

PAL4-03I

Arcane Shadows

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Introductory Adventure

Version 1.1

by Donovan Hicks

With power comes responsibility: the responsibility to register yourself! In the Theocracy of the Pale, the Church of the One True Path keeps an unwavering eye on arcane spellcasters. But what happens when a foreign arcanist does not know the law? A Theocracy of the Pale Introductory Adventure for adventurers who feel strongly about whether arcanists in the Pale should be registered.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name

at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive simulates the fact that either the PC was not

challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round introductory adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

A young sorceress, Aliana, recently discovered her abilities and has journeyed to the city of Hawkburch from her small logging village near the northern edge of the Gamboge Forest just over the Nyrond border. She is a simple peasant woman and thus has little knowledge about the laws the Church enforces in the Theocracy. She is merely looking to make a few coins with her minor tricks.

On her way to Hawkburch, she unwittingly bought a faulty *dimension door* scroll for a few gold coins from a crooked merchant. The merchant had a wizard partner of minor talent make bogus scrolls for him that only appeared magical. Unbeknownst to the merchant, though, the scroll he sold Aliana has just enough true magic in it to actually cast a *dimension door* spell, although one which the caster has no control over. The caster will arrive at a random location; in this case, the random location will be the PCs' room at the nearby Inn of the Twilight Hearth.

To add to the web of trouble weaving about Aliana, some evil cultists want to kill her. When Aliana was wandering in the Gamboge Forest one day before her arcane powers manifested, she saw some Flan persons apparently hunting and gathering. She waved to them, but they ignored her completely. Little did she know this was a group of Ur-Flan devotees, on a mission for some dark purpose. Worried that Aliana may have seen something incriminating and could ruin their plans, the cultists have summoned a band of assassins to kill her.

Adventure Summary

This adventure starts with the PCs in the city of Hawkburch in the southwestern Theocracy of the

Pale. If the PCs do not have another reason for being here, they may have heard of the great market squares of Hawkburch and are hoping to pick up some decent adventuring equipment.

The city is crowded, as winter is coming on and many merchants are hoping to do a last bit of business before the roads leading deeper into the Theocracy become thick with snow. This has left rooms in the inns hard to come by, so the party has been forced to share a room at the Inn of the Twilight Hearth.

As the party members arrived the night before, some of them noticed a young Flan woman performing minor tricks on the street in front of the inn; this was Aliana.

The next morning as the PCs are all preparing to go their separate ways into the city, the City Watch arrives to check the young girl's arcane registration. Aliana is near the Inn of the Twilight Hearth and notices the watch heading her way. She's not sure whether they are coming to arrest her, but having no understanding of Pale law, doesn't want to find out. As they near her, she is pulling out the scroll of *dimension door*. The guards think she is pulling out her arcane registration papers and so make no rush to stop her until it is too late.

She intends to come out several blocks away in order to escape from the City Watch; instead, the *dimension door* carries her into the room of the PCs, embroiling them in Aliana's web of trouble. Aliana will be as scared of the PCs as they may be surprised by her. If they show her any kindness, she immediately begs them for their help. In any event, she is hysterical and the party may not understand what is going on at first. If the PCs are about to turn her in, then three other people jump into action to help Aliana escape, and the PCs may need to track her down on behalf of the city watch.

If they are helping Aliana, the party has to determine what to do with her. They might suggest various ways to help her, including the Coven of White Light, the Arcanist Guild, or other means to avoid time in a New Dawn Camp. If the party suggests the Coven, they have to figure out how to locate this secretive group. If the party suggests the Arcanist Guild, they have to find a way to get her to the local Guild House without being noticed by the guards.

Escaping from the inn without being noticed by the City Watch is a challenge. If the City Watch notices the PCs, they will be forced into a position of either having to surrender to the guards and

facing Pale justice with Aliana, or fighting their way out, which will be an improbable task.

If the party escapes the City Watch around the inn, they will have to proceed to wherever they think the girl will receive the most beneficial aid.

Along the way, the assassins (evil shadowy fey called shadar-kai) strike and the PCs have to protect Aliana. If Aliana escaped the PCs in the beginning, the PCs stumble upon the assassination attempt as it is happening.

After the assassination attempt, an agent of the Coven who wants to know what happened with the girl in the square contacts the PCs. The party is probably wary after the last encounter. If they can overcome their suspicion, they now have a lead to the Coven if they are searching for it, or at least a new option besides the Arcanist Guild.

Depending on the party's goal and success, the adventure may end with Aliana in a New Dawn Camp, free to go home, allied with the Coven or the Arcanist Guild, or even (in the worst case) dead. Similarly, the PCs might have to answer in court for any harm done on this eventful day.

Preparation for Play

All judges should read Player's Handout #1. Player's Handout #1 should be given to players at the beginning of the scenario before the introduction is being read to ensure they are aware of Pale law and the way its justice system works.

Judges running this scenario should read the Arcanist Guild and Coven of White Light meta-organization documents before play, specifically the background sections to become familiar with how both organizations operate. Briefly, the Arcanist Guild is a lawful group, sanctioned by the Church and loyal to the Pale; the Coven is an ancient and secret group of sorcerers and bards, working to improve the lot of all arcanists in the Pale.

You should have all players pre-roll a Spot and Listen check for their characters for use in Encounter Two. This will keep the players off their guard, since saying, "Roll a Spot check!" tends to make players wary.

Introduction

The evening air was chilly last night as you made your way to the Inn of the Twilight Hearth. You had heard this inn would still have a room or two left where you would be able to

spend the night. You might have had to stay outside last night otherwise. The snow you see out the window this morning probably makes you glad you found this room, even though you did have to share it with about ten other people.

You should let the players introduce their characters to each other and talk for a few minutes. There are seven other people in the room besides the PCs, as described in Encounter One. Three have PC classes—their names are Volstag, Turelo, and Ildriana—and four are generic commoners or experts.

The room is 30 ft. by 20 ft. (6x4 squares), with two columns in the middle, each 10 feet (2 squares) from the nearest wall. There is a door in one long wall, two windows in the opposite long wall (looking out toward the street), and a window in the short wall (looking out to the adjacent building).

Determine which of the PCs may have noticed Aliana on the street, either because of high Spot skills, being an arcane spellcaster themselves, or simply randomly.

You and your accidental roommates are talking as you get ready to leave the room and go your separate ways. One of your roommates is sharing a story about a young woman they saw performing minor magic-tricks across from the inn last night. She was a raven-haired lass with almond-shaped eyes of green, captivating in her way. She called forth swirling motes of red and gold while invisible bells jingled and copper coins danced on her hands. There may have been some real magic in these tricks, but only of the most basic sort. A few children paused briefly before their parents ushered them on down the street.

Encounter One: A Visitor Out of Thin Air

While the PCs are getting ready to embark for the day, down on the street Aliana, the young girl from the story about the night before, is once again performing her tricks on the street. The City Watch has been tipped off by a faithful Pholtan about the girl, and they are coming to check her registration papers, since they have not seen her before a couple of days ago.

Across the way from the Inn of the Twilight Hearth, the shadar-kai assassins hide, carefully observing the girl and hoping to kill her later today.

As the guards approach Aliana, she notices them and panics. She pulls out her scroll of *dimension door*. The guards assume the scroll to be registration, so they are not alarmed. They realize the truth as she begins to read it, but are too late to stop her from stepping through the magical portal. (She succeeded at her caster level check.)

Read or paraphrase the following:

Just as you and your roommates finish preparing to embark for the day, you hear a sudden commotion on the street outside. A man yells, "Halt in the name of Pholtus and the Theocrat!"

A young woman responds loudly, though unintelligibly, and immediately several people scream in panic.

If any of the PCs go to a window to see what is going on, they see several people moving quickly away from the square below while shouting. The words "demon" and "possessed of evil" can be heard with a Listen check (DC 10). Mixed among the people are four guards and their officer, spreading out in nearby alleyways, as if looking for someone.

