

PAL3-02

The Inquisition

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An Iuzian spy has been discovered in Wintershiven and the Inquisition is on the way to interdict him. This could be a major political blow for the Progressive party. . . unless the PCs choose to intervene. But if they do, whose side will they be on? An adventure for APLs 2 through 8.

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 scoring 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.

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

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

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 DM) 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 DM 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 gray boxes. 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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 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.
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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING

GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Theocracy of the Pale. Characters native to 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.

Adventure Summary and Background

Many forces are arrayed against the Pale in its current state. Some of these forces dedicated to evil and chaos are well known and others are less well known.

Some move openly in large armies while others operate covertly, spying out the lands for their wicked masters. Against the first, the Prelatal Army stands as a solid bulwark; against the second, the Inquisition has tirelessly operated for hundreds of years. It is only called “The Inquisition” by residents, of course; its true name is the Heretical Investigation Unit of the Church Militant. In this text, it will be referred to by its colloquial name.

The Inquisition does not operate openly, but has *carte blanche* to take command of the Prelatal Army, the Pale Patrol, and even the Arcanist’s Guild and the Pale Intelligence Service in times of obvious emergency. The officers who serve in the Inquisition are zealous beyond what is required, usually, and take their authority a bit far. They also tend to bully others into complying on the threat of being investigated themselves. This is contrary to the will of Pholtus and the Theocrat, but most do not know exactly what the Inquisition does or how it operates.

Two days ago, an agent of the Church Militant was outside the walls of Wintershiven when the gates were closed. His rest was disturbed by the chirping of a small bird that stood stock still for hours, and didn’t move at his approach. Much to his surprise, when he investigated, he found a small strip of parchment bound to the bird’s leg. On the parchment, was a cryptic letter that was clearly addressed to a spy in the Prelate’s service.

The next day, the Templar informed his superiors of the letter and the Church Militant called in the Inquisition to root out the spy.

A few days later, word of this spy reached the Prelate. Realizing the huge potential for embarrassment if the Inquisition discovered a spy within her jurisdiction, Prelate Sarynn Reddick used intermediaries to contact some adventurers (the PCs) to deal with the spy discreetly before the Inquisition could expose him.

Making matters more complicated, the spy—initially chosen for his ability to blend in with Palish society without being tempted to random mayhem—has been attracted to the way of life he has seen in the Pale. During this time, his resolve has failed and he has decided to abandon his evil masters. That is why the Templar found the animal messenger at the drop off point: the spy has stopped sending reports or checking for orders. The spy has also found that the clerical powers granted by his infernal masters have failed him with his change of heart and is worried that, without his magic, he will be revealed as a spy.

The first thing that the PCs are likely to do is investigate the letter to the spy. Although the original was sent to the Inquisition, the Prelate managed to secure

a copy of the text. The text reveals that the agent has been in the employ of the Prelate for some time. Furthermore, the spy seems to have access to much of the Prelate’s correspondence. It will also indicate that the spy has stopped sending information.

The PCs have a day to interview and investigate the Prelate’s functionaries before the Inquisition’s agents arrive via *wind walk* spells. At this point, the Inquisition seals the city with the Prelate’s blessing.

At this point, the agent knows that his gig is up. His change of heart prompted him to leave the Prelate’s employ two days ago (explaining his absence as “sickness”) but when he had planned to leave Wintershiven, he recognized some assassins sent by his masters waiting outside the gates. After speaking to a former colleague and observing the Inquisition’s entrance he will realize what the PCs are up to and surrender himself to them in the hope that they will be more lenient than the Inquisition.

This is when the first group of assassins sent after the spy will strike. After the battle, the PCs may bring the spy to the Prelate. They will then be asked to spirit the spy out of the city to Ogburg where the Progressive party can discover what he knows of the spy network and catch them as a political move to make the Inquisition, and thus the Conservative party, look bad. The PCs will have to sneak past the guards of Wintershiven without killing any of them and escape the city. While on the road to Ogburg, they will encounter more assassins sent by the spy’s masters.

Alternately, PCs might decide to go to the Inquisition with the information and/or the spy. In this case, they will be deputized and informed that very powerful forces are attempting to kill the spy before he can spill the beans on them. The Inquisitors will leave as a diversion while the PCs sneak to Landrigard with the prisoner in tow. The PCs will leave town and encounter the group of assassins who were not fooled by the Inquisition’s ruse.

Should the PCs elect to aid the Prelate, the Progressive party will score a major political victory. Should the PCs aid the Inquisition instead, the Conservative party will score a major political victory. In this case, the PCs may have the opportunity to join the Inquisition—if they are Pholtans, the Church Inquisitor prestige class will become available to them.

Should the PCs be caught escaping from Wintershiven, the Prelate will protect them from the worst of the punishment they might receive (unless they killed some of the guards). In this event, the Progressive

party and Sarynn Reddick in particular will have sustained a major embarrassment.

This adventure takes place at about the same time as the events of PAL3-01 *In the Shadow of Death's Door*. The Theocrat, Ogon Tillit, is on his way to Rakervale when the spy is first discovered.

DM's note on locations:

The Pious Pilgrim and the Pious Pen Scriptorium are both located within the citadel. Characters will readily be able to find an inn within the citadel when the arrival of the Inquisition traps them inside.

Introduction

You are enjoying a fine meal in the Citadel Tavern just outside the Evengate in Wintershiven. The tavern is quite full this close to Market Day so you haven't exactly been able to choose your companions. As the well-to-do farmers and merchants crowded around the other tables, your table filled with an assortment of adventurers.

At this point, the players can introduce or describe their characters.

Since the tavern is so busy, it's not much of a surprise when a young man in white robes enters the tavern and cannot find an empty seat. He motions to the waiter and speaks with him in low tones. The waiter furtively glances in your direction.

A few minutes later, the waiter comes to your table. "Good men," he begins, "I've just been informed that your horses (or other animals that the PCs have) need help. It would be in your interest to go to the stables and make sure they're all right."

Should any PC protest that they don't have any animals, the waiter repeats, "It would be worth your while to go to the stables and check your animals." If none of the PCs have any animals (and you should know this in advance so you give the right hint), have the waiter tell them that someone has left a horse for (pick a random PC) and they should go look at it. That should be enough to get the PCs out to the stables.

Encounter One: The offer

In the stables, the characters encounter a young man in clean white robes with a curry comb brushing down the horses. "Close the door please," he requests. "I'm certain that the citizens of Wintershiven would

appreciate not having to hear the sounds of the stable." When the door is closed, he beckons you closer and speaks softly. "I have a proposal to make to some discreet troubleshooters. Do you know how to keep a secret?"

Assuming that all the PCs answer in the affirmative, he will continue:

"Well then, you would do well to keep this very secret indeed. You see, Wintershiven has a problem. More properly, Prelate Reddick has a problem. The night before last, a Templar of the Church Militant was spending the night in the nearby woods when his rest was disturbed by a small bird. It was no ordinary bird, for a message was attached to its leg. It read:

'The Old One grows impatient with your reticence, worm. Your report is two weeks overdue. Should you not turn up some useful information from the Prelate's correspondence by the end of this week ... Well, let's just say the early bird gets the worm.'

"I'm sure you understand the gravity of the situation. Being concerned for the people of Wintershiven, I think it would be best for all concerned if this were resolved without any involvement from the Inquisition. They can be so disruptive and unpleasant."

PCs will probably have a few questions by this point if they haven't interrupted already. The man does have a paper onto which he has copied the note to the spy (this is included as **Handout 1**).

Here are some answers to questions.

- *"What is the Inquisition?"*

The young man explains that the Inquisition is a branch of the Church Militant that roots out corruption in the Theocracy.

- *"What do you want us to do?"*

Clearly there is a spy working in the city, and interested parties would like the spy found as soon as possible, and turned over to the proper authorities, by whom I mean Prelate Reddick.

- *"What will you pay us?"*

The payment is 50 gp per APL. Half now, half when the spy is turned over.

- *"Who or where is this spy?"*

"I'm not certain who the spy is or where you'd find him—or her—but I heard that the Prelate has

decided to be generous to her staff tonight," he says as he lays the curry comb back in its place in the stables. "She's booked the Pious Pilgrim for a banquet this evening. If you want to talk to any of them, I'm sure they'll drink enough to be talkative."

- "Where do we report?"

"If you find anything out, I'll be taking care of the horses here for the next few days."

Searching for his identity:

- *Detect magic* (Spellcraft DC 16) spells reveal that weak illusion magic is in operation on his person. If questioned about it, the individual says, "My associates would rather my name, and theirs, stay out of this, as would I. I'm sure that you can appreciate the advantages of not knowing my exact identity as well." This is a pointed hint that the less they know, the less they can reveal to the Inquisition, but he won't come out and say that.
- A successful Spot check (DC 25) reveals a golden holy symbol of Pholtus shining through the illusion (light catches off it and reflects).
- As he is Lawful Neutral, he will radiate neither evil nor chaos.
- He is not trying to deceive the PCs, but he does keep his identity a secret. He is also keeping the identity of his "associates" a secret.
- *Detect thoughts* spells might help, but he is careful to keep names out of his thoughts.
- A Sense Motive (DC APL+8) will show him to be well intentioned. He wishes no harm to the PCs, and is doing what he believes to be right.

Super suspicious PCs may attempt to follow him when he leaves the stables. He will wait there for an hour and then make his way back to the Basilica. Give him a Spot (his Spot bonus is +5) check against the PC's Hide check (at a -2 penalty because he knows them and would recognize them immediately) to notice that he's being followed. If he notices a tail, he'll wander the area until the PCs get bored and leave. If he does not notice the tail, the PCs will be able to follow him to the Basilica. At the Basilica, the guards greet him and let him inside, and the PCs will be unable to follow him further. (A priest or paladin of Pholtus would be permitted inside but would not talk his way past the guards in time to see him disappear).

Encounter Two: The Prelate's Party

Approaching the Pious Pilgrim, it is clear that a raucous night is just beginning. Through the door you can see that the tables have been pushed together in the center of the inn and a large group of men and women in the robes of Pholtan scribes and clerks are clearly enjoying a delicious repast. Just out of your view, a group of musicians are performing some very fast-paced upbeat music. A pair of guards beside the door looks at you curiously.

The guards have been provided with the party's descriptions. If any PCs approach the door, the guards will look at them curiously for a while and then say, "Go on in." If the PC is particularly nondescript, the guards might look up the description in their notebooks before letting the PCs in. If the PCs watch the door for a while, they can see the guards turn away would-be revelers with the statement, "The Prelate has booked this Inn for a private party—why don't you try the Rayed Sun or the Evengate Tavern?" They can overhear one such exchange immediately after entering by making a Listen check (DC 10).

