

URC3-07

Good Intentions

A One-Round D&D LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 0

Round 1 of 1

by Kitty Vogler

With help from Joe Ipsen

Once again, Fate has handed you a mission. A kindly old man who is not what he appears asks for your help. What could be easier? And what is it that saying about “good intentions”? A County of Urnst regional module for APLs 2-12.

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, 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 four 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.

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.

- 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.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
CR of Animal	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

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.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst 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 Background

In past modules, adventurers have been recruited to find two gems. Both gems have been said to hold “great powers”, and one was even said to hold the power to rule the armies of Urnst. Luckily, these particular adventurers were very patriotic and turned both gems over to agents of the Countess.

Something, however, is not quite right. Recently, it was discovered (although not made public) that one of these gems was re-routed to the Lord of the East, Terrard Duncombe. Conveniently, he was en route to speak with the Countess, and turned the gem over when it was needed. The question of how the Lord of the East received the second gem is still unanswered.

The two gems were combined with a magical sword to form an artifact known as the Sword of the Urnstian, a weapon said to grant the power to rule the armies of Urnst. The Lord of the East wants to use this power to stop the threat from the Bandit Kingdoms, and even stated that this was the reason he turned over his gem. He hoped the Countess would take action on this threat to the County.

The Countess, however, left Radigast shortly after the creation of the Sword, without explaining herself to any of her advisors. No one knows where she has gone, although some wonder why she has stopped using her usual system of informants.

Meanwhile, strange creatures have been plaguing the County. Nimar, mayor of Dosseldorf and advisor to the Countess, has confirmed that these are extra-planar creatures known as devils, but has not discovered why they are here or how to get rid of them. Also, the devils have been able to secure the release of Lucius Grakon from Ventnor Prison.

DM Note on Teleports

PCs should be advised that Teleport spells no longer function within the County of Urnst. DMs should check the DM Notes and Introductions when running Year Three (593CY) and Year Four (594CY) County of Urnst Regional for information on whether Teleport-type spells function within the County of Urnst during that module.

Adventure Summary

The PCs are currently in Radigast City. Due to the recent Devil attacks throughout the county, the PCs have decided to form together for protection. They are moving

through the streets and see the changes that have occurred recently even in this capital city.

As the PCs move through Radigast, they happen upon a group of thugs apparently mugging a lone merchant. When they investigate, the thugs will quickly dispatch their victim and proceed to turn on the PCs. The mugging is a ruse put on by the Underley network in hopes of attracting honorable adventurers for hire. Once the PCs have dispatched the thugs, the City Watch will detain the PCs for questioning.

The PCs are led to the local Warden's office. After a minute or two alone, a familiar face greets the PCs: the man that they just saw murdered, (Agent Maelstrom of the Underley Network), who needs them for a little Internal Affairs investigation. It appears that they have discovered a traitor in the local cell and need someone to flush him or her out.

The PCs begin their quest by investigating the members of a local cell. An Agent Rotan will take them to where they want as a guide (as he knows where all of the agents currently are). He will lead the PCs to several locations in order to meet the other members of the cell. The PCs are introduced to Agents Thorne, Sable, Sparrow, and Morningstar (one of which is the mole). During their tour, the PCs encounter a madman and see the building tensions between the Countess and the Lord of the East.

After meeting the last agent (Agent Morningstar), the PCs must decide who is the mole. If they approach and accuse the wrong agent, they are quickly proven wrong and then shortly ambushed by a group of devils. If they approach Agent Morningstar, they are quickly attacked by a group of devils (as Agent Moringstar is the mole). During the fight, the PCs are exposed to overwhelming evidence and must now chase after Agent Moringstar.

Although it appears that Morningstar is a traitor, the simple fact is that Lucius Grakon is misleading him. Having apprehending Agent Morningstar, the pieces come together and Agent Sable's prophecy is explained. Although the traitor is punished, it is revealed that he had Good Intentions after all.

Introduction

It has been some time since your last trip to Radigast, and the scene is radically different. As you entered the city, the guards warned you against staying out after dark, and that it's best to stay as a group, even during the day. They warn you that anyone stupid enough to be outdoors after dark is on their own. Looking around, you notice that there are few shops open, with

only a handful of people on the streets. Even most of the temples seem to be closed.

Do not assume that the PCs are already in a group; instead let them place themselves separately. The first Encounter will bring them together. While everyone else in town is turning a blind eye or running away from the combat, the PCs are the only ones approaching the combat.