Proceed with the following after describing the street scene, or immediately if no one looks out the window:

Shortly after the screams begin, a doorway shape, glowing faintly blue, appears in the middle of your room. From the strange doorway spills a raven-haired girl. The doorway flickers, audibly sputters, and fades away. The young woman stares at you and immediately her eyes dart toward the door, then to the windows. Her body tenses as she starts to move to the door.

The girl is Aliana. When setting up the room, Aliana should appear near the window in the short wall. A Suel man, Volstag, is between her and the window. To either side of Volstag and slightly in front of him are his travelling companions, Ildriana and Turelo. The common sleeping quarters are further occupied by four others who should be placed in varying locations among the two parties, but not blocking the window or Aliana from the NPC party.

If any PC challenges Aliana, she immediately falls to her knees and begins sobbing, succumbing to her fate. She can be calmed down with a successful Diplomacy check (DC 15). If the PCs approach her with kindness, she still collapses to the floor and begins sobbing, but she can be calmed with an easier Diplomacy check (DC 10), since she is not afraid.

Aliana does not want to be arrested by the City Watch and believes they are after her for begging or vagrancy. She has no idea they were coming to check her Arcane Registration Papers, nor does she even know about the Arcane Registration required by the Theocracy of the Pale.

If the PCs suggest she turn herself in without any other kind of help, she once again becomes despondent. She is resigned to her fate if the PCs are not willing to help her escape. Three of the others staying in the room with the party, however, do not want to turn her in; see the Troubleshooting section for more information.

If the PCs want to help Aliana, they can suggest a few different possibilities. She goes along with whatever option they believe best. The most obvious option is to take her to the local Arcanist Guild house here in Hawkburgh. She does not want to surrender to the guards, but if anyone explains to her how the Arcanist Guild might help her, she is willing to turn herself in to the guild. If PCs cannot think of ways in which the Arcanist Guild might intervene on her behalf, they may make a Knowledge (local – Nyron and Her Environs) check to know the following information. An Intelligence check works too, at the second DC listed:

- DC 5/DC 10: The Arcanist Guild is an organization that seeks to help promote arcane magic in the Theocracy of the Pale.
- DC 10/DC 15: The Arcanist Guild may be able to intercede with the City Watch to explain Aliana's ignorance of the law. They could reduce her punishment to a warning instead.
- DC 15/DC 20: The Arcanist Guild helps to regulate the registration of arcanists in cooperation with the Church of the One True Path, and could thus help Aliana the best.

Another option is to help Aliana make contact with the Coven of White Light. If PCs are not aware of the Coven of White Light, a Knowledge

(local – Nyronnd and Her Environs) check (DC 15) is required to even have heard of them. If PCs cannot think how the Coven of White Light may be able to help, the following options can be realized with a successful Knowledge (local – Nyronnd and Her Environs) check. Again, an Int check works, at the second DC listed:

- DC 10/DC 15: The Coven of White Light helps unregistered arcanists sneak out of the Theocracy of the Pale and thus avoid registration.
- DC 20/DC 30: The Coven of White Light is rumored to have a barrister who defends unregistered arcanists when they are arrested.

The final option would be for the PCs to attempt to help Aliana sneak out of the Theocracy of the Pale on their own. If the PCs suggest this, Aliana will require very little convincing. She is more than willing to let the PCs help her back to Nyronnd, so she can return to her village.

If PCs are willing to help Aliana escape the City Watch, they have to figure out how to sneak her out of the inn and past the guards. There are two windows leading out of the PCs' room (corner, third floor) as well as the door.

One window leads out to the main street below where the guards are already searching. The second window leads out over an alleyway. The door leads to the hallway where some guards can already be heard banging on doors and demanding entry. If PCs peek out the door, they do not see any guards, but they can hear the guards' voices from the level below.

The building on the other side of the alleyway is five feet from the inn and so could easily be crossed to using a rope or some other means.

The PCs may also disguise Aliana and try to walk right past the City Watch with her. The Spot check of the City Watch to see through the disguise is 13. They are considered to be taking 10 to find Aliana and have a +3 to Spot.

You should allow the PCs to be creative in trying to escape from the inn without confronting the City Watch. You should also make sure to emphasize that confronting the City Watch would quickly become futile, as any fight with them would surely bring reinforcements.

Aliana: Female human (Flan/Suel mix) Sor1; hp 5; see Appendix One, Encounter One.

- **Description:** Aliana is a young woman of mixed Flan/Suel blood. Her hair is raven-black, worn long and loose, and her almond eyes are emerald green. She wears a simple dress of green wool and a pair of worn boots. Aliana is around 5 feet tall, with a lithe build.
- **Motivation:** Aliana seeks to learn more about her new magical power and make a new life for herself. She had grown bored with her life as the daughter of a woodsman and travelled to the nearest city (Hawkburgh). She is naïve and knows very little about the laws outside of her home village in Nyronnd. She only wishes to avoid trouble with the City Watch now, but is unsure of how to do this. She is in a panic and will accept any help she can get.
- **Personality:** Aliana is a simple peasant girl from a logging village of approximately 25 people. Many of those people are her family, so she is quite unused to dealing with strangers. She has no true concept of what the Theocracy of the Pale is like. One of her cousins joined the Valorous League of Blindness (a Pholtan fundamentalist group) and spoke highly of the mighty Pale. Since the Pale buys much of northern Nyronnd's food, Aliana expected to find a land of prosperity and plenty. She has never heard the terms "Registered Arcanist" or "New Dawn Camp". She has never even met another sorcerer and does not know what a familiar is. She is distraught and has had a hard time just feeding herself since she came to the Theocracy.

City Watch Guards (5): hp 12 each; see Appendix One, Encounter One.

Tactics: The listed City Watch Guards are not meant to be combat adversaries for the PCs. Should the party engage the City Guards in combat, one immediately runs to get reinforcements. Reinforcements arrive two rounds after the combat begins. The intent is for the PCs to escape from the City Watch with Aliana, not fight them. The PCs gain experience either way, but the adventure is probably going to end for them if they fight the City Watch.

Troubleshooting: Should the PCs choose not to help Aliana or, even worse for Aliana, choose to call for the City Watch immediately, others in the

room will help her. If this is the case, you should proceed to "Fighting Your Roommates", below.

Development: If the PCs choose to help Aliana escape to the Arcanist Guild, proceed to Encounter Two once the PCs escape from the Inn.

If the PCs choose to help Aliana seek out the Coven of White Light, they probably want to Gather Information to find an agent of the Coven of White Light. You should allow them to do so and use the Judge's Aid to give them rumors about the Coven of White Light. Proceed to Encounter Two once they feel they have enough information to proceed.

Fighting Your Roommates

The party will arrive at this point if they have chosen not to help Aliana. Read or paraphrase the following:

Just as you've decided what to do with the young girl who mysteriously appeared in your room, it would seem others have different intentions.

The bearded Suel man—Volstag, he called himself—immediately grabs Aliana and leaps through the window with her.

Another of your roommates, a stout scholar with curly dark hair, begins speaking arcane syllables.

At the same time, a sober young Oeridian woman holds up her hands and says in her contralto voice, "Now wait a minute, friends; perhaps we should all think about what we're doing here."

Four other people in the room are scrambling to get away from the flurry of activity. They didn't count on sharing the room with a rowdy bunch of adventurers!

Creatures: (EL 5; adjusted to EL 3 for tactics)

Volstag: Male human (Suel) Bbn2; hp 21; see Appendix One, Encounter One.

Turelo: Male human Cjr2; hp 12; see Appendix One, Encounter One.

Ildriana: Female human (Oeridian) Clr2 – Boccob; hp 15; see Appendix One, Encounter One.