The PCs will have an opportunity to interact with the various clerks and scribes that serve the Prelate of Wintershiven. If the PCs are dressed as obvious adventurers, the bureaucrats will simply assume that they are adventurers who did the Prelate a favor at sometime (perhaps recovering the treasures of Tallavir Markum) and will not be suspicious of them. They may even ask what the favor was.

A selection of names and alignments for some of the Prelate's staff are provided below:

- Hildard LN Exp 7 (Chief scribe)
- Autild LN Clr 1/Exp 3 (scribe)
- Thatergis LG Exp 5 (clerk)
- Roulard N Exp 2 (apprentice scribe)
- Aldornild LN Exp 4 (clerk)
- Buliduin NG Exp 9 (Administrator of the Treasury)
- Orliric LG Exp 1 (apprentice clerk)
- Raneus LG Exp 3 (scribe)
- Artius LN Exp 4 (scribe)
- Lina LN Exp 5 (clerk)
- Suidis N Com 2/Exp2 (clerk)

- Baldis LE Com1/Exp 5 (clerk)
- Boratin N Exp 4 (scribe)
- Audondis N Exp 3 (clerk)

Through interviewing the staff, the party may be able to glean the following information. They have to direct their inquiries toward these topics; don't just give them information they are not really asking about. On the other hand, you can be pretty liberal in deciding whether their inquiry is close enough to get the information or not.

Gather Information or Diplomacy:

- **DC 10:** The Prelate organized this party at the last minute; the staff was only told that they had the their presence was required at the feast this evening. Not that they're complaining, mind you.
- **DC 10:** Everyone was supposed to be here. Even the apprentices were invited. The Prelate sure is generous—even if it's a bit unusual.
- **DC 15:** Gallanar Velpaision, a senior scribe, has been sick for the past three days so he never heard about the feast—I'm sure he'll be sorry when he hears what a good party the Prelate put on for us. I think he's the only person not here.
- **DC 15:** Baldis isn't very well liked—he's been making Orliric do a lot of his work so he can poke about the records. The other clerks don't think this is very fair but Orliric is his apprentice so they won't interfere unless Baldis gets really abusive.
- **DC 20:** Gallanar has a room below the Pious Pen Scriptorium. Boratin was thinking of taking some of the food over to him after the party. "Sick as he is, I'm sure he'd appreciate not having to cook himself."
- **DC 25:** Gallanar liked to look at some of the letters the other scribes drafted—he was really into proofreading everyone's work so that no erroneous messages went out.
- **DC 30:** Last night, a messenger from the Church Militant came to see the Prelate, who was quite disturbed by whatever he said. None of the people here know the details of that conversation.

Encounter Three: The Inquisition Arrives

The Inquisition, led by High Inquisitor Tarl the Incorruptible, arrives about 10:00 in the evening. Upon arrival, the Inquisitors immediately take command of the

Pale Patrol, Church Militant, and Prelatal Army contingents in the city. If PCs are observing the entrance to the citadel, they see the arrival. Otherwise, someone runs to the Pious Pilgrim and causes a commotion with the guards, and the PCs can find out from that person that Church Militant officers (not the resident ones) have entered the city, and that they are taking command.

PCs observing the entrance see the following. You may allow the PCs to interrupt the read-aloud text with their own actions.

Two heavily armored men with greatswords on their backs appear seemingly from the mist, and approach the guards to the citadel's entrance. They wear the insignia of the Church Militant, and an additional insignia that you have not seen before.

One of them addresses the guards. "I am Inquisitor Tegaud; in the name of High Inquisitor Tarl the Incorruptible I am assuming command of your forces here."

The guard replies, "With respect, you know that the Inquisition has no authority in Wintershaven unless it is granted by the Prelate."

The Inquisitor replies, "The High Inquisitor is speaking with Prelate Reddick at this moment to secure that authority. We have evidence that Old Wicked's spies have infiltrated the highest echelons of power in this city. If your delay allows him to escape, it might be thought that you were aiding and abetting this spy; you wouldn't want that, now would you Lieutenant?"

"No sir," the guard responds quickly. "What is your command?"

"Seal the gates of the city now. Nobody is to be permitted in or out of the city without first speaking to myself or one of the other Inquisitors in the Pilgrim's Chapel. Send word to the Commander of the garrison as well; I want the guard tripled and a contingent stationed outside near the exit from the sewers. Bring anyone you catch attempting to escape to the High Inquisitor or myself."

PCs observing the Basilica observe the following scene.

Three forms materialize from mist at the front gate of the Basilica. Two are armed in full plate armor with greatswords, while the third appears unarmed and unarmored. All of them wear the insignia of the Church Militant and an additional insignia that you have not seen before. The guards at the Basilica

quickly defer to them and escort them into the Basilica, barring the doors behind them.

About 15 minutes after these scenes take place, a company of the Prelatal Army marches past the Pious Pilgrim and toward the Dawn Gate. Those inside the Pious Pilgrim can hear their passing on a successful Listen check (DC 15), or see it by being outside at the time.

Encounter Four: The Safe House

The next step in the search for the spy is to investigate Gallanar's room below the Pious Pen. The PCs (and everyone else) can move around inside the citadel without being followed or molested by the officials or the Inquisition.

Arriving outside the Pious Pen, give PCs a Spot check (DC 15) to notice that the windows near the ground level are open to the frigid winter air. A successful Spot (DC 25) or Search (DC 5) allows PCs to notice that the latches have been broken. These windows belong to Gallanar's rooms.

Gallanar's room is accessible via a short flight of steps that descend from street level. PCs should also get a Spot check (DC 20) to notice that even though the door appears to be closed, it was forced open recently. The door is unlocked and swings open at first touch.

A cold blast of air blowing through the open window greets you as you look into the room. A number of loose papers blow against the wall in the draft. This room has clearly been ransacked. Every drawer seems to have been pulled from the cabinet and turned over on the ground. Clothes and blankets are scattered on the floor. Straw pokes through the mattress at the far side of the room, exposed by the slash of a large knife through the cloth.

Iuz's assassins, who are also pursuing Gallanar, beat the PCs to this location and destroyed the place in their search. PCs who take the time to search will find the following items:

- **Search DC 10:** Several of the papers blowing around the house seem to be drafts of official Prelatal correspondence—one is unfinished.
- **Search DC 15 and Spellcraft or Knowledge (arcane) DC 20:** A number of material components for spells seem to be scattered around the room.
- **Search DC 18:** A torn and mangled copy of the Pholtan Book of the Law is hidden in one of the drawers. Despite its current condition, stains near

the corners of the pages and some smudged notes in the margins reveal this to be a well-used tome.

- **Search DC 20:** There is a well-hidden compartment under the floor. Inside there is some very thin parchment, a pen, ink, some birdseed, and a small strip of paper with the phrase—"Next Message: St. Ceril's park on the Night of the New Moon." This compartment is trapped (see trap below).
- **Search DC 28:** The corner of the table bears chisel marks and indentations, as if some kind of object was destroyed here. A successful Knowledge (Religion) check DC 18 reveals outlines of the grinning skull symbol of Iuz.

Compartment Trap:

APL 2 (EL 2)

Poisoned Needle Trap: CR 2; mechanical, touch trigger; Atk +17 (1 plus poison, needle); poison (blue whinnis, Fort [DC 14] resists, 1 con/unconsciousness); Search (DC 22); Disable Device (DC 17).

APL 4 (EL 3)

Poisoned Blade Trap: CR 3; mechanical, touch trigger; Atk +15 (1d6+4/18-20 plus poison, scimitar); poison (blue whinnis, Fort [DC 14] resists, 1 con/unconsciousness); Search (DC 24); Disable Device (DC 22).

APL 6 (EL 4)

Poisoned Blade Trap: CR 5; mechanical, touch trigger; Atk +15 (1d6+10/18-20 x2 plus poison, scimitar); poison (blue whinnis, Fort [DC 14] resists, 1 con/unconsciousness); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 5)

Poisoned Blade Trap: CR 5; mechanical, touch trigger; Atk +20 (1d6+10/18-20 x2 plus poison, scimitar); poison (medium-size spider venom, Fort [DC 14] resists, 1d4 Str/1d4 Str); Search (DC 26); Disable Device (DC 26).

Encounter Five: A Dangerous Offer

As you emerge from Gallanar's room, a young boy in a clean tabard that marks him as a licensed torchbearer approaches you. "Good evening gentlemen (and ladies), I have a message for you." The young boy extends his other hand revealing a small scroll sealed with wax.

This is **Handout 2** and reads, *"It's clear that I will not be able to escape the net that has been cast for me. Be at*

the Waters of Belief at the 8th bell and I will explain everything."

The party will probably question the boy about who hired him but he really doesn't know much of anything. A man wearing a dark cloak gave him five coppers to deliver the message to the "group of people who're poking around the rooms under the Pious Pen." The boy didn't get a good look at the man. If asked why not, he says "Whenever the Prelates show up here, they're always politicking and scheming. I've learned it's best to stay out of it. As long as I get the money, my mother, brother and I can put food on the table and that's what matters to me—Pholtus can handle the politicking."

Encounter Six: Reporting In

The PCs may wish to report this to their mysterious employer. If they don't, skip this encounter.

On their way back to the Pious Pilgrim, they will see Tarl, two other Inquisitors and a dozen Templars of the Church Militant heading toward the Dawn Gate.

Opening the heavy stable doors, you see the tranquil lamp-lit interior. Several horses rest in their stalls while a donkey laps contentedly at the water in his trough. Your contact raises his hand in greeting and gestures for you to take a seat on a hay bale next to him. "It's been a busy night, hasn't it? How have you been keeping yourselves busy?"

If the PCs mention that they have found anything or mention the Inquisition's entrance into Wintershiven, the man will continue.

"I must say, my sources didn't anticipate the Inquisition acting so quickly upon this information. They appear to have sent a number of their best agents along with High Inquisitor Tarl the Incorruptible to find this agent. Very decisive of them. I'm told that Pholtus guided their bodies through the clouds to get here. They must hope to expand their influence by catching a spy where the Prelate has discouraged their activity. That would be a coup for them, don't you think? And embarrassing to the Prelate, I am sure."

If the PCs appear to agree that it would be a good thing if the Inquisition never found the spy, the contact will continue:

"I imagine the Inquisition hopes the spy knows of a few of his colleagues that the Inquisition missed in Landrigard or somewhere. So would some other people I know, come to think of it. Imagine the fireworks if Prelate Thace were able to point that the

"dreaded Inquisition" was ineffective even where it was supported the most strongly. There are those that think the Inquisition needs to go, you know. If they had some kind of lever ...

"It's a pity nobody can get this spy out of Wintershiven and down to Ogburg without the Inquisition finding out, isn't it? I hear that Church there can be quite generous to those who expose corruption without the need for the Inquisition's methods. Why, there's even a lieutenant at Ogburg's Wintershiven gate who's in charge of distributing the bandit bounties, or so I hear."