THERE WILL BE A CHANCE FOR INTRODUCTIONS LATER.

Let the PCs tell you where they want to go first. On the way, spring Encounter One on them.

If the PCs ask, the guards will tell them that the devil attacks are on the rise, although there have only been a few in the city itself.

Encounter One: Been There, Done That

As you come to an intersection of an alley and the street upon which you travel, you hear the distinct noises of a fight. Turning to look, you see several figures roughing up a lone man.

This encounter is designed to test the PCs “do-gooder” attitudes. Agent Maelstrom of the Underley network is the Lone Man being assaulted here. He wants to find adventurers that are willing to come to the aid of innocent strangers in order to hire them for his mission (stated later).

As the PCs look down the alley, the “thugs” will have a surprise round. Their partial action is to deal a lethal looking blow to the man. As the PCs then move into action, the thugs will attack them. Agent Maelstrom will take a round to “die.” PCs can make a Sense Motive Check, DC 25, to notice that he is not dying, however this check is not made until after they tell you what they are doing. If they begin to help the “dying” man, they believe he is dying. Only if the PCs say they are Sensing Motive do they get the check. Once Maelstrom goes down, he will have a Feign Death spell cast on him.

There are also two helpers to the fight. Zenora (a cleric) and Zenobia (a wizard) are both invisible in order to assist with defensive and healing spells to ensure that no one will die.

- The “thugs” aren’t out to kill the PCs. They are doing subdual damage with their attacks (blunt bolts, subdual melee strikes).
- If the PCs look like they aren’t going to make it another round, the rogues will run away.

- Any “Thug” that manages a critical hit will automatically switch targets next round, if possible.
- If any “thug” falls and is healed into consciousness by Zenora, they will “play dead.”
- As the PCs will be busy with their current situation, they must announce they are observing the bodies (move equivalent) to make a Spot check, DC 25, to see that the “thugs” are pretending to be dead.

Zenora and Zenobia are twins. Zenobia (the wizard) is just outside of the scene of combat acting mostly as scout for Zenora (the cleric) who is invisible and under cover in case a PC uses some type of area effect spell. Zenobia will cast Feign Death on Agent Maelstrom on her first initiative pass. After that, Zenora will use area effect spells (Healing Circle, etc) to stabilize any “thug” that is put into negatives if possible, followed by her stabilizing PCs. (Remember, a Cure Light Wounds, etc requires touch attack from an unwilling target, which would dispel the Invisibility). Zenora is elsewhere, distracting the Radigast City Watch until just the right moment. Remember that the PCs will not know why they are being healed; just tell them they are healed/feeling better, but don’t say why. If you feel comfortable with it, we suggest passing a note to that player and letting them roleplay it as they wish.

Agent Maelstrom lies still to continue the ruse that he is dead. Feign Death makes it impossible to see that he is still alive, even upon close examination. A True Seeing is required to get past the Feign Death and then the PC must make a Spot Check, DC 25, to see past the ruse.

☛ Overseer Zenora: see Appendix 1

☛ Overseer Zenobia: see Appendix 1

APL2 (EL4)

☛ “Thugs” Rog2 (3): see Appendix 1

APL4 (EL 6)

☛ “Thugs” Rog4 (2): see Appendix 1

APL6 (EL 8)

☛ “Thug” Leader Rog5/Ftr2: see Appendix 1

☛ “Thugs” Rog3 (2): see Appendix 1

APL8 (EL 10)

☛ “Thug” Leader Rog6/Ftr3: see Appendix 1

☛ “Thugs” Rog5 (2): see Appendix 1

APL10 (EL 12)

☛ “Thug” Leader Rog6/Ftr5: see Appendix 1

☛ “Thugs” Rog7 (2): see Appendix 1

APL12 (EL 14)

☛ “Thug” Leader Rog7/Ftr6: see Appendix 1

☛ “Thugs” Rog7 (4): see Appendix 1

Tactics: Each bandit will fight until at ½-hit points before fleeing. Other bandits will stay until half of them have fled or fallen.

When only 1 “thug” is left, give Zenora the next initiative to run in with the City Watch. Zenora will run straight to the “merchant” and yells to the Watch that he is dead. The last “thug” will try to run away. PCs (and any conscious “thugs”) will be rounded up for questioning. PCs who are members of the Radigast City Watch will be asked to provide a statement. Other PCs who are courteous will be told they are “detained pending investigation”. PCs who argue and/or resist will be arrested for assault “and maybe murder”. Any animals with the party will be caged and/ put in leg chains/carriers (as appropriate to the animal type), as they may be witnesses.