Tactics: Volstag and his comrades Ildriana (the Oeridian priestess) and Turelo (the wizard) are trying to save Aliana. Volstag uses his surprise round action to grab Aliana and leap through the window to the next building. He's incredibly strong and does not foresee a problem with this tactic. His first action is a surprise to everyone and his second is the surprise round where his two companions will act. Ildriana tries to stall the party by talking them down, while Turelo is casting *obscuring mist*. All of these actions take place in a surprise round, which the party gets no chance to react to, since none of them have thought about the possibility of other occupants in the room aiding Aliana.

The party may roll initiative for the round following this sequence of activity. On the first regular round, Aliana runs (as instructed by Volstag) along the roof across the way. At the end of the building, she leaps down into a hay-filled wagon and escapes into the crowd. Ildriana and Turelo then seek to escape themselves through the window or out the door of the room, whichever path seems most logical. They defend themselves as necessary, but they do not want to engage the party in a prolonged fight or hurt anyone, only to escape. The other four NPCs here just want to get out of everyone's way, but being caught inside the *obscuring mist* should add to the confusion.

Volstag wants only to cover Aliana's and his party's escape. He fights using non-lethal means only. He does not want to risk a death sentence even though he is willing to risk time in a New Dawn Camp to help this young woman.

Treasure: Upon their arrival the City Watch will confiscate all possible treasure from this encounter.

Development: If a prolonged fight breaks out in the room, the City Watch arrives at the end of the fifth full round. If any of the NPCs has been stopped from escaping, he/she will be arrested based on the PCs' testimony. If they have all escaped, the guard listens patiently to the party's side of the story until the sergeant arrives.

The sergeant asks the PCs to help apprehend the escaped arcanist (Aliana). He promises each a reward of 100 gp if they actually capture her and return her to the offices of the City Watch on the next street over.

If the party accepts this task, proceed to Encounter Two B. If the party refuses this task, the adventure is over for them; the City Watch thanks

them for the assistance they have rendered so far and bids them farewell.

Encounter Two: Shadows of Light

The party should be either proceeding toward the Arcanist Guild or looking for an agent of the Coven of White Light. The shadar-kai assassins who were watching the events of Encounter One noticed the party sneaking out with Aliana and have been trailing the party throughout the morning. If the party has been travelling along the rooftops of the city, the assassins are following from the ground. If the party does not say they are travelling on the rooftops, they are assumed to be using alleyways and other less travelled paths through the city and the assassins are following along on the rooftops. In this area, though, the roofs are too steep and rickety for the PCs or the shadar-kai to stand on, so everyone is back on the ground.

You have been sneaking through the city for the better part of the morning and are now passing along a shadowy side street to avoid a patrol of guards. The street is wider than a fugitive might like, but the crates and boxes at the back doors to some businesses line the street. These provide fine cover to keep the guards from seeing you.

Draw a map of a twenty-foot-wide street with various boxes and crates, as described above, and have the players place their PCs on the map. The shadar-kai start 30 feet down the street from the PC in front. They have been hiding behind the boxes and crates along the street. Roll Hide and Move Silently checks for them modified for distance as usual.

Heard: The PCs who succeeded at the Listen check called for in “Preparation for Play” hear the shadar-kai moving into position for shooting and get to act in the surprise round.

Spotted: If any of the PCs succeeded at the Spot check, read the following:

Just as your party is moving from one crate to the next, you notice three shadowy figures approaching.

These humanoids might be elves, but they are as tall as humans and are dressed entirely

in clothing of deep grey. Even their skin appears dusky.

Without a word, they aim shortbows at you.

The PCs who spotted the shadar-kai get to act in the surprise round.

Undetected: If none of the party succeeds at their Spot or Listen checks, the assassins gain surprise on the party. They shoot at Aliana with their shortbows. Read the following:

As you make your way along the street, arrows streak toward your party from the shadows!

When the PCs finally see the shadar-kai, describe them to the PCs using the text under “Spotted” above (second paragraph).

Creatures: (EL 4, adjusted to EL 3 for tactics)

Shadar-Kai (3): hp 10, 9, 8; see Appendix One, Encounter Two.

Tactics: The shadar-kai use their surprise attack to shoot at Aliana with their bows. If they see her drop from the arrows, they move in to verify her death. Their employers do not want any mistakes; their plans are too important. If Aliana does not drop from the bow shots, the shadar-kai move in to finish her off with their spiked chains.

The shadar-kai care little about the party and only seek to kill Aliana. This does not mean they will not fight the party, but they will try to maneuver closer to Aliana throughout the combat. They will not take attacks of opportunity from PCs, but will use flanking and other such tactics to accomplish their goal.

The shadar-kai will not surrender. They fight to the death.

Treasure:

Loot – 243 gp (20 per PC), Coin – 1350 gp (225 per PC), Magic – 1875 gp (3 +1 *gal-ralans*) (156 per PC).

Development: If the party captures any of the shadar-kai alive and tries to interrogate them, they have little to tell. They will say they have their reasons for their actions and those reasons are none of the party’s business. (Use the standard rules for Intimidate or Diplomacy; the shadar-kai are Hostile.) They do not know the identity of their employer and never dealt with him directly. They come from the Gamboge Forest. Their mission was to kill the girl.

The shadar-kai will attempt to escape from the party at every opportunity, even if it means possible death.

Proceed to Encounter Three.

Encounter Two B: Shadows of Light (Alternate)

This encounter occurs after the party has been sent out by the City Watch to look for Aliana. They have been following clues all day, which have finally led them to a side street with several crates stacked up along its length. Read or paraphrase the following:

You have been moving through the city throughout the day trying to locate Aliana. Your search has recently led you down a side street. The street is approximately twenty feet wide, but there are several crates and boxes at the back doors to many businesses lining the street. This makes it a perfect area for a fugitive to try and hide. As you look down the street you see a shadowy figure moving towards the opposite end of the street. As she turns towards you, you notice her face and recognize the woman from this morning in your room.

As you're watching her and considering what your options may be at this time, three more figures climb down from boxes between you and the girl. They have shortbows in hand and appear to be about to fire at the girl. These humanoids might be elves, but they are as tall as humans and are dressed entirely in clothing of deep grey. Even their skin appears dusky.

Draw a map of a twenty-foot-wide street with various boxes and crates, as described above, and have the players place their PCs on the map on one end of the street. Place another single figure, Aliana, on the opposite end of the street. The shadar-kai (the other three figures) are halfway between the party and Aliana.

The shadar-kai have been pursuing Aliana and just caught up to her in this street. They are already moving down to attack her when the party turns onto the street. They notice the party at the same time the party notices them. Two of them break off to stall the party while the third fires at Aliana. Aliana should be the only one surprised at this point; both the PCs and the shadar-kai are equally surprised by each other and so they react

normally. Have the PCs roll initiative at this point and proceed as per normal combat.

The shadar-kai shooting at Aliana concentrates on killing her, but always defends himself. The other two shadar-kai try to stall the party from stopping the assassination of Aliana. All three flee as soon as the one moving to Aliana has successfully slain and verified her death.

The statistics for the shadar-kai are the same as in Encounter Two, as is the treasure.

Development: If Aliana survives this encounter, the party may try to capture her; use the statistics for Aliana as presented in Encounter One. If Aliana is slain here, the adventure is finished, but the party can still turn Aliana's corpse over to the authorities and explain to them what happened. Proceed to Conclusion Seven.

If the party succeeds in capturing Aliana, they have to take her back to the City Watch offices. Proceed to Encounter Three B.

Aliana may also escape from the party again. If she does, proceed to Encounter Three C.

Encounter Three: Agent of White Light

The next encounter occurs either four blocks from the Guild House (if the party is headed there) or in the middle of the afternoon if the party is doing something else with Aliana.

You should refrain from influencing the party's attitude; let the encounter happen, as the party prefers.