Translation: If the PCs can get the spy alive to Ogburg and turn him over to the lieutenant at the Wintershiven gate who distributes the bandit bounties, they will be rewarded.

The individual continues to speak vaguely, so that anyone overhearing could not report any specific charges to the Inquisition. But it is time for the PCs to move on; this individual cannot reveal anything more helpful at this time.

Encounter Seven: Assassination

As the only clue available is the requested meeting at the Waters of Belief, the next step is to meet the spy there.

Approaching the Waters of Belief, the PCs should make Spot checks (DC 25) to see a bum apparently sleeping off a hangover in an alley. This is Gallanar, and a successful Spot check against DC 33 reveals that the bum is in disguise.

The Waters of Belief, a park under the shadow of the city's wall, is an amazing sight to behold. The morning sun refracts off of frozen drops of water blown about by the wind creating a myriad of brilliant colors. This early in the morning, the park is almost empty and, as its wrought iron gate closes behind you there is nobody in the park except for you and a thin figure wrapped in a brown cloak sitting on a marble bench next to the fountains.

If the characters approach the figure on the bench, he gives them a note (**Handout 3**) that reads: "If you will stay your hand until my tale is complete, cast two coins into the water."

The man doesn't know anything about what is going on. He is simply a baker's apprentice who was trapped inside the citadel when the gates closed last night. A man approached him and offered him a gold piece to put on

his cloak and give this message to a group of people who would arrive at the 8th bell of the morning.

Should any PC cast two coins into the water, Gallanar, will quietly leave his position in the alley by the water barrel, circle around the street and approach the PC closest to the gate.

A middle-aged man approaches you wearing a long dirty white mantle. He enters the wrought iron archway of the Waters of Belief and beckons to you to approach him. He leaves both hands extended and visible. As you draw near he says, "I am Gallanar—I am the spy you seek. My service to the Old One has ended, however, and now his agents seek my life." He chuckles, slightly "And so does your Inquisition too, it appears. Don't worry; I will come peacefully. I cannot struggle against fate any longer."

At this point, the assassin attacks Gallanar with his short bow, scoring a critical hit and doing 23 points of damage. This drops Gallanar to –2 hit points. He is invisible and gets a surprise attack, so the PCs would not have spotted him.

The area of the park is surrounded by a short (6 ft. tall) stonewall in the shape of a circle. Every ten feet, there is a small alcove that contains a statue of a Pholtan saint. The gate, a 10-ft. wide ornate wrought iron affair, is set in the center of this wall. From the wall, there is a courtyard paved with sturdy flagstones that is 40 ft. in radius. In the center is a pool surrounded by marble benches that is 10 ft. in radius. Water flows into the pool from a smaller ring shaped pool in its center which is fed in turn from a smaller pool and so on. There is a 4-ft. drop from each pool to the next.

APL 2 (EL 4)

Salanas, human male Rog3/Rgr1 (see Appendix)

APL 4 (EL 6)

Salanas, human male Rog5/Bbn1 (see Appendix)

APL 6 (EL 8)

Salanas, human male Rog5/Bbn1/Ftr2 (see Appendix)

APL 8 (EL 10)

Salanas, human male Rog5/Bbn1/Ftr4 (see Appendix)

See notes about his preparation in the Appendix. In the first round after the shot, the assassin will drink a *potion of haste* if he has one.

In his possession the PCs will find a scroll detailing his orders to kill the spy Gallanar. The scroll tube itself is trapped, but the missive is not. The scroll reads, "Kill

Gallanar Velpaisson; he has forgotten where his loyalties should lie."

Scroll Tube Trap

Unless the individual opening the scroll case first recites, "All hail the ever-victorious Iuz" in Abbyssal, (this could be discovered through a *speak with dead* or *analyze dweomers* spell), the trap will be discharged.

This trap should be considered a combination of two permanent (until discharged) spells: one first level abjuration spell and the listed necromancy spell. The caster level of the trap is indicated in the trap's stats for the purpose of dispelling it.

APL 2 (EL 2)

Inflict Light Wounds Trap: CR 2; magical, touch trigger; automatic reset; Spell effect (*inflict light wounds*, 1st level cleric, Will save [DC 11] half damage, 1d8+1); Search (DC 26); Disable Device (DC 20).

APL 4 (EL 3)

Inflict Moderate Wounds Trap: CR 3; magical, touch trigger; automatic reset; Spell effect (*inflict moderate wounds*, 3rd level cleric, Will save [DC 13] half damage, 2d8+3); Search (DC 26); Disable Device (DC 20).

APL 6 (EL 4)

Inflict Serious Wounds Trap: CR 4; magical, touch trigger; automatic reset; Spell effect (*inflict serious wounds*, 5th level cleric, Will save [DC 14] half damage, 3d8+5); Search (DC 26); Disable Device (DC 20).

APL 8 (EL 5)

Inflict Critical Wounds Trap: CR 5; magical, touch trigger; automatic reset; Spell effect (*inflict critical wounds*, 7th level cleric, Will save [DC 16] half damage, 4d8+7); Search (DC 28); Disable Device (DC 20).

Encounter Eight: Truth or Dare

The PCs are now confronted with a choice. They can:

- Turn Gallanar in to the Inquisition (Encounter 8A)
- Take him to Ogburg and turn him over to the Progressives (Encounter 8B)
- Help him to escape both factions (use Encounter 8B for the escape part)

Encounter 8a: Truth

This encounter should be used if the PCs go to the Inquisition with Gallanar, or try to talk their way out of

the city rather than escape via one of the methods in Encounter 8B.

Should any PCs attack Tarl or the Inquisitors, the Prelatal Army unit stationed at the gate will come to their aid by the third round of combat (10 Ftr 2s' led by a Ftr 6). Consequences for assaulting the Inquisitors are more fully dealt with in Appendix 2 ("The Long Arm of the Law"). Stats for Inquisitors are not provided; they are all at least 9th level and will survive long enough for the Prelatal Army to aid them.

The pillared hall of the Pilgrim's Chapel by the Dawn Gate is lit by candles, and an unsupported quarterstaff glows silently as it rests upright in the middle of the floor. Stepping into the room, you can feel your thoughts being squeezed and molded into ordered forms, almost unpleasantly so. It's the same feeling you get when you enter a courtroom (and can be identified as a zone of truth by a DC 22 Spellcraft check). Two large men in full plate armor with greatswords at their back are questioning a small group of merchants who look intent on exiting the city. A third man dressed in a fashionable tunic and wearing the unusual insignia you have seen before, clearly the sign of the Inquisition, turns his steely gaze towards you. "Greetings adventurers, have you news of the spy or do you simply wish to leave our fair city?"

The *zone of truth* covers the whole room. The Will save to lie in the *zone of truth* is 22. Those who fail the save are aware of the zone and its effects.

The man is Tarl the Incorruptible. He currently has several persistent detection spells running (*detect magic*, *detect chaos*, *detect thoughts*), and is actively detecting evil. Depending upon the PCs' responses to the divinations and the results of the divinations, this encounter can turn out in different ways.

Tarl will look over the PCs before he asks any questions. Any character radiating chaos or evil will be singled out for additional questioning. Any character radiating magic abjuration magic will also be questioned (after the magic is dispelled). All PCs, whether or not they radiate illusion magic, will be subject to the Inquisitor's Pierce Illusions ability.

The touch will generally be in the form of a handshake as Tarl greets the adventurers individually. Tarl is quite good at noticing small details. If any characters have holy symbols other than Pholtus', give him a DC 20 Spot check to see them (assuming they're hidden). If he notices one, he will ask the character who is their patron deity—primarily to check if the *zone of truth* has been resisted. He knows that most people in

the Pale will say Pholtus to the Inquisition whether or not it's true so it's a fairly good way to check on the *zone of truth* without revealing that he's doing it. The questions that Tarl and the Inquisitors ask everybody as they leave the city are:

- "Are you now or have you ever been a participant in espionage or sabotage against the Pale?"
- "Do you know the identity or location of anyone who has been a participant in espionage or sabotage against the Pale who has been in Wintershiven within the last 30 days?"
- "What is your business in Wintershiven?"

During the questioning, Tarl will be reading the surface thoughts of the party (will save DC 20 to resist). Should Tarl fail to read a character's thoughts and suspect deception, he will use his *discern lies* spell—after all, a character who is strong enough to resist the *zone of truth* and his *detect thoughts* spell is the kind of character who might be able to fool him.

Should Tarl realize that the PCs are attempting to smuggle Gallanar out of the city, he will detain them and question them about why they did it.

If the answer is money, Tarl will arrest them and begin proceedings against them. This costs each PC 1 additional TU for the scenario before the Prelate of Wintershiven subtly intervenes to have the charges against them dismissed.

If the answer is loyalty to the ideals of the Progressive party, Tarl will sigh.

"It is sad to see a time when men will put the interests of party above the interests of their nation. You did the Pale a service by catching this spy, yet you would turn around and use him for your partisan struggle. That is sad, but in truth, may say as much about your employer as it does about you—yes I can guess who your employer is though I cannot prove it. It is sad that those who claim to uphold Law and Righteousness would turn away from both to further their own ends."

He thinks their employer is Sarynn Reddick. Even the PCs may not have guessed this.

If the PCs brought Gallanar with them, he is arrested and taken away at the end of the questioning. If they did not, then the PCs are held and questioned with divination magic until they reveal his location. He is then brought in. Tarl goes away to interview him, and returns shortly bearing several scrolls. The PCs will be detained while he is gone.

"In my interview with the prisoner, I detected a presence observing me. Though I dispelled it, I do not think that it will be safe for Gallanar to remain here. Since you acted before for the good of the Pale—however misguided your conception of that may be—I offer you the chance to offer your services in restitution for your crimes. I will arrange to divert divinations from Gallanar to myself while you escort him to Landrigard. Should you do this, all record of your crimes here will be erased."

If the PCs accept this offer, Tarl will use the scrolls to apply a *geas* to any chaotic party members to deliver Gallanar to Landrigard. For a group of all non-chaotic characters, he will only use *geas* on one party member, preferably a devoted follower of Pholtus.

Should the PCs volunteer to turn Gallanar over at the start, Tarl will be pleased.

"I am glad that you saw your duty so clearly—you uncovered this plotter quite efficiently. If the Pale had more who saw their duty so clearly perhaps my job here would be unnecessary. Tegaud, please get these fine adventurers some food and drink. I have some questions to ask this ... Gallanar." Tegaud, apparently one of the Inquisitors, shows you to a small bench and table outside the Pilgrim's chapel. A bottle of wine and some fruit sit on it almost like ornamentation.