DM Note: Feel free to play up the strictness of the Watch members. The PCs are witnesses, and statements will be required. The bigger you act this out, the more punch the next encounter will have.

Encounter Two: Deja Vu

The PCs are escorted to an office at Watch Headquarters and left alone for several minutes. (Allow time for PCs to talk among themselves without being overheard)

The door swings open and in walks the merchant that was killed just minutes ago. He seems to have made a remarkable recovery. “Ah, I see you made it. I do apologize for the ruse, but I couldn’t let anyone see me hiring adventurers off of the street. This is a...delicate situation..” As the man speaks, he disrobes, revealing padding underneath, and starts to rub pigment off of his face.

“Awhile ago, I entrusted some adventurers to locate two gems for me. Some of you were amongst that group. Once we had them, we sent these gems to be given to the Countess. Unfortunately, one of those gems was diverted somehow to the Lord of the East. We believe this occurred due to a traitor, so I need you to investigate 4 of my agents, Agent Thorne, Agent

Sable, Agent Sparrow and Agent Morningstar. Will you lend your assistance?”

In-region PCs asking how much they will be paid will receive a scrutinizing eye. After all, asking this may indicate that the infiltrator may buy this person’s loyalty. Out-of-region PCs will be quoted their APL’s gp cap. Once everyone agrees, proceed.

A knock comes at the door and Agent Maelstrom looks up. “Ah, that will be your guide. He will take you to the other 4 agents as needed and introduce you to them.” Agent Maelstrom opens the door and you see your new contact. One thing is certain: he’s not what you expected. Before you, there stands an average human male, but he is dressed in full court jester attire. Agent Maelstrom motions to the jester. “Meet Agent Rotan.” With a curt nod, Rotan strides into the office, and it’s hard not to take him seriously despite the insistent ring of a hundred tiny bells hanging from his outfit. He takes the empty seat and prepares to be debriefed. As he sits down, it seems as though all the bells stop ringing at once and his appearance seems to alter somewhat from when he originally entered the room. He is now in basic traveling attire wearing leather armor and a longsword at his side. Rotan seems none too happy, more worried than angry. He scans the group and says, “Thank you for your assistance. We are very worried about what has been compromised to this point.”

Agent Maelstrom tells Rotan that these are the new recruits who will be escorting him about town. Rotan is able to switch his clothing through the use of his Hat of Disguise.

Rotan sits calmly and opens a small pocket on his shirt. A small mouse wriggles out and delivers a brief report in Common on each of the PCs. Pick things such as “His familiar’s name is ___” and “She is building an orphanage,” “He’s hiding one of those funny tattoos.” (Pull this from old ARs and character introductions). After some introductions (this is where the PCs should introduce themselves), Agent Rotan will stand up and motion for the PCs to follow him outside.

Hopefully, the PCs will follow Rotan out onto the street. The second he hits the front door, he’s bright smiles and ringing bells, making merry in the streets, and announcing that the Countess’ Traveling Circus and Side Show will be performing this afternoon. (The performance was been pushed earlier so that people could still get home by dusk).

Encounter 3A-E

The following encounters can occur in any order as it is up to the PCs to determine whom they visit first. The Madman encounter (3B) should be introduced at some point as they make their way around town.

Encounter 3A: Agent Thorne

If the PCs go to see Agent Thorne first:

As your party moves through the streets, Rotan calmly enters The Rotund Mug, an inn and tavern in a fairly well to do area of Radigast City. He heads straight upstairs and goes to one of the many rooms. Once inside, he closes the door behind the group and says, "I am Agent Rotan of the Countess' Traveling Circus." A half-elf woman steps out of the wall and says, "Welcome Rotan." She points to the group and ushers you to follow her.

The wall is, of course, only an illusion (Illusory Wall, if the PCs make a Spellcraft DC 25). Behind the wall is a staircase, which leads down three flights of stairs (they only went up one flight) into another room where Rotan leans close to the wall and whispers the trigger word for the alarm spell on the door before entering. (Listen Check DC 25: the command word is "Belissica".)