It has been a couple of hours since your encounter with the strange elves. You have continued to make your way through the city, avoiding the City Watch as you go and have been lucky so far.

You've just arrived at the end of another side street, when someone turns onto the street you are about to exit.

This man, middle-aged and fair-haired, looks squarely at you as he rounds the corner. He raises his hands in your direction and says, "You don't want to go out that way.

"The City Watch has just passed and aren't completely gone yet...and you don't want to run into them, unless I miss my guess about why you are sneaking along side streets. Maybe you can tell me what happened earlier

this morning. I heard about it from some friends, but it seems rather bizarre to me in general."

This is Mezrin. He is a member of the Coven of White Light and has heard through some of his contacts a version of what happened earlier. He has been seeking the party most of the day and finally heard rumors of their location and caught up to them here. He wants to know what's really going on and wants to help, but tells the party who he is only after he feels he can trust them. Throughout this conversation, Mezrin uses Sense Motive to make sure the party is telling the truth.

The party is probably suspicious. Allow them to be skeptical of Mezrin's words, but make clear that he is not threatening them. If the PCs ask for Sense Motive checks, success indicates Mezrin is sincere in his curiosity. A very high Sense Motive check might make a PC believe Mezrin is not being completely truthful, but this is unlikely given Mezrin's high Bluff modifier.

The version of the story Mezrin heard is as follows: A young girl was practicing magic in the streets when the guards came walking towards her. She pulled out a scroll as they were approaching and had this look of fear on her face. She then read the scroll and stepped through a magical doorway to somewhere. The guards yelled for the girl to stop when they saw she was casting a spell, but it was too late. They searched nearby buildings with no luck and are now searching the entire city for her.

Mezrin just wants to know the truth. If the party or Aliana reveals she ran from the guards because she is unregistered as an arcanist, he asks her what they are trying to do about the situation. If the PCs say they are heading for the Arcanist Guild, he tells them they will probably be able to help the girl, but might not keep her out of a New Dawn Camp. If they say they are looking for another way to help her, he asks how they plan to do this.

Mezrin gives more information about the Arcanist Guild based on questions asked of him. He has lived in the Theocracy of the Pale most of his life and knows most of the information about the Arcanist Guild listed in the Arcanist Guild Meta-Organization document.

If the party mentions the Coven of White Light, he feigns ignorance and asks the PCs what that is. Mezrin pursues a line of questioning to find out how much the party knows about the Coven. If he's convinced they don't really know that much, he leaves off the questioning but finishes by asking

what they think the Coven can do for them. If the party says they hope the Coven will be able to help Aliana, he hints that he might know how to put them in contact with the Coven.

Mezrin never reveals himself as a member of the Coven but will offer to take Aliana to the house of a friend who can help her to make contact with the Coven. If the party and Aliana agree (Aliana will acquiesce to the party's wishes), Mezrin takes Aliana off their hands and helps her to sneak out of the Theocracy using the Coven's safehouses and allies.

If the party mentions the attack on them by the shadar-kai, he expresses concern but does not know anything about it. He has never seen shadar-kai himself.

Mezrin: Male human (Suel/Oeridian) Sor4; hp 21; see Appendix One, Encounter Three.

- **Appearance:** Mezrin is a man of mixed Suel/Oeridian bloodlines. He has clean flaxen-yellow hair and bright blue eyes. His olive skin shows his Oeridian heritage. He is an accomplished orator and has acted as a mediator for many minor arguments between the lower-born persons of Hawkburgh. Mezrin has an owl familiar, which is perched on the gutter of a nearby building while the PCs talk.
- **Motives:** Mezrin is a member of the Coven of White Light. He seeks to help all arcanists he meets, but like all members of the Coven, this is primarily directed at sorcerers and those of the blood of dragons. He truly wants to help Aliana if he can, but he does not know the whole story. He had planned on speaking to her today, but the Watch got to her first.
- **Personality:** Mezrin is a stern man. He was raised in the city of Rakervale and spent most of his life as a scribe's apprentice before his sorcerous abilities manifested. He enjoys helping other sorcerers (male or female) but is cautious about revealing exactly who he is. If the Church of the One True Path returned to its conservative roots, he fears it might attempt to crush his organization beneath its religious zeal.

Tactics: If the party is hostile toward Mezrin, he defends himself as necessary. Mezrin does not wish to fight with the party, but, as a

sorcerer of some power, is not afraid of them either. Mezrin never attacks to kill; he only seeks to escape by any means necessary. He may call for the City Watch if his life is in danger, using his owl familiar to get them if necessary. He is a lawfully registered arcanist and does not fear the City Watch.

Development: If the party does not get help from Mezrin and proceeds to take Aliana to the Arcanist Guild, proceed to Encounter 4A.

If the party does not get help from Mezrin and tries to sneak Aliana out of the city by themselves, proceed to Encounter 4B.

If the party gains aid from Mezrin, proceed to Conclusion One.

Encounter Three B: Agent of White Light (Alternate)

This encounter occurs after the party has captured Aliana while working for the City Watch. Read or paraphrase the following:

You are escorting your prisoner, Aliana, back to the offices of the City Watch when a figure steps out of a nearby alley and waves to you.

He calls out, "Please, might I speak to you for a moment?"

This is Mezrin. He is a member of the Coven of White Light and has heard through some of his contacts a version of what happened earlier. He has been seeking Aliana most of the day as well. He wants to know what's really going on and wants to help Aliana, but he also knows who the party is and what their role has been so far. Throughout this conversation, Mezrin uses Sense Motive to make sure the party is telling the truth.

The party is probably suspicious. Allow them to be skeptical of Mezrin's words, but make clear that he is not threatening them. If the PCs ask for Sense Motive checks, success indicates Mezrin is sincere in his curiosity. A very high Sense Motive check might make a PC believe Mezrin is not being completely truthful, but this is unlikely given Mezrin's high Bluff modifier.

The version of the story Mezrin heard is as follows: A young girl was practicing magic in the streets when the guards came walking towards her. She pulled out a scroll as they were approaching and had this look of fear on her face. She then read the scroll and stepped through a magical doorway to somewhere. The guards yelled

for the girl to stop when they saw she was casting a spell, but it was too late. The guards were notified of the girl's presence in an upper room of the Inn of the Twilight Hearth, but she escaped again. He understands the PCs were then employed to aid in hunting the girl down and capturing her.

Mezrin wants to help Aliana, but not at the cost of his own freedom. He mentions to the party that perhaps they could help the girl in some way, while still upholding Palish law. For example, they could take her to the Arcanist Guild instead of straight to the City Watch. He can give them any information about the Arcanist Guild they wish to know, based on the meta-org document for the Arcanist Guild.

Mezrin: Male human (Suel/Oeridian) Sor4; hp 21; see Appendix One, Encounter Three.

For further information on Mezrin, see his Appearance, Motives, and Personality under Encounter Three, above.

Development: If the party agrees to take Aliana to the Arcanist Guild, proceed to Encounter Four A.

If the party does not take Aliana to the Arcanist Guild, and delivers her to the watch, proceed to Conclusion Eight.

Encounter Three C: Enemies of the White Light

This encounter occurs if Aliana escaped from the party and the shadar-kai. Read or paraphrase the following:

The girl Aliana escaped from you again during the fight with the strange elves and you have had to waste another two hours looking for her.

You have finally got a lead that she may be in a nearby home and have come to investigate the home to see if the lead proves to be true. As you are nearing the house, the door opens and out steps a fair-haired man dressed warmly in drab clothing, with an owl perched on his shoulder. Right behind the man is the woman you have been looking for.

The man is Mezrin and he is a member of the Coven of White Light. He intercepted Aliana shortly after her escape from the shadar-kai. He is about to escort her to a safe house where she can stay

until the pursuit by the City Watch calms down. He brooks no interference from the party, now that his aid has been given to Aliana.