After a seemingly long time, High Inquisitor Tarl emerges from the pilgrim's chapel. "Please, come inside. I have a favor to ask of you." As the last of you enters the chapel's candle-lit interior, Tarl closes the door. Gallanar stands in the center of the room, apparently unharmed. "It appears that Pholtus has been even more generous than we had thought. The spy you brought in has proved ... amenable to assisting us. He must be brought to Landrigard where we can best protect him from his former associates.

"All is not so simple, however," the Inquisitor continues. "I sensed a presence scrying upon us as I spoke to Gallanar and I suspect that my movements and the movements of my Inquisitors will be tracked from now on. Although I had meant to escort the prisoner to Landrigard myself, I now believe that this would not be the wisest decision. Instead, I will use magic to redirect any divinations targeted upon Gallanar to one of my Inquisitors and will proceed toward Hatherleigh as a diversion. As loyal citizens of the Pale, who knew the call of duty well enough to bring the prisoner to me, I would request that you escort him to Landrigard."

Should the PCs refuse the mission, Tarl will find volunteers from the ranks of the Prelatal Army or Church Militant. He will not see refusal as a sign of treason against the Pale. Should they ask about compensation, he will assure them that the Inquisition will compensate them for their troubles upon their arrival in Landrigard.

Should the PCs express concern that the Conservative party will attempt to turn Gallanar's capture into political event, Tarl will counter by observing that Gallanar's very existence in Wintershiven is evidence that the Inquisition is necessary. It is possible, however, for a Pholtan follower (or a member of the Prelatal Army) to convince Tarl to do what he can to minimize the partisan nature of any proceedings. The difficulty of this diplomacy check is DC 19.

A character with 5 or more ranks of Knowledge (religion) gains a +2 circumstance bonus to this attempt, as his knowledge of Pholtan doctrine enables him to demonstrate the evils of deception.

A character with a patron deity other than Pholtus suffers a –2 circumstance modifier to this roll.

A character wearing the holy symbol of St Cuthbert or any chaotic human god suffers an additional –4 circumstance penalty to this roll.

Encounter 8b: Dare

Should the PCs decide to smuggle Gallanar out of Wintershiven, they will have their work cut out for them. This is very difficult and gives the PCs the possibility to go in a number of different directions.

Gathering Information:

The PCs can use Gather Information skill or contacts in metaorgs to gather information about the expected opposition.

All PCs

- **Gather Information DC 10**—all of the gates except for the Dawn Gate have been closed. Two Inquisitors in the Pilgrim's Chapel question everyone who goes in or out of the Dawn Gate.

For members of the Church Militant or Prelatal Army

- **Gather Information DC 15**—the deployment of the watch along the wall and expected opposition.

For members of the Arcanist's Guild

- **Gather Information DC 15**—the Church Militant is warding the doors in the sewers with *alarm* spells.

Getting Help:

The PCs can seek aid in the form of someone who will help them bypass obstacles.

Prelatal Army or Church of the One True Path members can find a soldier or Templar who sympathizes with the Progressive Party enough to help.

- Gather Information DC 20 (Army) or DC 25 (Church of the One True Path)

To determine the type of help the person will provide:

- Diplomacy DC 20: guard will look the other way.
- Diplomacy DC 25: Guard will create a diversion—start a conversation with another guard and distract him, etc.
- Diplomacy DC 30: Guard will open a postern gate for the party or something similar.

Failure by 5 or more on any of these checks means that the questions were overheard by a Loyalist who will inform the Inquisition. This results in the PCs being arrested. Go to Encounter 8A in this case.

Another place characters might turn to for help is the Arcanist's Guild. Wizards or sorcerers of the Guild clearly have the capacity to teleport an entire group to a safe location outside of Wintershiven. Guild members may attempt a Gather Information check (DC 15) to find a wizard who is sympathetic enough to the Progressive cause to teleport the party outside of Wintershiven no questions asked. Failure by 5 or more indicates that a Conservative member of the guild has overheard what is going on and will turn the party in. The PCs are arrested before they can escape (unless they go immediately); go to Encounter 8A if they are arrested.

The guild member will not want to know the party's end destination or the identities of the persons he is transporting (in case he is questioned by the Inquisition). Any attempt to speak of the attempt openly will result in the Guild member's refusal to hear any more of the matter.

The Guild member will also be worried about reprisals from the Inquisition or others. The PCs can use a Favor of Pholtus (one for the group) to ensure his safety.

Getting Out:

If the PCs cannot secure help, they find that there are two ways to escape the city unaided. They can sneak through the sewers or climb over the wall.

Underground:

The city of Wintershiven does have a sewer system that collects the city's wastes. In normal times, smugglers and thieves sometimes use these sewers for evading the city's tight controls. At the moment, however, entrance to the sewers is watched and the exits from the sewer are warded with alarm spells.

The sewers present the following environmental effects:

- -4 to Move Silently checks due to the splashing of feet in the water.
- Balance checks DC 10 are required every round to move more than walking speed through the sewage.
- Scent is completely ineffective since the stench of the sewage masks more subtle scents.

In order to leave the city through the sewers the PCs will have to pass through an iron door that is warded by an *alarm* spell (audible alarm version, 8th level caster). It sounds if the door is opened. Small PCs could squeeze through the bars of the door with a DC 20 Escape Artist check. PCs weighing less than 250 lbs. could also swim under the bars through the very narrow opening, by taking off all their gear and making a Swim check DC 20.

Should the *alarm* be triggered, PCs should get a DC 10 Listen check to hear a group of 4 Wintershiven guards (use Wintershiven guards in Appendix 1) with active *darkvision* spells coming up the corridor towards them. Should the guards find the door closed and fail to find the intruders in three rounds, they will conclude that there is "nobody here." Hiding PCs may make a DC 15 Listen check to hear the guards speaking the password for the *alarm* spell ("Baslett for Theocrat") as they open the door to look behind it.

A squad of 4 Templars and 4 guards watch the 30-ft. wide exit archway that is the exit from the city's sewers. The bars are somewhat further apart here so as to allow a medium PC to squeeze through with a DC 20 Escape Artist check (DC 10 for Small characters). A gutsy PC could also swim through the stream of sewage (a good 8 feet deep at this point). No Swim check required, but it is very disgusting. It takes 2 rounds to get under the grate; for every round in the sewage here, PCs must make Fort saves (DC 12) to avoid catching Filth Fever (see the DMG page 75).

If the guards or Templars spot the PCs sneaking past, they will demand that they surrender, attacking to subdue unless the PCs are escaping (in which case, they'll attack for real damage and figure that a *cure minor wounds* spell will keep the PCs from dying as they await trial).

Over the Top:

PCs may also attempt to sneak over the city wall to escape with Gallanar.

No building built against the inside of the walls is permitted to be more than 20 feet tall at its tallest point, although buildings across the street from the wall often reach 40 feet and occasionally reach 50 or sixty feet. The street is 8 ft. wide, and buildings against the wall average 40 ft. wide, so the distance from a tall building to the wall is 50 ft. by the time you get to the top of the tall building.

The walls are 40 feet tall and ten feet wide at the top, covered by battlements and machicolations on the outside and a stone railing on the inside.

Both the outer battlements and the inner railing are topped with shards of sharp rock and broken glass shards in order to deter would-be climbers (1d3 damage/round to rope used to climb the wall). PCs reaching onto the top of the wall must make a Reflex save DC 14 to avoid being cut (1d3 damage and a -6 circumstance bonus to Climb checks for 1 day or until the damage is healed). Characters injured by the shards have a -2 circumstance penalty to Move Silently checks for 3 rounds after the injury.

Since the city is under high alert, there is a Wintershiven guard (see Appendix 1) stationed every sixty feet. Every second guard has a war dog with him to scent invisible creatures. Every 4th guard is a Templar, so the pattern is Guard-Guard (dog)-Guard-Templar (dog).

If the guards see PCs attempting to escape, they will call to the characters to stop and sound the alarm. Then they will attempt to subdue the PCs. The alarm will bring one more guard and dog every round until the PCs escape or are beaten into unconsciousness (or death).

Beyond the wall is a 100-ft. glaciis (open area with no cover) between the outside of the wall and the nearest building built against the edge of the city.

Once they make it through the glaciis, they can find cover and escape the city if they were not seen climbing over the wall. If they were seen, they have to run for it but can manage to escape eventually (though make them nervous).

Encounter Nine: Road to ...

Once out of the city, the PCs head to wherever they have chosen as their destination. This encounter occurs on all routes, for different reasons.

In the event that the PCs accepted Tarl's offer, they will hear about an infernal construct setting upon the Inquisitors and destroying two of them with rays from its eyes before it was dispatched. Gallanar's master, however, recognized Tarl's ruse when he attempted to check upon the creature's progress and summoned other creatures to deal with the PCs.

In the event that the PCs slipped out of Wintershiven with Gallanar, this encounter represents the first line of attack.

As you brave the cold and biting winds of the Pale's roads, you have little to mark the passing of time between Wintershiven and your destination. After the first dozen miles, even the snow-covered hamlets that dot the countryside all begin to look identical. When something out of the ordinary does appear, however, it is hardly a welcome sight. A strange creature hurtles toward you out of the setting sun, its four wings casting massive shadows across the snow shrouded landscape.

APL 2 (EL 4)

Advanced Juvenile Arrowhawk (see Appendix 1)

The arrowhawk dives at the party from out of the sun, which will result on a -4 circumstance penalty to all attack rolls against it during the first round of combat. The arrowhawk's orders instruct it to kill Gallanar first and then devour his body (thus preventing his resurrection or any communing with his corpse), destroying others who present an obstacle to the accomplishment of that goal.

APL 4 (EL 6)

Shattered Light, fallen Hound Archon Ftr2 (see Appendix 1)

APL 6 (EL 8)

Shattered Light, fallen Hound Archon Ftr3/Blk1 (see Appendix 1)

APL 8 (EL 10)

Shattered Light, fallen Hound Archon Ftr3/Blk3 (see Appendix 1)

Shattered Light *teleports* next to Gallanar and unloads an attack routine on him with his greatsword. His orders are to kill Gallanar destroy the body (which

requires that the PCs be unable to stop him from burning it, since Gallanar weighs more than 50 lbs.) If Shattered Light is losing badly, he will sever the head from Gallanar's corpse (if possible) and teleport away.

Once this combat is over, the PCs can proceed to their destination without further mishap.

from anyone. As Tarl's lecture on duty would remind him of his duty to prevent the capture of the spies from being manipulated for political gain, he will ensure that they are all tried secretly.

The End

Conclusion

Helping the Inquisition

A party that brings Gallanar to Landrigard will earn the Favor of Tarl. The officers of the Inquisition at Landrigard will happily take Gallanar into custody, where he will reveal all he knows about Iuz's operatives in the Pale. They will also generously compensate the PCs for the risks they took on behalf of the Pale (see Treasure Summary for exact amount). A couple of spies in Conservative controlled prelacies will quietly disappear in the middle of the night, never to be heard from again (captured, tried, executed all in secret). The Inquisition, however, will insist upon embarrassing public trials for the half dozen spies operating in Progressive controlled prelacies. This will be a major political embarrassment for the Progressive party.

