. In the context of the game, PCs don't really "buy" favors; they make significant donations to the church.) These favors are purchased in blocks, and

only one block of favors may be used for any one granted service. A block of spells may be used in conjunction with normal favors.

For example, a party wishes to purchase a 3rd level spell. They may **not** purchase six individual favors priced at 50gp each. They **may** purchase any one block of favors and apply those favors towards obtaining the spell. So they may purchase a block of six favors for 500gp and use them all to purchase the spell. Alternately, they could purchase a block of three favors for 200gp and make up the difference with their own pooled favors.

# favors	Cost (gp)
1	10
3	60
6	150
10*	280
15*	450
21*	660
28*	910
36*	1,200
45*	1,530

* Note: This amount of favors may not be purchased by, nor for the benefit of, evil or chaotic characters.

Any unused purchased favors are lost at the conclusion of the scenario.

Lasting Favors

Sometimes, the favor of the church needs to be a little more long lasting. In these instances, lasting favors may be given out. Lasting favors will have charges, and one charge should be marked off the favor for every time it is used. No more than one charge can be used to pay for any given spell.

For example, if a PC has a lasting favor with six charges, and wishes to gain a dispel magic from the church, it will require an additional five favors (either normal or lasting) to gain this spell, since the PC cannot use more than one charge from his lasting favor towards this spell.

Metagame Issues

Favors and lasting favors are administered and produced exclusively by the Triad. Any convention or gameday coordinator should send \$2.00 and a request for favors to the Triad. This request should specify how many tables of each scenario are being run so that the Triad can determine how many favors to send. The \$2.00 is to help cover the expense of printing and mailing the favors. Any

favors not awarded at that convention or gameday should be destroyed by the coordinator.

Contributing to the Campaign

The Theocracy of the Pale is our region, to be developed and enjoyed by us. Playing is a lot of fun, but please consider giving back to the campaign so that your friends can continue to enjoy adventuring within the Pale.

The best way to do this is to volunteer to write a regional event. You get fame! You get fortune! (well, \$50) Consider the satisfaction of developing part of the World of Greyhawk. Think of the gratitude of your fellow players. Best of all, your example encourages other players to write modules for you to enjoy.

Never written a scenario before? Don't be intimidated. Any creative D&D player who can compose a coherent email message can write a scenario, if you put your mind to it. You can do it! Here's how you can get started:

1. Think of an idea. Keep thinking.
2. Get the RPGA Adventure Writing Guidelines, available from the RPGA Web site in the Downloads section at:

<http://www.wizards.com/rpga/downloads/writguid.zip>

Pay close attention to "Writing in the Living Greyhawk Campaign" and "Writing Good Scenarios." These are awesome documents!

3. Given what you've learned, think more about your idea.
4. Contact the Triad and outline your idea. Ask for suggestions and criticisms. Ask for plot hooks to add into your idea. Ask if you might be able to get a copy of one or two LG scenarios you've already played - reading the work of other authors is a great way to learn. Ask how to proceed.

To communicate with the Triad on scenario ideas, Brian Hancock is the first person to contact. He and the other Triad members can be reached via email:

Brian Hancock	brianh@mindsync.com
Catie Martolin	catie@brightarrow.reno.nv.us
Pete Willis	aslan@cruzio.com

5. Begin writing the event. Good luck!

Other Resources

To better develop your character, take a look at these resources:

- *Living Greyhawk Gazetteer*
This book contains a lot more detail on the Pale and the rest of Greyhawk. For \$20, it's a steal. Pick one up at your local game store!
- *Living Greyhawk Journal*
This bi-monthly, full-color magazine comes delivered to your door when you become an RPGA Guild member.
- Theocracy of the Pale mailing list
Go to the following URL to chat with your fellow players:

<http://groups.yahoo.com/group/TheocracyofthePale>

- Theocracy of the Pale Web site
Come here for background material about the Pale, special rule options for gaming within the Pale, and to see a list of upcoming opportunities to play Living Greyhawk in our area.

<http://theocracy.oerth.com/>