Creatures: (EL 4; adjusted to 3 for tactics)

Mezrin: Male human (Suel/Oeridian) Sor4; hp 21; see Appendix One, Encounter Three.

Tactics: Mezrin does not wish to engage the party in a prolonged fight. His goal is to help Aliana to get away and himself as well. He uses his spells and other abilities in order to affect this escape and at no time will he be fighting to kill the party. He thinks they do not understand the truth of the events of the day.

Development: Should the party defeat Mezrin and capture Aliana, proceed to Conclusion Eight.

If the party fails to defeat Mezrin and thus fails to capture Aliana, proceed to Conclusion Nine.

Encounter Four A: Arcanist Guild

If the party is helping Aliana to reach the Arcanist Guild, they reach an alleyway across the street from the Hawkburgh guild house shortly after the encounter with Mezrin.

You have been able to avoid the City Watch throughout the day and can finally see your objective. The Arcanist Guild's guild house stands across the street, less than one hundred yards from you. It stands out even among the buildings of this affluent district. Built of stone in a Nyronnese style, but with less ornamentation, the three-story guild house must be the work of master masons or even magic. But there is a problem.

A City Watch patrol has positioned itself less than a block past the front of the guild house, with a clear view all around it. It would be hard to get past them to the safety of the Arcanist Guild without being seen.

You should allow PCs to be creative in devising a way to successfully sneak Aliana into the guild house. To help, you may want to remind the party the City Watch does not know who the PCs are or even that they are involved.

Any reasonable plan should be allowed to succeed, except for attacking the guards outright. You should add suspense as necessary, but the real problem here is inside the guild house.

Once the party reaches the guild house, read the following:

You have finally made it to the door of the guild house. A young man—an apprentice, by the look of studious insomnia about him—opens the door and bids you welcome. He listens dazedly to your request to speak with someone of importance and eventually goes and fetches the house master. In a few minutes, a tall, heavyset Oeridian man of about fifty enters the room. He is dressed in a purple silk shirt and cotton trousers. He has a dagger strapped on his belt and a small pouch on the other side. He speaks with a strong voice.

“Mekros tells me you wished to speak to someone of importance. I am Faran, master of this guild house. What can I do for you?”

You should allow the party a chance to respond and tell their story. When they are finished, Faran responds based on his knowledge of the Theocracy of the Pale and her laws.

He will say something to this effect: “Well, a violation of the laws of the Theocracy requires some kind of penance be done by this young woman. Also, you misunderstand the purpose of the Arcanist Guild. It is not our place to question the laws of this land, but to help preserve the ability of arcanists to live peacefully here and be accepted by the Church of the One True Path as an asset to the Theocracy and not a threat. For this reason, I have no choice but to call the City Watch here to take Aliana into custody—and you, too, for assisting her in her escape.”

Faran listens to reason, of course, for he is not an unfair man. If the party wants to dissuade him from this path, they must make a Diplomacy check. Faran starts off Indifferent to the PCs. You should add situational modifiers as you see fit based on arguments given by the party, but no more than +2 for each argument. All PCs who speak may assist in the Diplomacy check. The results of the Diplomacy check are as follows:

DC 0 or less: What the PCs say makes Faran even angrier! The PCs and Aliana are under arrest, and Faran will argue for the harshest sentence allowed under the law.

DC 1: Faran is not swayed. He calls the City Watch to arrest Aliana and the PCs.

DC 10: Faran calls the City Watch to arrest Aliana but intercedes on the party's behalf. He explains how the party misunderstood the purpose of the Arcanist Guild.

DC 15: Faran calls the City Watch to arrest Aliana but intercedes on her and the party's behalf. He explains what happened and how the party misunderstood the purpose of the Arcanist Guild. Faran also explains to the City Watch how Aliana was ignorant of the laws of the Theocracy; he will accompany her and the guards to speak to the magistrate.

DC 20: Faran will take Aliana to the magistrate himself and the party may accompany him if they wish. He will explain the circumstances to the magistrate and ask for leniency. Faran will recommend Aliana be held only overnight in the local New Dawn Camp, to be taught the laws of the Theocracy of the Pale.

DC 25: Faran will go with Aliana to register as an arcanist in the Theocracy of the Pale. He will take responsibility for educating her on the laws of the Theocracy and allow her to avoid a New Dawn Camp stay by placing her under house arrest in the guild house for two weeks.

Mekros: Male human (Oeridian) Wiz1; AL LN.

Faran: Male human (Oeridian) Wiz10; AL LN(G).

- **Appearance:** Faran is a pureblooded Oeridian man, about fifty years old. His hair is chestnut brown (only barely greying) and his eyes are coal black. He is a big man, standing over six feet tall but not very athletic in build.
- **Motives:** Faran seeks to run the Arcanist Guild House here in Hawkburgh in an orderly manner. He is not in charge of anything in truth other than the maintenance of the guild house itself. He has no hidden motives, since the PCs or Aliana have come to him.
- **Personality:** Faran is a plain-spoken man, a devout Pholtan, and incredibly orderly. He believes arcane registration is a necessary law in the Theocracy. He has seen what the corruption of magic has done in other lands and does not want that to happen in his homeland. Still, Faran follows the spirit of the law rather than the letter of the law, so he can be convinced to help stray arcanists who have ran afoul of the law, as long as they answer to someone (such as the Arcanist Guild).

Development: Proceed to Conclusion Two, or Conclusion Four if the PCs are arrested.

Encounter Four B: The Last Hurdle

This encounter takes place if the party is trying to sneak Aliana out of the city themselves.

You have finally made it to the gates of the city. All you have to do is get through the heavily guarded gate with a fugitive from the law and this day will be over. The guards are obviously searching every wagon going out of the city, so you probably cannot sneak Aliana out that way. They are also forcing everyone wearing hooded cloaks to pull back their hoods and reveal their faces.

There are twenty guards at the gate and they are searching everyone and every cart/wagon going out of the city. All gates out of Hawkburgh are being guarded like this. The party may still attempt to get Aliana through the gate, but you should adjudicate the situation as necessary based on the party's plans. Failure here will result in the party being jailed in a New Dawn Camp for a week reviewing the laws of the Theocracy of the Pale. Aliana will be there with them, though, if it helps soothe their pride.

Make up a plausible map of the gates, so the players know what they are dealing with. If the guards discover the PCs, you should make sure to emphasize to the players how futile it would be to fight the City Watch at the gates of the city.

Creatures:

City Watch Guards (20 to start with): hp 12 each; see Appendix 1, Encounter One.

Tactics: The City Watch guards strike for non-lethal damage unless one of them is killed. If a guard is killed, the guards strike for lethal damage in order to better defend themselves, but they still try not to kill anyone.

Development: If the party succeeds in getting Aliana out of the city without being pursued by the City Watch, proceed to Conclusion Three.

If the guard captures the party without a fight, they are arrested for harboring a fugitive. Proceed to Conclusion Four.

If the party actually fights but does not kill any of the guards, they are arrested and charged with Deadly Assault. Proceed to Conclusion Five.

If the party engages in combat and kills one or more of the guards, any survivors are arrested and charged with Chaotic Murder. Hope that the

players weren't attached to these PCs. Proceed to Conclusion Six.

Conclusion

There are many ways for this scenario to end. The actions of the PCs in the encounters should have directed you to one of the conclusions described here. If a particular case is not covered, use these conclusions as guidelines for the unique case.

Conclusion One:

The party has succeeded in making contact with an agent of the Coven of White Light and they have secreted Aliana out of Hawkburgh and into Nyronnd.

You sit in the Inn of the Twilight Hearth sharing a meal with your new comrades. The food is good and thankfully the day has ended with none of you spending time in a New Dawn Camp. As you talk, a young boy approaches your table and sets a small wooden box down on the table. He says, "I was asked to bring this to you by a friend of my family," and shyly scurries off.