Should the party convince Tarl to do what he can to minimize the partisan nature of the proceedings after Gallanar's capture, Tarl will ensure that all eight spies are secretly tried. This minimizes the political damage.

Helping the Progressives

A party that successfully evades the forces of the Inquisition and brings Gallanar to Ogburg will earn the favor entitled "Friends in High Places" and be compensated for their efforts (see Treasure Summary for exact amount). The Church Militant and local city watches will ensure that the half dozen spies in Progressive controlled prelacies are arrested for minor crimes and disappear silently into the system. The two spies in Conservative prelacies will be publicly arrested at noon and given public trials—much to the embarrassment of the Conservative Prelates. The demonstrated ineffectiveness of the Inquisition will be considered a major political victory for the Progressive party.

A party that attempted to smuggle Gallanar out of Wintershiven but was caught by Tarl will prove a major embarrassment to Prelate Sarynn Reddick and the Progressive party. If Tarl offered them the penance of bringing Gallanar to Landrigard, they get the reward of not going to a New Dawn Camp, but they get no favor

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then award the discretionary roleplaying award in the range allowed for the APL played. Different characters can receive different amounts of the discretionary roleplaying award. Award the total value (objectives plus story awards plus discretionary roleplaying award) to each character.

Encounter Four

Defeating the trap (EL 2/3/4/5)

APL 2: 60 XP	APL 6: 120 XP
APL 4: 90 XP	APL 8: 150 XP

Encounter Seven

Defeating the assassin (EL 4/6/8/10)

APL 2: 120 XP	APL 6: 240 XP
APL 4: 180 XP	APL 8: 300 XP

Defeating the trap (EL 2/3/4/5)

APL 2: 60 XP	APL 6: 120 XP
APL 4: 90 XP	APL 8: 150 XP

Encounter Eight

Leaving Wintershaven without being arrested (story award)

APL 2: 25 XP	APL 6: 45 XP
APL 4: 30 XP	APL 8: 75 XP

Encounter Nine

Defeating the Outsider (EL 4/6/8/10)

APL 2: 120 XP	APL 6: 240 XP
APL 4: 180 XP	APL 8: 300 XP

Conclusion

Gallanar delivered alive to Landrigard or Ogburg

APL 2: 40 XP	APL 6: 90 XP
APL 4: 75 XP	APL 8: 100 XP

Award half this amount if they bring a corpse that can be interrogated via *speak with dead* spells

Discretionary roleplaying award

Award for consistent character portrayal that enhances the fun of the game for everyone. You can award values within the range.

APL 2: 0-25 XP	APL 6: 0-45 XP
APL 4: 0-30 XP	APL 8: 0-50 XP

Maximum Possible Experience

Total ELs for this adventure:

APL 2: 12	APL 6: 24
APL 4: 18	APL 8: 30

Maximum Possible Experience Awards:

APL 2: 450 XP	APL 6: 900 XP
APL 4: 675 XP	APL 8: 1,125 XP

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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the Adventure Record.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price). Amounts are rounded to the nearest whole gold piece.

Encounter One

Initial Payment

APL 2: 50 gp; APL 6: 150 gp
APL 4: 100 gp; APL 8: 200 gp

Encounter Seven

Defeating Salanas the assassin:

APL 2: C—8 gp; L—71 gp; M—113 gp [2 *potions of cure light wounds*, +1 *chain shirt*]
APL 4: C—13 gp; L—71 gp; M—349 gp [arcane scroll of *shield*, arcane scroll of *alter self*, +1 *cloak of resistance*, +1 *chain shirt*, +1 *buckler shield*, 2 *potions of cure moderate wounds*]
APL 6: C—17 gp; L—44 gp; M—580 gp [+1 *mithral chain shirt*, +1 *rapier*, +1 *buckler shield*, arcane scroll of *shield*, *potion of cure serious wounds*, 2 *potions of cure moderate wounds*]
APL 8: C—67 gp; L—48 gp; M—942 gp [+1 *mithral chain shirt*, +1 *buckler shield*, *ring of protection* +1, *cloak of resistance* +1, +1 *rapier*, 19 +1 *arrows* (893), arcane scroll of *shield*, *potion of haste*, *potion of cure serious wounds*, *potion of cure moderate wounds*]

Encounter Nine

Defeating Shattered Light

APL 4: C—0 gp; L—29 gp; M—754 gp [*ring of protection* +2, *potion of haste*, *potion of bull's strength*]
APL 6: C—0 gp; L—0 gp; M—1,779 gp [*ring of protection* +2, +2 *greatsword*, +2 *chain shirt*, *wand of cure light wounds* (1st level caster, 50 charges)]
APL 8: C—0 gp; L—0 gp; M—2,167 gp [*ring of protection* +2, +2 *greatsword*, +2 *chain shirt*, *wand of cure moderate wounds* (3rd level caster, 50 charges), *potion of heroism*]

Conclusion

Brought Gallanar to Landrigard or Ogburg (this payment supercedes the remainder of what the PCs were promised by the individual in the stables):

APL 2: 150 gp; APL 6: 150 gp
APL 4: 150 gp; APL 8: 150 gp

Maximum Possible Treasure

The total wealth available is:

APL 2: 392 gp
APL 4: 1,466gp
APL 6: 2,720 gp
APL 8: 3,574 gp

The Theocrat takes any above the cap as a tithe or donation to the church, so the maximum gp that the PCs can come away from the scenario with is:

APL 2: 392 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1,250 gp

Special

Please put these two items on the Adventure Record, with the notice "Cross out the items this character does not acquire." Don't include the red text on the Adventure Record.

Favor of Tarl the Incorruptible: This PC has gained favor with High Inquisitor Tarl the Incorruptible. If the character is a follower of Pholtus and denies the Ebongleam heresy of the Bandit Kingdoms, the PC is invited to join the Inquisition. This enables the character to spend 4 Time Units in training and take levels in the Church Inquisitor Prestige Class (*Defenders of the Faith*). The PCs must meet all requirements for the prestige class (this favor do not fulfill any of the requirements; it just grants access to the class). Alternately, Tarl will testify to the character of any LG character bearing this favor in order to meet the prerequisites for the Sacred Exorcist prestige class. This testimony meets the “Special” requirement for the class.

Tarl also has many connections: Any PC with this favor may call upon his aid once and this will act as two favors of Pholtus when used. It must be used all at once, and this voids the favor. This use is only possible if the bearer has not used the favor to access either prestige class listed above.

This favor becomes void if the is revealed as a member of the Opposition meta-organization.

Friends in High Places: This PC has done a favor for some very influential members of the Church in Wintershiven. This favor can be used as two favors of Pholtus in Wintershiven only, and it must be used all at once. This favor is not useful outside Wintershiven.

Items Found

List the following in the “Items Found During the Adventure” section. Items that PCs always have access to have been left off the list.

APL 4:

- *ring of protection +2* (Any; 8,000 gp; DMG)
- *potion of haste* (Adventure; 750 gp; DMG)

APL 6:

- *potion of cure serious wounds* (Any; 750 gp; DMG)
- *ring of protection +2* (Any; 8,000 gp; DMG)
- *+2 greatsword* (Any; 8,350 gp; DMG)
- *+2 chain shirt* (Any; 4,250 gp; DMG)
- *wand of cure light wounds* (1st level caster) (Regional; 750 gp; DMG)

APL 8

- *potion of haste* (Adventure; 750 gp; DMG)
- *potion of cure serious wounds* (Any; 750 gp; DMG)
- *ring of protection +2* (Any; 8,000 gp; DMG)
- *+2 greatsword* (Any; 8,350 gp; DMG)
- *+2 chain shirt* (Any; 4,250 gp; DMG)
- *wand of cure moderate wounds* (3rd level caster) (Regional; 4,500 gp; DMG)

Appendix I: NPCs

The Assassin (Encounter Seven):

APL 2 (EL 4)

Silanas, human male Rog3/Rgr1: CR 4; Medium-sized Humanoid; HD 1d10+3d6+8, hp 26; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [+5 chain shirt, +4 Dex]; Atks +8 (1d8+3/19-20, longsword) and +7 melee (1d6+1/19-20, short sword), or +9 ranged (1d6+2/x3, short bow); SA Sneak Attack +2d6, Favored Enemy (humans) +1; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +7, Ref +8, Will +4; Str 16, Dex 19, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Bluff +7, Climb +8, Hide +12, Jump +8, Listen +9, Move Silently +12, Open Lock +12, Sense Motive +9, Spot +9, Tumble +12, Wilderness Lore +8; Ambidexterity (v), Quicker than the Eye*, Skill Focus (Bluff), Two Weapon Fighting (v), Track, Weapon Focus (longsword).

Equipment: Masterwork longsword, masterwork short sword, dagger, 2 *potions of cure light wounds*, +1 chain shirt, ~~arcane scroll of invisibility~~, ~~potion of heroism~~, mighty [+2] composite short bow, 20 arrows, 1 gem worth 50 gp.

The *potion of heroism* grants a +2 bonus to attacks, saves, and skill checks. These are included above. He begins the battle invisible (lasts 30 minutes).

APL 4:

Silanas, human male Rog5/Bbn1: CR 6; Medium-sized Humanoid; HD 1d12+5d6+12, hp 47; Init +6; Spd 40 ft.; AC 24 (touch 17, flat-footed 24) [+5 chain shirt, +2 shield, +7 Dex]; Atks +13 melee (1d6+1/18-20, rapier) or +12 ranged (1d6+1/x3, mighty composite short bow); SA Sneak Attack +3d6, Rage 1/day (+4 Str, +4 Con, -2 AC for 7 rounds); SQ Evasion, Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +12, Will +5; Str 13, Dex 24, Con 14, Int 12, Wis 13, Cha 9.

Skills and Feats: Bluff +7, Climb +7, Decipher Script +6, Gather Information +7, Hide +15, Jump +8, Listen +8, Move Silently +15, Search +3, Sense Motive +6, Spot +7, Tumble +15, Use Magic Device +7 (+9 for scrolls); Iron Will, Quicker than the Eye*, Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: Masterwork rapier, 2 arcane scrolls of *shield* (1 used), ~~arcane scroll of invisibility~~, arcane scroll

of *alter self*, +1 *cloak of resistance*, +1 chain shirt, +1 buckler shield, 2 *potions of cure moderate wounds*, ~~potion of cat's grace~~, masterwork mighty [+2] short bow, 20 arrows, 2 daggers, 4 gems worth 20 gp each.

