1 The Holy Order of Whitefire

There is a Right and a Wrong in the Universe, and the distinction is not difficult to make for a man of honor. But the World is full of dishonorable men, a generation of vipers, who eschew the Right and embrace the Wrong. So prevalent are these spawn and dupes of darkness that the very way of Right is being obscured, and evil is drawing away the weak, the confused, the uncertain, those who live in the grey.

There is a need, in such a dark world, for men of honor and courage to stand up and shed light upon the path of righteousness, that others may follow it. That is the task of your Holy Order.

And yet the Order is small, and the evil in the world is great, and the light may be swallowed by a great enough darkness. The Order must function in secrecy, discovering and neutralizing the agents of darkness, by whatever means are necessary. It must grow, accepting into its ranks those who have the honor to see the true path and the strength to fight for it, to banish all doubt and dispense with all feelings of compassion towards those who would obscure the path of righteousness. It is a difficult task, and most are too weak to achieve it -- yours is a special breed of man.

Your Order now numbers three: Clerrik Milcah, mage of the Spear, Dodani Yitzhok, Master Smith, and Nineveh Nimrod, Head of Internal Security. You are all powerful people in your own rights; together you can change the world. The first steps have already been taken.

For years now, the witches of the East have been spreading upon your fellow humans their dark magics, fighting their war through corruption, deception, trickery and evil. You now know that they have infiltrated human society, even in its uppermost echelons. They are devious, these Easterners, and they must be stopped.

It was your Order that discovered, to your shock, that the heir to the Heirophancy of the Wizard's Conclave had been corrupted by Eastern witchcraft and had sold out her fellow humans to the enemy. You had but suspicions of Segwina at first, and wished to question her, but your questioning proved your suspicions correct. Even so, you did not seek her death -- that was accidental, occuring before you could have her arrested and brought in for further questioning. Still, it was the fate deserved by traitors, although it deprived you of any useful information she may have provided. You have now only rumours of an "Eastern hand" that is rising once again, and a copy of the coded messages Segwina was preparing to send to her unknown masters.

Upon further reflection, Segwina's practice of witchcraft may be the explanation for the Clan's capacity to defend against, indeed to ignore, the magical attacks of the Order of the Spear -- she did, after all, lead many of those attacks. Now, with her death, a new Heirophant must be chosen as well as a new Representative of the Spear. If it was indeed her betrayal that has been sabotaging the war effort, then the Peers should be made aware of this before they sign any peace treaty. But you must be *sure*, before you make it at all public that you were Segwina's accidental assassins. Once that is known, your afilliations with each other will be made public in short order, and you will be far less effective -- worse, this unknown "Eastern hand" will undoubtedly be raised against you, and uncovering them will be far more difficult.

You do not know how far the rot has gone. Certainly, it has infiltrated the Realm. Perhaps this peace summit is merely a cover, a chance for the Easterners to leave the Table of Peers defenseless, but without some proof you cannot in honor take action. Still, you cannot sit back and watch chaos erupt. Somehow, during this week, you must find a way to interfere in the actions of the spawns of evil who no doubt will be working their dark acts on the Castle, identify them, neutralize them.

You have some clues. Segwina’s notes may reveal a great deal of information if you can only solve the code. Unfortunately, you were unable to stop the messanger she sent off -- a blue-winged lizardlike beast, probably a hatchwing (else some conjured demon), clutching a scroll in its claws. You can only hope that the beast was unable to deliver the information she was sending off, and that you can somehow obtain it. You also have some of Segwina’s belongings that were likely witchcraft paraphenalia; perhaps those can somehow be used to find those associated with her.

The task ahead of you is certain to be difficult. The spawns of darkness are many, and their identities, for now, remain masked by trickery and deceit. But so long as the Holy Order of Whitefire stands and sheds its purifying light, no such trickery shall long succeed.

Table of Contents