Inside the intricately carved box are a bag of coins, a note, and a few small silver brooches. The brooches, one for each of you, are carved in the shape of a stylized dragon's head.

Give the players Player Handout 2 for the contents of the note.

Conclusion Two:

The party has succeeded in helping Aliana to avoid the City Watch and make it to the Arcanist Guild.

You sit in the Inn of the Twilight Hearth sharing a meal with your new comrades. The food is good and thankfully the day has ended with none of you spending time in a New Dawn Camp. As you talk, the apprentice Mekros comes up to your table and sits down with you. He rubs his eyes and yawns, then says:

"Faran asked me to deliver this to you. He says you did well today even if you didn't understand the way things worked. He hopes this will help you move forward in your chosen paths."

Mekros sets a small bag on the table in front of you and you hear the jingle of coins inside.

Muttering about his abjuration lessons and powdered something-or-other, he gets up and leaves the inn.

Conclusion Three:

The party has succeeded in sneaking Aliana out of the City of Hawkburgh without incident with the City Watch.

You sit in the Inn of the Twilight Hearth sharing a meal with your new comrades. The food is good and thankfully the day has ended with none of you spending time in a New Dawn Camp. As you talk, you overhear a conversation nearby.

"Seems they caught that witch out near Pilgrim's Gate. They say she was trying to sneak back down to Nyronnd where she pro'ly came from. They took her to the magistrate and he tossed her in the camp to learn how wrong it is to consort with fiends and the like."

The atmosphere in the inn seems to close in on you. You go back to your meal, perhaps less jovial than before.

Conclusion Four:

The party has failed to help Aliana and has been arrested.

You stand in front of the magistrate. The girl, Aliana, has been found guilty of practicing the arcane arts without registering in the Theocracy of the Pale as an arcanist. She was sentenced to two weeks' penance in a New Dawn Camp.

The magistrate now reads your verdict and sentence.

"You have been found guilty of aiding a fugitive from the law. You are hereby sentenced to one week's penance in a New Dawn Camp."

You are escorted from the courtroom and transported to the nearest New Dawn Camp where you are taught the error of your actions.

The PCs must spend one additional TU for this sentence, but at no additional Lifestyle cost.

Conclusion Five:

The party has failed to help Aliana escape the city and in the process attacked the City Watch. They have been arrested along with Aliana.

You stand in front of the magistrate. The girl, Aliana, has been found guilty of practicing the arcane arts without registering in the Theocracy of the Pale as an arcanist. She was sentenced to two weeks' penance in a New Dawn Camp.

The magistrate now reads your verdict and sentence.

"You have been found guilty on both counts: aiding a fugitive from the law, as well as the more severe crime of Deadly Assault. You are hereby sentenced to three weeks penance in a New Dawn Camp. May Pholtus guide your benighted souls to clarity during that time."

You are escorted from the courtroom and transported to the nearest New Dawn Camp where you are taught the error of your actions.

The PCs must spend three additional TU for this sentence, but at no additional Lifestyle cost.

Conclusion Six:

The party has failed to help Aliana escape the city and in the process attacked the City Watch. During the fight with the City Watch, the party also killed one of the guards. They have been arrested along with Aliana.

You stand in front of the magistrate. The girl, Aliana, has been found guilty of practicing the arcane arts without registering in the Theocracy of the Pale as an arcanist. She was sentenced to two weeks penance in a New Dawn Camp.

The Magistrate now reads your verdict and sentence, with a stern gaze of deepest disapproval.

"You have been found guilty on both counts: aiding a fugitive from the law, as well as the heinous crime of Chaotic Murder. All of your property is hereby forfeited to the Church of the One True Path. You will be hanged tomorrow. Any family you have may collect your remains at the office of the magistrate two days hence, for burial in your respective towns."

You are escorted from the courtroom and back to your cell to await your fate.

All members of the party are put to death.

Conclusion Seven:

The party failed to capture Aliana, but recovered her corpse after the shadar-kai slew her.

You have returned to the offices of the City Watch. The only thing you have to present to them is the corpse of the young girl who mysteriously appeared in your room at the inn this morning.

The watch sergeant who recruited you to help him is glad to see you followed through on your task, but he is disappointed you failed to capture the girl alive. He takes down your statements about the battle with the assassins and files it away for the magistrate to look at later. He also calls for a priest, who will give a proper burial to the girl.

For your efforts this day, you are rewarded with some coin and the thanks of the Hawkburgh Watch.

Conclusion Eight:

The party has captured Aliana and turned her in to the City Watch, despite Mezrin's suggestion to take her to the Arcanist Guild.

With the girl, Aliana, in custody, you have arrived at the offices of the City Watch to turn her over to the authorities. The sergeant from this morning is not on duty, but another officer gladly takes the girl into custody.

You are asked to testify at the trial of the girl, which takes place a few days later. The defending barrister presents her case as one of ignorance, not malice. Some whispered rumors among the crowd say the barrister was hired by a secret society of arcanists. When all have finished speaking the magistrate retires to his chambers to pray for guidance from Pholtus in make his decision.

He returns after an hour to issue his decision. When the magistrate issues his decision, he speaks with authority, "Aliana, you have been found guilty of violating the Arcane Registration Act of the Theocracy of the Pale. Your only defense is ignorance. Pholtus tells us one must have knowledge

before he ventures forth and thus you have shown a lack of knowledge of the one true god of Oerth. Your barrister, Gelren, seems to think, it is a failure on our part for not having ensured this knowledge was available to you and has proven through the laws of Pholtus that we are indeed partially at fault. Thus, with the divine guidance of Pholtus and the power placed in me by the Theocrat in the name of Pholtus, I hereby sentence you to two days in a New Dawn Camp. During your stay in the New Dawn Camp you will be instructed in the laws of the Theocracy. Once you are released from the New Dawn Camp, you will report to the Temple of Strength to serve the will of Pholtus in cleaning his temple for two weeks, during which time you will learn the tenets of Pholtus. This is in lieu of the normal four week stay in a New Dawn Camp for your crimes. Thank Pholtus for blessing Gelren with such knowledge of Palish law as to gain you leniency.

"You are further ordered to lawfully register as an arcanist with the Church during your stay at the New Dawn Camp. This hearing is adjourned."

Outside the trial, you are greeted by the watch officer to whom you turned Aliana over, and he rewards you with the promised coin.

Shortly after, Aliana's barrister approaches you and introduces himself as Gelren from Wintershiven. He thanks you for saving Aliana from the strange assailants and hands each of you a fine black brooch. The brooch is in the shape of a stylized dragon's head and is crafted from enameled steel. With a nod and a bow, Gelren departs down the snowy street.

If Mezrin was captured as well, he receives a four-week sentence in a New Dawn Camp and is represented by the same barrister as Aliana.

Gelren: Male human (OeridianFlan mix) Exp13 (Barrister).

- **Description:** Gelren is a middle aged man with a touch of white just beginning to show in his brown hair. The stern gaze from his brown eyes warns most people not to trifle with him. When Gelren speaks in his bass tone, it is with the utmost articulation of his words so none may claim to have misunderstood him. When speaking in the offices of a magistrate, many of the common people find his

words confusing as he switches rapidly between quoting the laws of the Pale in their original Celestial or Oeridian forms and then to common for his actual arguments.