The effects of the *potion of cat's grace* (+5 Dex) have been included in his stats. He begins the battle invisible (lasts 30 minutes) and with a *shield* spell in effect (lasts 1 minute); the *shield* spell effect is not added to his AC in the stats above.

APL 6:

Silanas, human male Rog5/Bbn1/Ftr2: CR 8; Medium-sized Humanoid; HD 1d12+2d10+5d6+16; hp 65; Init +6; Spd 40 ft.; AC 23 (touch 16, flat-footed 23) [+5 chain shirt, +2 buckler shield, +6 Dex]; Atks +14/+9 melee (1d6+5/18-20, rapier) or +14/+9 ranged (1d6+2/x3, mighty [+2] composite short bow); SA Sneak Attack +3d6, Rage 1/day (+4 Str, +4 Con, -2 AC for 7 rounds); SQ Evasion, Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +8, Ref +10, Will +6; Str 18, Dex 23, Con 14, Int 12, Wis 16, Cha 9.

Skills and Feats: Bluff +8, Climb +12, Decipher Script +6, Gather Information +7, Hide +14, Jump +11, Listen +10, Move Silently +14, Search +3, Sense Motive +8, Spot +10, Tumble +14, Use Magic Device +7 (+9 for scrolls); Combat Reflexes, Expert Tactician*, Iron Will, Quicker than the Eye*, Weapon Finesse (rapier), Weapon Focus (rapier).

Equipment: +1 mithral chain shirt, +1 rapier, +1 buckler shield, 2 arcane scrolls of *shield* (1 used), ~~arcane scroll of invisibility~~, *potion of haste*, ~~potion of cat's grace~~, ~~potion of bull's strength~~, *potion of cure serious wounds*, 2 *potions of cure moderate wounds*, mighty [+2] masterwork composite short bow, 20 masterwork arrows, 4 gems worth 25 gp each.

The effects of the *potion of cat's grace* (+4 Dex), *potion of bull's strength* (+4 Str), and *potion of wisdom* (+3 Wis) have been included in his stats. He begins the battle invisible (lasts 30 minutes). He begins the battle invisible (lasts 30 minutes) and with a *shield* spell in effect (lasts 1 minute); the *shield* spell effect is not added to his AC in the stats above.

APL 8:

Silanas, human male Bbn1/Rog5/Ftr4: CR 10; Medium-sized Humanoid; HD 1d12+4d10+5d6 +20; hp

77; Init +7; Spd 40 ft.; AC 25 (touch 18, flat-footed 25) [+5 chain shirt, +2 buckler shield, +7 Dex, +1 *ring of protection*]; Atks +19/+14 melee (1d6+6/15-20, rapier) or +19/+14 ranged (1d6+3/x3, mighty [+2] composite short bow); SA Sneak Attack +3d6, Rage 1/day (+4 Str, +4 Con, -2 AC for 7 rounds); SQ Evasion, Fast Movement, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +12, Ref +15, Will +10; Str 16, Dex 25, Con 14, Int 12, Wis 16, Cha 9.

Skills and Feats: Bluff +11, Climb +15, Decipher Script +8, Gather Information +9, Hide +18, Jump +12, Listen +12, Move Silently +18, Search +5, Sense Motive +10, Spot +12, Tumble +18, Use Magic Device +9 (+11 for scrolls); Combat Reflexes, Expert Tactician*, Improved Critical (rapier), Iron Will, Quicker than the Eye*, Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier).

Equipment: +1 mithral chain shirt, +1 buckler shield, *ring of protection* +1, *cloak of resistance* +1, +1 rapier, 2 arcane scrolls of *shield* (1 used), ~~*potion of invisibility*~~, 2 ~~*potions of haste*~~, ~~*potion of bull's strength*~~, ~~*potion of cat's grace*~~, ~~*potion of wisdom*~~, ~~*potion of heroism*~~, ~~*potion of fly*~~, *potion of cure serious wounds*, *potion of cure moderate wounds*, masterwork mighty [+2] composite short bow, 20 +1 arrows (940), disguise kit, 2 daggers, 4 gems worth 100 gp each.

The effects of the *potion of cat's grace* (+5 Dex), *potion of bull's strength* (+3 Str), and *potion of wisdom* (+4 Wis) have been included in his stats. He begins the battle invisible (lasts 30 minutes), flying (lasts 45 minutes), and with a *shield* spell in effect (lasts 1 minute); the *shield* spell effect is not added to his AC in the stats above. The *potion of heroism* grants a +2 bonus to attacks, saves, and skill checks. These are included above.

The Evil Outsider (Encounter Nine):

APL 2 (EL 4)

Advanced Juvenile Arrowhawk: CR 4; Small Outsider (Air); HD 5d8+5; hp 27; Init +5; Spd Fly 60 (perfect); AC 20 (touch 16, flat-footed 14) [+1 size, +5 Dex, +4 natural]; Atks +11 ranged (2d6, electricity ray) or +11 melee (1d6+1, bite); SA Electric Ray; SQ Immunities, Resistances, Darkvision 60 ft.; AL N; SV Fort +5, Ref +9, Will +5; Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13.

Skills and Feats: Intuit Direction +4, Listen +9, Search +9, Sense Motive +9, Spot +9, Wilderness Lore +4; Weapon Finesse (Bite).

SQ: *Immunities*—Arrowhawks are immune to acid, electricity, and poison. *Resistances*—arrowhawks have fire and cold resistance 20.

APL 4 (EL 6)

Shattered Light, (fallen) Hound Archon Ftr2: CR 6; Medium-sized Outsider (Evil, Lawful); HD 6d8+2d10+8; hp 46; Init +4; Spd 40 ft. or 60 ft.; AC 21 (touch 12, flat-footed 21) [+9 natural, +2 *ring of protection*]; Atks +11 melee (1d8+3, bite) and +6/+6 melee (1d4+1, 2 slams), or +12/+7 melee (2d6+4/19-20, greatsword) and +6 melee (1d8+3, bite); SA Spell-like Abilities; SQ Damage Reduction 10/+1, SR 16, Aura of Menace, Magic Circle Against Good, Teleport, Tongues, Immune to electricity and petrification, +4 bonus to saves vs. poison, Scent, Alternate Form, Darkvision 60 ft.; AL LE; SV Fort +8, Ref +5, Will +6; Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +9, Hide +8*, Jump +10, Listen +8, Move Silently +7, Sense Motive +8, Spot +7, Wilderness Lore +1*; Improved Initiative, Cleave, Power Attack, Track.

SA: *Spell-like abilities* (Sp)—at will *aid*, *continual flame*, *detect good*, *message*. Cast as by a 6th level sorcerer.

SQ: *Aura of Menace*—Will save DC 16 or suffer –2 penalty to attacks, AC, and saves for 1 day; affects all hostiles within 20 ft. of the archon. *Magic circle against good*—always in effect, as spell cast by 8th level sorcerer. *Teleport without error*—at will, self plus 50 lbs. *Tongues*—always active. *Alternate Form*—Can assume any canine form (except lycanthrope) at will as standard action (as *polymorph self* spell, but only canines). Gains a +4 bonus to Hide and Wilderness Lore in canine form, and faster of two listed speeds.

Equipment: *ring of protection* +2, *potion of haste*, *potion of bull's strength*, masterwork greatsword

APL 6 (EL 8)

Shattered Light, (fallen) Hound Archon Ftr3/Blk1: CR 8; Medium-sized Outsider (Evil, Lawful); HD 6d8+4d10+10; hp 59; Init +4; Spd 40 ft. or 60 ft.; AC 27 (touch 12, flat-footed 27) [+6 chain shirt, +9 natural, +2 *ring of protection*]; Atks +15 melee (1d8+5, bite) and +10/+10 melee (1d4+2, 2 slams), or +17/+12 melee (2d6+9/19-20, greatsword) and +10 melee (1d8+2, bite); SA Spell-like Abilities, Blackguard Spells, Smite Good 1/day, Sneak Attack +1d6; SQ Damage Reduction 10/+1, SR 16, Aura of Menace, Magic Circle Against Good, Teleport, Tongues, Immune to electricity and petrification, +4 bonus to saves vs. poison, Scent, Alternate Form, Darkvision 60 ft., Detect Good, Lay on Hands; AL LE; SV Fort +11, Ref +6, Will +7; Str 20, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +8, Hide +8*, Intimidate +2, Jump +10, Listen +8, Move Silently +8, Sense Motive +8, Spot +7, Knowledge (Religion) +2; Wilderness Lore +1*; Improved Initiative, Cleave, Power Attack, Sunder, Track.

Blackguard Spells (cast 1 per day, base DC 11 + spell level) 1st level—*doom*.

SA: *Spell-like abilities* (Sp)—at will *aid*, *continual flame*, *detect good*, *message*. Cast as by a 6th level sorcerer. *Smite Good* (Su)—Make melee attack with +1 bonus and do +1 damage.

SQ: *Aura of Menace*—Will save DC 16 or suffer –2 penalty to attacks, AC, and saves for 1 day; affects all hostiles within 20 ft. of the archon. *Magic circle against good*—always in effect, as spell cast by 10th level sorcerer. *Teleport without error*—at will, self plus 50 lbs. *Tongues*—always active. *Alternate Form*—Can assume any canine form (except lycanthrope) at will as standard action (as *polymorph self* spell, but only canines). Gains a +4 bonus to Hide and Wilderness Lore in canine form, and faster of two listed speeds. *Detect Good* (Sp)—at will he can *detect good* as the spell. *Lay on Hands* (Sp)—Can cure himself of 1 hit point per day.

**Shattered Light's celestial HD count as "levels" of paladin for determining "fallen paladin" Blackguard abilities.

Equipment: *ring of protection* +2, +2 *greatsword*, +2 *chain shirt*, *wand of cure light wounds* (1st level caster, 50 charges), ~~*potion of bull's strength*~~

The effect of his *potion of bull's strength* (+4 Str) has been included in his stats.

APL 8 (EL 10)

Shattered Light, (fallen) Hound Archon Ftr3/Blk3:
CR 10; Medium-sized Outsider (Evil, Lawful); HD 6d8+6d10+24; hp 84; Init +4; Spd 40 ft. or 60 ft.; AC 27 (touch 12, flat-footed 27) [+6 chain shirt, +9 natural, +2 *ring of protection*]; Atks +17 melee (1d8+5, bite) and +12/+12 melee (1d4+2, 2 slams), or +19/+14/+9 melee (2d6+9/19-20, greatsword) and +12 melee (1d8+2, bite); SA Spell-like Abilities, Blackguard Spells, Smite Good 2/day, Sneak Attack +1d6, Command Undead as 1st level cleric, Aura of Despair; SQ Damage Reduction 10/+1, SR 16, Aura of Menace, Magic Circle Against Good, Teleport, Tongues, Immune to electricity and petrification, +4 bonus to saves vs. poison, Scent, Alternate Form, Darkvision 60 ft., Detect Good, Lay on Hands, Dark Blessing (add Cha mod to saves); AL LE; SV Fort +15, Ref +8, Will +9; Str 20, Dex 10, Con 14, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +8, Hide +8*, Intimidate +2, Jump +12, Listen +8, Move Silently +8, Sense Motive +6, Spot +7, Knowledge(Religion) +2, Wilderness Lore +1*; Improved Initiative, Cleave, Power Attack, Sunder, Track.