- **Motivation:** Gelren serves as the barrister for the Coven of White Light. He has been on retainer with the organization through a contact for almost ten years now. As the son of an Oeridian sorcerer and a Flan druid he has a sympathetic spot for any who are persecuted by the Pale for their abilities alone. Gelren has no magical talent of his own and so pursued a course of trying to understand the Pale's laws to protect his mother and father. He does not appreciate those who break the law purposefully but believes those ignorant of laws "unique to the Pale", like Arcane Registration, deserve a chance to prove they meant no intentional harm to the Pale. He often defends arcanists being prosecuted by the Theocracy for failure to register.
- **Personality:** Gelren is a very orderly man. He believes in the Theocracy and her laws for the most part but does not understand the need to prosecute those ignorant of the law to its fullest extent. He prefers to deal fairly with all he meets. He dislikes those who support the Arcane Registration Act of the Theocracy and will always defend those who are not evil against this law before the Theocracy's magistrates. He also believes in prosecuting those who break "criminal laws" with a vengeance, this persecution of "true criminals" is what has earned him the respect he has amongst the magistrates of the Theocracy.
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Conclusion Nine:

The party has engaged in a fight with Mezrin over Aliana and lost. Thus, they have failed to capture the girl for the City Watch.

You sit in the Inn of the Twilight Hearth considering the events of the past day. No one was able to locate the girl once you lost her in the fight against that fair-haired sorcerer. You are unsure of what to do at this point, you have failed to make any coin to pay for new equipment and you are not sure if today was not just a total waste of your time.

Maybe you should reconsider how you react to scared young women in the future, but only you can decide this.

As you sit there, a young boy approaches your table and sets down a small wooden box. He says, "An old lady asked me to bring this to you good sirs (and/or ladies). She says you deserved this for all your work today." The boy then turns and walks away.

Inside the box is a brooch, made of black-enameled steel and shaped like a dragon's head, for each PC. There is a small scribbled note inside the box as well. It says simply, "Wear them proudly."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Not being killed or arrested by the City Watch (this includes fighting the three NPCs to stop Aliana from escaping)

90 xp

Encounter Two

Defeating the shadar-kai

90 xp

Encounter Three

Talking peacefully with Mezrin

90 xp ¹

Securing Mezrin's aid to help Aliana escape from the Theocracy of the Pale

90 xp *

Encounter Three C

Defeating Mezrin and capturing Aliana for the City Watch

90 xp ¹

Encounter Four A

Securing the aid of the Arcanist Guild without Aliana going to a New Dawn Camp

90 xp *

Story Award

Helping Aliana to make contact with the Coven of White Light or to get to the Arcanist Guild. The party does not receive this XP if they turned Aliana over to the City Watch.

45 xp

Discretionary roleplaying award

45 xp

Total possible experience:

450 xp

* The PCs may get only one of these awards.

¹ The PCs may get only one of these awards.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters

must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two:

L: 20 gp; C: 225 gp; M: 156 gp

Conclusion One or Two: *

L: 0 gp; C: 50 gp; M: 0 gp

Conclusion Seven or Eight: *

L: 0 gp; C: 100 gp; M: 0 gp

Total Possible Treasure

L: 20 gp; C: 275 gp; M: 156 gp. Total 451 gp (cap 450 gp)

* The PCs may get only one of these awards.

Special

The party may receive only one of the two special items listed below. If they helped Aliana, they receive the Silver Brooch. If they did not help Aliana, they receive the black brooch.

Silver Brooch of the Coven: For your behavior toward the sorceress Aliana, you have received this silver brooch in the shape of a stylized dragon's head.

Black Brooch of the Coven: For your behavior toward the sorceress Aliana, you have received this black brooch in the shape of a stylized dragon's head.

Appendix One

Encounter One

Aliana: Female human (Flan/Suel) Sor1; CR 1; Medium humanoid (human); HD 1d4+1; hp 5; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +0/+0; Atk +0 melee (1d4, dagger) or +2 ranged (1d4, thrown dagger); Full Atk +0 melee (1d4, dagger) or +2 ranged (1d4, thrown dagger); SA spells; SQ —; AL N(G); SV Fort +1, Ref +2, Will +1; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 15.

Skills and Feats: Bluff +6, Concentration +5, Craft (furniture) +5, Listen +1, Spot +3; Alertness, Improved Initiative.

Languages: Common, Nyronese.

Sorcerer Spells Known (51 per day; base DC = 12 + spell level): 0—*dancing lights, ghost sound, mage hand, prestidigitation*.

Note: Although Aliana is a Sor1, she has not yet learned any first-level spells. She has only one cantrip left for the day when she first meets the party.

Possessions: Traveler's outfit, dagger, spell component pouch, 5 cp.

City Watch Guard: Male or female human Ftr1; CR 1, Medium humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk/Grp: +1/+3; Atk +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8/19-20, masterwork light crossbow); AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Craft (weaponmaking) +4, Handle Animal +3, Jump +4, Listen +3, Spot +3; Alertness, Cleave, Power Attack.

Possessions: Banded mail, heavy steel shield, masterwork longsword, light mace, dagger, masterwork light crossbow, 10 crossbow bolts, *potion of cure light wounds*.

Volstag: Male human (Suel) Bbn2; CR 2; Medium humanoid (human); HD 2d12+2, hp 21; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed

15; Base Atk/Grp +2/+7; Atk +7 melee (1d8+5/x3, masterwork warhammer) or +4 ranged (1d8/x3, longbow); Full Atk +7 melee (1d6+5/x3, masterwork warhammer) or +4 ranged (1d8/x3, longbow); SA rage 1/day; SQ fast movement, illiteracy, uncanny dodge; AL CN; SV Fort +4, Ref +2, Will -1; Str 20 (18), Dex 14, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +10 (+7 in armor), Intimidate +4, Jump +10 (+7 in armor), Ride +7, Swim +10 (+4 in armor); Dodge, Mobility.

Languages: Common.

Possessions: Masterwork breastplate, masterwork warhammer, longbow, 20 arrows, quiver, explorer's outfit, *gauntlets of ogre power*.

Description: Mostly Suel and hailing from the far north, the thickly-muscled Vorstag cuts an impressive figure, if a somewhat scary one in the civilized Pale. He is in his late twenties and wears his wavy reddish hair cropped short, but his long braided beard would be the envy of many a dwarf.

Turelo: Male human Cjr2; CR 2; Medium humanoid (human); HD 2d4+5; hp 12; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk/Grp +1/+1; Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d4/19-20, dagger); Full Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d4/19-20, dagger); SA spells; SQ Conjunction specialist (Abjuration and Necromancy opposed schools); AL CG; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Decipher Script +7, Knowledge (arcana) +7, Knowledge (the Planes) +7, Knowledge (local – Nyron and her environs) +4, Spellcraft +7 (+9 for Conj, +2 for Abj/Nec); Scribe Scroll (B), Spell Focus (Conjunction), Toughness.

Languages: Common, Draconic, Goblin.

Wizard Spells Prepared (5/4; base DC = 12 + spell level; ^C 13 + spell level for Conjunction): 0—*acid splash*^C (x2), *detect magic, flare, prestidigitation*; 1st—*grease*^C, *mage armor*^C, *obscuring mist*^C, *summon monster I*^C.

Possessions: Quarterstaff, 2 daggers, traveler's outfit, spellbook, spell component pouch, several fancy gold rings.

Description: With his curly dark hair and babyish features, Turelo may appear soft at first glance, but this stocky young scholar is quite resilient and quicker than he looks. He enjoys the easy comforts of Conjuraction magic, but his tastes are far richer than those of his two traveling companions.

Ildriana: Female human (Oeridian) Clr2 – Boccob; CR 2; Medium humanoid (human); HD 2d8+4; hp 15; Init +3; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk/Grp +1/+2; Atk +2 melee (1d6+1, masterwork quarterstaff) or +0 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +2 melee (1d6+1, masterwork quarterstaff) or +1 ranged (1d10/19-20, masterwork heavy crossbow); SA spells; SQ turn undead 4/day, spontaneously cast cure spells; AL N; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Bluff +6, Concentration +7, Spellcraft +5; Extra Turning, Improved Initiative.

Possessions: Half-plate, heavy steel shield, masterwork quarterstaff, heavy crossbow, 10 bolts, bolt case, cleric's outfit, wooden holy symbol (tucked away), spell component pouch.

Cleric Spells Prepared (4/3+1; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic*; 1st—*disguise self*, bless, cause fear, command*.

*Domain spell. *Domains:* Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills).

Description: Ildriana is a tall and sober-faced young Oeridian woman with straight brown hair and brown eyes. Her voice is about half an octave lower than you might expect. She resents not being smart enough to be a wizard, but serving the god of magic is replacement enough.

Encounter Two

Shadar-Kai: CR 1; Medium Fey; HD 3d6; hp varies; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk/Grp: +1/+1; Atk +4 melee (2d4, spiked chain) or +4 ranged (1d6/x3, shortbow); Full Atk +4 melee (2d4, spiked chain) or +4 ranged (1d6/x3, shortbow); Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain); SA sneak

attack +1d6; SQ hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Possessions: Studded leather, spiked chain, shortbow, 20 arrows, +1 *gal-ralan*, 450 gp in black opals.

See Appendix Two for more detail about the shadar-kai.

Encounter Three

Mezrin: Male human (Suel/Flan) Sor4; CR 4; Medium humanoid (human); HD 4d4+8; hp 21; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk/Grp: +2/+2; Atk +3 melee (1d6, masterwork sickle) or +5 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d6, masterwork sickle) or +5 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ owl familiar, empathic link, share spells; AL CG; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 17.

Skills and Feats: Bluff +7, Concentration +10 (+14 defensively), Knowledge (arcana) +5, Sense Motive +6, Spot +1 (+4 in shadowy lighting); Combat Casting, Improved Initiative, Skill Focus (Sense Motive).

Owl familiar (partial stats): This creature grants its master a +3 bonus on Spot checks in shadowy lighting. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. CR —; Tiny Magical Beast; HD 4; hp 10; Init +3; Spd 10 ft., fly 40 ft. (average); AC 19, touch 15, flat-footed 16; Base Atk/Grp +2/-9; Atk +7 melee (1d4-3, talons); Full Atk +7 melee (1d4-3, talons); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, low-light vision; AL CG; SV Fort +2, Ref +5, Will +6; Str 4, Dex 17, Con 10, Int 7, Wis 14, Cha 4. Listen +14, Move Silently +17, Spot +6 (+14 in areas of shadowy illumination).

Sorcerer Spells Known (6/7/4 per day; base DC = 13 + spell level): 0—*acid splash, detect poison, detect magic, disrupt undead, mending, prestidigitation*; 1st—*grease, mage armor, sleep*; 2nd—*summon monster II*.

Possessions: Masterwork sickle, masterwork light crossbow, 10 crossbow bolts, spell component pouch, *ring of protection +1*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of eagle's splendor*.

Any guards summoned at other times during the adventure will have the same stats as those in Encounter One.

Appendix Two: New Monster

The following is a transcribed copy of the Shadar-Kai entry from the *Fiend Folio*. It has had all 3.5 conversions from the 3.5 *Fiend Folio* update document by Wizards of the Coast applied to it. The sections entitled “Shadar-Kai Society”, “Shadar-Kai Items” (except for the sub-section on the Gal-Ralan), and “Shadar-Kai Characters” were not transcribed, as they are not necessary for this scenario.

Shadar-Kai

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

AC: 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Spiked chain +4 melee (2d4) or shortbow +4 ranged (1d6/x3)

Full Attack: Spiked chain +4 melee (2d4) or shortbow +4 ranged (1d6/x3)

Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain)

Special Attacks: Sneak attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9

Skills: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 for Track)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse

Climate/Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 *gal-ralan* plus standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

The shadar-kai, or shadow fey, are a race of bitter, determined folk whose souls are poisoned by shadow. Gray skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow.

The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to preserve the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would rule supreme. But the experiment went awry, and the shadar-kai were left bound to the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

Shadar-kai speak Common, Elven, and Sylvan.

Combat

Cursed and blessed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spellcasting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see Shadar-Kai Items, below).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Skills: *Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Shadar-Kai Items

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a *gal-ralan* (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a *gal-ralan*, she takes 1 point of Constitution damage that cannot be healed until after the *gal-ralan* is removed.

A *gal-ralan* provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 *gal-ralan* provides +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these effects, and so on.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the *gal-ralan*'s bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). *Weight:* --.

Judge's Aid – Coven of White Light Rumors

- There's an herbalist outside of town who is friendly with arcanists.
- Old Fenmarel in Thistledown can do magic and isn't as friendly to the Church as some.
- I heard there is a secret group of witches who fight with the Church and the Arcanist Guild. They say they're good people, but only to the Flan of whom they are all born.
- I can tell you where some witches met once, it was in a small grove of trees south of the City.
- I heard there used to be a group of witches who refused to register. They say they practice their magic late at night and are up to no good in the Theocracy.
- My mother told me an ancient family story about how when the Theocracy was still in its infancy, a group of witches waged war against each other here. The good witches won and the evil ones were imprisoned, but no one knows the truth.
- All I know is this group of herbalists showed up near the Gamboge when the Green first started threatening Nyronnd. One of them was robed, but I got a look at him and he had silver scales all over his body. They helped us set up defenses and a warning of what to do if the Green came for us.

Player Handout #1

Arcane Registration in the Theocracy of the Pale

As many should know, the Theocracy of the Pale is distrustful of arcanists. The belief is generally held by most Pholtans of the Theocracy that since arcane magic does not come from Pholtus it must come from some fiendish source. The Arcanist Guild has stemmed this belief to a degree by demonstrating to the Church the aid arcanists are capable of providing the Theocracy. The Church thus has adopted a stance as follows: Arcanists may not be evil by default, but since their magic still comes from an unknown source in many instances, they must be tracked in case the arcane power proves to come from some fiendish power. This registration will allow us to keep track of those who may become enemies of the Church of the One True Path and the Theocracy of the Pale.

This being the case, all arcanists are required to register with the Arcanist Guild, the law enforcement authorities of the Theocracy, or the Church of the One True Path before practicing their arcane arts inside the borders of the Theocracy. The three groups maintain their own logs to have arcanists print their names in before issuing them their registration documents (these are papers with the seal of the Church of the One True Path, the Arcanist Guild, or the Prelatal Army) from the registering office. Once a month, the books are compiled into a single log, which is kept in the local high temple of Pholtus for the village, town, or city.

All legal authorities of the Theocracy are authorized to verify an arcanist's registration at any time they choose to do so and often do when they see an arcanist practicing his art. Some higher level and more well known arcanists are not checked due to personal recognition by the authorities, but even these persons are subject to verification of registration if the authorities choose to do so.

Player Handout #2

This is the letter in the small box the party receives if they helped Aliana to make contact with the Coven of White Light.

My Friends,

You have done me a great service in helping me to make contact with my new benefactors. They have gotten me out of the Theocracy of the Pale and have taught me about the Pale's laws concerning sorceresses like me.

I have also made the acquaintance of another sorceress of some ability. She is teaching me more about my abilities and the heritage they say gives me my powers.

The most amazing thing is the dragon sorcerer I met. His father was actually a silver dragon! He says he searches the reaches of the Raker Mountains for a relative who has been missing for a couple years now. He also told me to be wary of evil dragons, as they are not always what they seem.

Remember those creepy elves who tried to kill me? They are called shadar-kai. They are apparently cursed due to some strange agreement they made with a dark power from the Plane of Shadow. My new friends say they have some ideas about who the shadar-kai were working for and why they were after me. And I thought the Gamboge Forest couldn't get any more dangerous!

My new friends have sent a silver brooch for each of you. They say you should wear them with pride, but discreetly. I have enclosed a small sum of gold for each of you, as well, to repay you for your kindness. It is actually a gift from my father and not me.

Thank you so much for your assistance again,

Your friend,

Aliana