Blackguard Spells (cast 2 per day, base DC 11 + spell level) 1st level—*doom, inflict light wounds*.

SA: *Spell-like abilities* (Sp)—at will *aid, continual flame, detect good, message*. Cast as by a 6th level sorcerer. *Smite Good* (Su)—Make melee attack with +1 bonus and do +3 damage. *Aura of Despair* (Su)—Enemies within 10 ft. suffer –2 morale penalty on all saves.

SQ: *Aura of Menace*—Will save DC 16 or suffer –2 penalty to attacks, AC, and saves for 1 day; affects all hostiles within 20 ft. of the archon. *Magic circle against good*—always in effect, as spell cast by 10th level sorcerer. *Teleport without error*—at will, self plus 50 lbs. *Tongues*—always active. *Alternate Form*—Can assume any canine form (except lycanthrope) at will as standard action (as *polymorph self* spell, but only canines). Gains a +4 bonus to Hide and Wilderness Lore in canine form, and faster of two listed speeds. *Detect Good* (Sp)—at will he can *detect good* as the spell. *Lay on Hands* (Sp)—Can cure himself of 3 hit points per day.

**Shattered Light's celestial HD count as "levels" of paladin for determining "fallen paladin" Blackguard abilities.

Equipment: *ring of protection* +2, +2 greatsword, +2 chain shirt, wand of cure moderate wounds (3rd level caster, 50 charges), ~~*potion of bull's strength, potion of haste*~~, *potion of heroism*

He starts the battle hasted. The effect of his *potion of bull's strength* (+4 Str) has been included in his stats.

Guards (Encounter Eight AND OTHER PLACES AS NEEDED):

Templar, half-elf male Rgr1/Clr3 of Pholtus: CR 4; Medium-sized Humanoid; HD 1d10+3d8+4; hp 26; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+4 chain shirt, +2 large shield, +1 Dex]; Atks +7 melee (1d8+2/x3, warhammer) or +4 ranged (1d8+1/x3 longbow); SA Turn Undead, Favored Enemy (trolls); SQ Domain Powers, Low-light Vision; AL LN or LG; SV Fort +6, Ref +2, Will +5; Str 14, Dex 12, Con 13, Int 10, Wis 14, Cha 11

Skills and Feats: Diplomacy +5, Gather Information +2, Intimidate +2, Knowledge (religion) +1, Listen +6, Spot +6, Wilderness Lore +6; Alertness, Weapon Focus (warhammer).

Spells Prepared (4/3+1/2+1, base DC 12 + spell level): 0 level—*detect magic, guidance, light* x2; 1st level—*bless, command, comprehend languages, protection from chaos**; 2nd level—*bull's strength, calm emotions**, *hold person*.

*Domain Spell. *Domains:* Law [All Lawful spells are cast at +1 caster level], Sun [Greater Turning 1/day]

Equipment: Masterwork warhammer, mighty [+1] composite longbow, 20 arrows, chain shirt, spiked large wooden shield, divine scroll of *invisibility purge* (8th caster level).

Wintershiven Guard, human War2: CR 1; Medium-size Humanoid; HD 2d8+2; hp 11; Init +1; Spd 20 ft; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 scale mail]; Atks +4 melee (1d8+1/19-20 longsword), or +3 melee (1d6+1 subdual, sap), or +3 ranged (1d8/19-20, light crossbow); AL LN or LG; SV Fort +4, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 13, Cha 11.

Skills and Feats: Climb +2, Handle Animal +5, Listen +4, Spot +4; Alertness, Weapon Focus (longsword).

Equipment: Scale mail, longsword, sap, dagger, light crossbow, bullseye lantern, 20 bolts, 2 pints of oil, 2 nets, manacles with average lock, 2 tubes of glowpowder.

Wardog (riding dog): hp 13, see *Monster Manual*.

These dogs have scent and are trained to bark and point to any invisible intruders that may sneak over the wall. They are also trained to attack (subdual or regular damage) and trip intruders in the same manner as a wolf.

The Spy:

Gallanar Velpaison, human male Rog3/Clr3 of Iuz: CR 6; Medium-sized Humanoid; HD 3d6+3d8; hp 21; Init +1; Spd 30 ft; AC 12 (touch 11, flatfooted 12) [+1 padded armor, +1 Dex]; Atks +5 melee (1d4/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +5, Will +6; Str 11, Dex 13, Con 10, Int 15, Wis 14, Cha 15.

Skills and Feats: Bluff +13, Diplomacy +11, Disguise +11, Forgery +8, Hide +10, Listen +10, Move Silently +7, Open Locks +7, Profession (Scribe) +6, Search +8, Sense Motive +8, Spellcraft +3, Spot +4, Use Magic Device +10; Alertness, Skill Focus (Bluff), Skill Focus (Use Magic Device), Skill Focus (Disguise).

Equipment: Padded armor, scholar's robe, masterwork dagger, spell component pouch, 3 *potions of invisibility*, *potion of cure serious wounds*, 3 *potions of hiding*, 2 *potions of sneaking*, 2 arcane scrolls of *Nystul's undetectable aura*, divine scroll of *undetectable alignment*, disguise kit, masterwork thieves' tools.

Spells Prepared: None—Gallanar is currently out of favor with the Old One, having abandoned his worship and changed his alignment to neutral from chaotic neutral. Former Domains: Chaos, Trickery.

The Inquisition's Leader

High Inquisitor Tarl the Incorruptible, human male
Clr5/Church Inquisitor 7: CR 12; HD 12d8+24; hp 87; Init +0; Spd 20 ft; AC 20 (touch 11, flat-footed 20) [+9 full plate, +1 *ring of protection*]; Atks +11/+6 melee [1d8+3, heavy mace]; SA Turn Undead as 5th level cleric; SQ Domain Powers, Detect Evil at will, Immune to Charms (spells and effects), Pierce Illusion, Immune to Compulsions (spells and effects), Force Shapechange; AL LG; SV Fort +13, Ref +5, Will +17; Str 13, Dex 10, Con 15, Int 14, Wis 22, Cha 13.

Skills and Feats: Diplomacy +10, Gather Information +8, Intimidate +8, Knowledge (Arcana) +10, Knowledge (Religion) +8, Knowledge (Pale Law) +10, Scry +6, Search +9, Sense Motive +11, Spellcraft +10, Spot +9 (+13 vs. disguises); Extend Spell, Greater Spell Focus (Enchantment), Persistent Spell*, Spell Focus (Divination), Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/3+1, base DC 16+spell level; Divination DC 18 + spell level, Enchantment ** DC 20 + spell level): *o-detect magic*, *detect poison* x3, *guidance*, *light*, 1st—*command*** x2, *comprehend languages*, *detect chaos*, *detect secret doors**, *detect undead*, *protection from evil*, *protection from chaos*, 2nd—*animal messenger*, *detect thoughts**, *eagle's splendor*, *hold person*, *speak with animals*, *zone of truth*** x2; 3rd—*clairaudience/clairvoyance**, *dispel magic* x2, *invisibility purge*, *locate object*, *speak with dead*, 4th—*air walk*, *dimensional anchor*, *divination**, *discern lies*, ~~persistent detect magic~~, 5th—*break enchantment*, ~~persistent detect chaos~~, *righteous might*, *true seeing**, 6th—*banishment*, ~~persistent detect thoughts~~*, *wind walk*.

*Domain Spell. *Domains:* Inquisition [+4 to dispel checks], Knowledge [All Knowledge skills are class skills, all divination spells are +1 caster level], Sun [Greater Turning 1/day].

SQ: *Pierce Illusion* (Su)—Church inquisitors can penetrate illusions and disguises at will by touching the target of the effect. The inquisitor then makes a caster level check as if casting *dispel magic* against the illusion effect (d20+16). If he succeeds at this check, the illusion is immediately dispelled. *Force Shapechange*—At will, a church inquisitor can force a creature into its natural form by making a successful melee touch attack and a caster level check (d20+16) against the creature. This ability undoes the effect of *alter self*, *polymorph self*, *shapechange*, and alternate form abilities whether exceptional, spell-like, or supernatural in nature. The

affected creature cannot change its shape again for 1d6 rounds.

Equipment: +1 glamered full plate armor, cloak of resistance +2, +2 heavy mace, *periapt of wisdom* +4, *eyes of the eagle*, *ring of protection* +1.

Appendix II: Rules Not Found in Core Books

Expert Tactician [General] (*Song and Silence*)

Prerequisite: Dex 13+, base attack bonus +2, Combat Reflexes

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Greater Spell Focus [General] (*Tome and Blood*)

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to a new school of magic.

Persistent Spell [metamagic]: (*Tome and Blood*)

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal or a fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat nor can spells whose effect is discharged. You need not concentrate on spells such as detect magic and detect thoughts to be aware of the mere presence or absence of the thing detected, but you must concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

Quicker than the Eye [General]: (*Song and Silence*)

Prerequisite: Dexterity 19+

Benefit: While under direct observation, you can make a Bluff check as a move equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

Shield Expert [General]: (*Sword and Fist*)

Prerequisite: Base attack bonus +3, shield proficiency.

Benefit: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round. Normally, using a shield as a weapon prevents you from gaining its AC bonus for the round.

Glowpowder: [Mundane item]: (*Tome and Blood*)

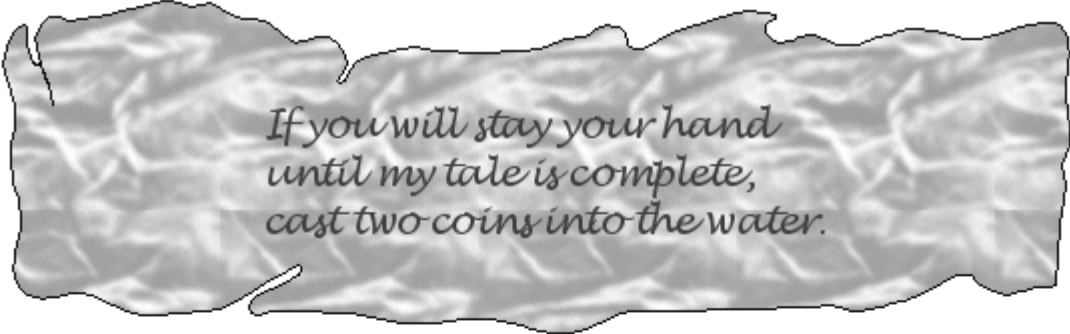
This luminescent dust clings to surfaces and creatures, making them glow. The grains of powder glow about as brightly as the sparks from a campfire. They don't provide illumination but they are noticeable. When sprinkled on an object or

surface, the powder helps reveal edges and details, granting a +2 circumstance modifier. An invisible creature sprinkled with the dust has only 50% concealment (20% miss chance). Once applied the dust clings and glows for 1 minute. A creature sprinkled with the powder can wash it off by taking a full round action.

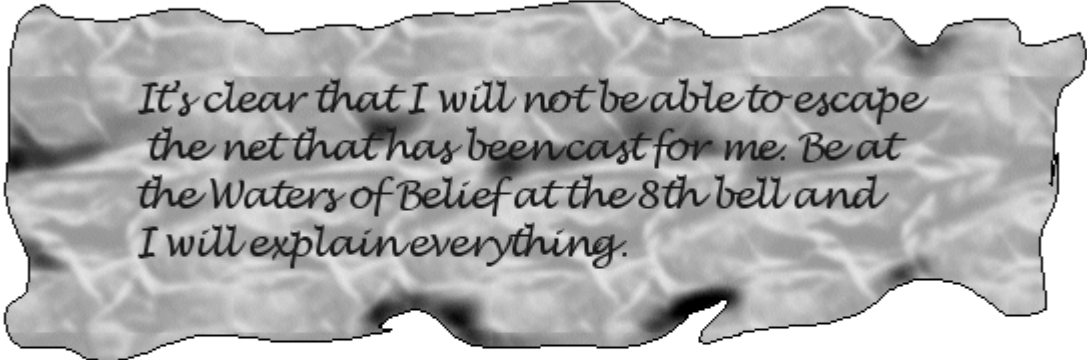
The powder usually comes in a tube that allows the contents to be blown or shaken out. Blowing out the powder is a standard action that draws an attack of opportunity and creates a 10-foot cone. If carefully sprinkled, the powder can cover 125 square feet (five 5-foot squares). It takes a full-round action to shake out enough powder to cover one 5-foot square.

Player Handout #1-3

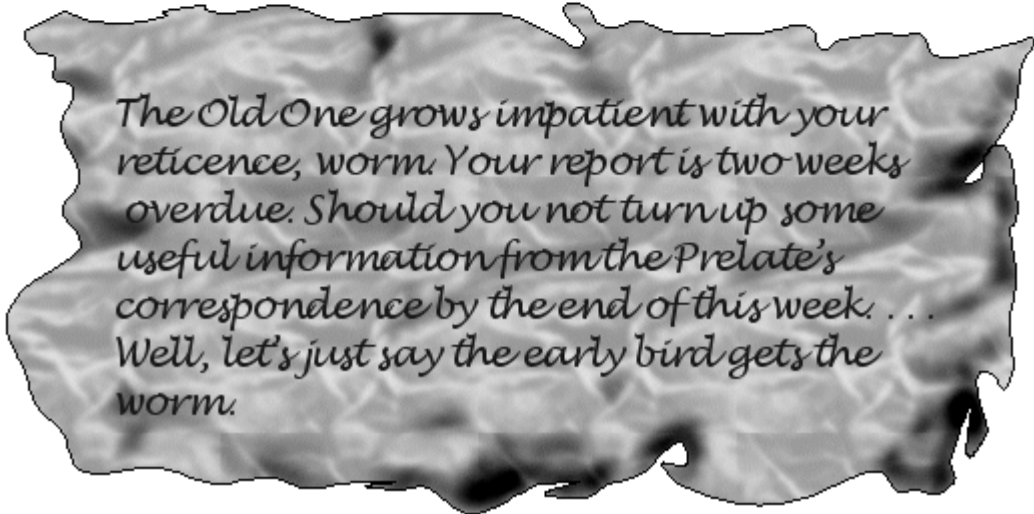
Separate these as needed.



*If you will stay your hand
until my tale is complete,
cast two coins into the water.*



*It's clear that I will not be able to escape
the net that has been cast for me. Be at
the Waters of Belief at the 8th bell and
I will explain everything.*

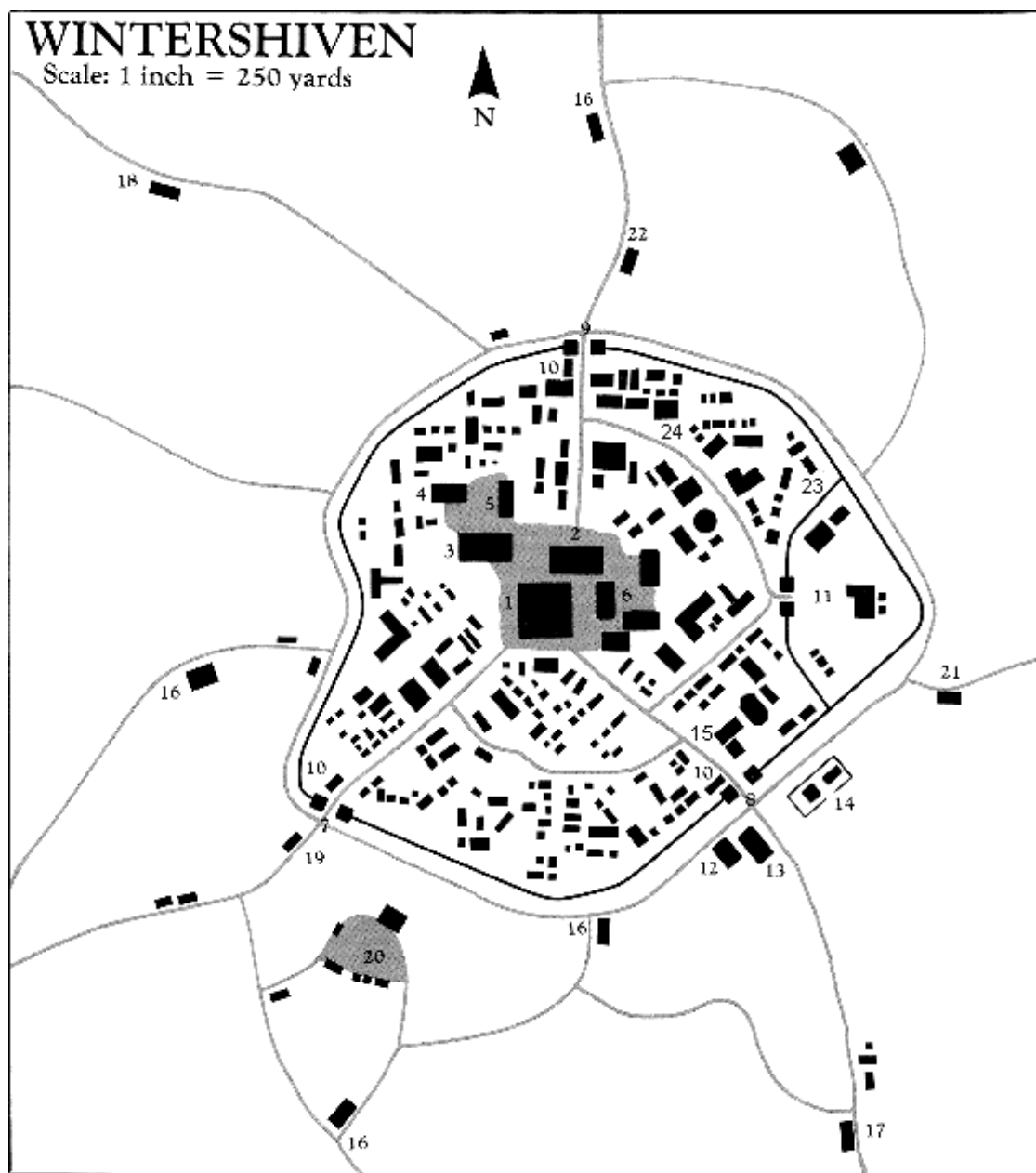


*The Old One grows impatient with your
reticence, worm. Your report is two weeks
overdue. Should you not turn up some
useful information from the Prelate's
correspondence by the end of this week. . .
Well, let's just say the early bird gets the
worm.*

DM Aid: The Long Arm of the Law

In the course of this adventure, it is possible that the PCs will end up fighting members of the Wintershiven Watch, Prelatal Army, Church Militant, and Inquisition. As a lawful nation, the Pale takes a dim view of such actions. Some of the consequences are detailed below:

1. Intentional murder of an innocent (whether or not it is convenient to a character's goal) or an official of the church or government is an evil act and will result in the offending characters' death by execution if captured. Any PC escaping (getting away with the crime) has his or her alignment shift one step towards evil. Characters who become evil are removed from play permanently.
2. The killing of a citizen of the Pale in hot blood (such as killing a guard when discovered attempting to slip over the wall of Wintershiven) is also punishable by death. If the character is identified by witnesses, or the victim's corpse is left in a condition amenable to a *raise dead* spell (which will then permit the victim to identify his killer), the offending character will be executed. As one might expect, clerics of Pholtus will refuse any requests to resurrect such an individual.
3. Deadly assaults upon common citizens of the Pale (attacks that deal real damage) is also a very serious offense and will result in imprisonment for a period of 6 TU's in a New Dawn Camp. Deadly assaults (even if they do not cause death) on high ranking individuals, such as High Inquisitor Tarl or the other Inquisitors, will most likely result in death at the hands of these officials (since the Inquisitors are much stronger than most PCs) but in the event the PC survives, they will be imprisoned for 26 TUs in a New Dawn Camp.
4. Assaults upon citizens of the Pale (attacks that deal only subdual damage) are still serious offenses and will usually result in imprisonment for a period of 4 TUs in a New Dawn Camp. For characters acting on behalf of the Progressive party, however, it is likely that Prelate Sarynn Reddick would intervene and ensure that charges were dropped after one TU of legal and political wrangling. Assault upon the Inquisition or officers of the Army or the Watch, however, is considered more serious and carries a sentence of 6 TUs which is not subject to Sarynn Reddick's intervention.



1. Basilica
2. Prelatal Palace
3. Council Chambers
4. Church Militant headquarters
5. Hall of Spiritual Justice (Church Militant Jail)
6. Administration complex
7. Evengate
8. Dawn Gate
9. Noon Gate
10. Pilgrims' Chapels
11. Cemetery
12. Hall of Earthly justice (City Watch jail)

13. City Watch Guardhouse
14. Army barracks
15. Pious Pilgrim Inn
16. Temples/chapels to Pholtus
17. The Rayed Sun Inn
18. The Lightbringer Inn
19. The Citadel Tavern
20. Farmers market
21. Jay Swordwright (smithy/weaponsmith)
22. Pilgrims' Rest Rooming House
23. Waters of Belief
24. Pious Pen Scriptorium