Inside, you see shelves and shelves of equipment. The woman moves to the front of the group and says, "I am Agent Thorne. I am in charge of issuing the equipment to our agents as you can see by all of this stuff. I am told that you may have some questions for me.

See Appendix 2 for Agent Thorne's attitude and answers to possible questions.

Encounter 3B: The MadMan

At some point, the PCs should encounter this:

As your group makes its way through the city, you come upon an interesting scene. A young man is on the street trying to raise support for the Lord of the East. He is carrying signs that say, "Trust in Duncombe, and he shall save us" and similar things.

After a few moments, a mob will try to beat him up, and the PCs can choose whether or not to save him. The Watch will eventually come along and arrest him. If PCs try to intervene, guards will tell PCs it's only for his own protection. (Sense Motive 10 to tell they're lying).

Wandering Nut: As the young man in the street distracts the general populace, an old man will approach

one of the PCs (one that seems to not be actively partaking in the events on the street). He mumbles under his breath something about "The Network". He doesn't know the name, but he's convinced that there's a group of nationalist fanatics who "run everything in the County". Unfortunately, he doesn't actually know about the Underley Network; he's just crazy. He will mention:

- Flying carpets disappearing over Belissica's Tower (Operation Ixworth)
- Animal mutilations (Deserted Dominion)
- The attempted assassination of Lucius Grakon (Deserted Dominion)
- The successful assassination of the mayor of Dryburgh (Fistful of Silver, right before Interactive of the Oath)
- The rigging of the election for a new mayor of Dryburgh (Interactive of the Oath)
- The fact that the Countess never gets older (canon)
- "We've got a pact with Iuz! Who wouldn't go to war with evil?.....unless they were secretly allied with evil! Eh?"
- Terrorist attacks only in Torquann lands (the brandy storehouses which were blown up in Bampton), which are obviously threats from Countess supporters, in retaliation for Lord Terrard Duncombe being so vocal about his political opposition to the Countess (he wants to go to war against the Bandit Kingdoms, she doesn't want to break the Pact of Greyhawk)

Encounter 3C: Agent Sable

When the PCs decide to visit Agent Sable, proceed here:

A large black building looms before you. Looking up at the gate, you see an enormous flaming skull emblazoned on the door. Rotan trudges before you and knocks at the door. Shortly thereafter, a young woman in black robes opens the door. She seems startled by your group, but recovers quickly. "What may the Sisterhood of Book and Bone do for you today, kind sir?"

Pause to let the PCs take in this scene. Knowledge Religion: 10 will show that this is obviously a temple of Wee Jas, the Sueloise Goddess of Magic, Law and peaceful Death.

Important Note: In the faith of Wee Jas, black robes represent a good cleric and white represents evil (with an emphasis towards controlling and creating undead). Any

PC dressed in white, especially white robes will not be admitted to the temple, and the priestess at the door will act very agitated and nervous. Let the PCs know that she is specifically acting afraid of that particular PC. If the PCs persist, she will tell them that the temple is closed until dusk. (See Deities and Demigods, p. 96 for more info on this)

Rotan greets the priestess and tells her that these are the visitors who need the reading (Innuendo Check DC15 to know that Rotan just told her that you are the investigators).

The party is lead through a large foyer and into a side room.

The curtains are pulled back to show a darkened room where a woman's figure sitting in the center of the floor can just be made out. "Please come in. I believe you are here to ask some questions."

See Appendix 2 for Agent Sable's attitude and answers to possible questions.

As you start to leave, Sable says, "I almost forgot your reading." Sliding back, she gazes into a bowl of water and says, "Your Swan was betrayed by a Bull, who hides the Snake and Hawk. The Bull is widely known; the Snake and Hawk must still be found. But beware: even a Hawk may hide among the Swans..."

It takes a Knowledge: County of 20 or Knowledge: Nobility of 10 to know that "The Bull" is a nickname used to refer to the Lord of the East. Agent Sable tries to be helpful, but cannot provide any more information.

Encounter 3D: Agent Sparrow

When the PCs are ready to see Agent Sparrow, proceed with the following:

Rotan leads you to the market district where he takes you to Sweet Feet, a quite little candy store. Inside you see a male haffling tending the store. "Good day," he says. "I've been expecting you."

See Appendix 2 for Agent Sparrow's attitude and answers.

Encounter 3E: Agent Morningstar

When the PCs are ready to see Agent Morningstar, proceed with the following:

Rotan again leads you down the streets of Radigast announcing the Countess' Circus. He eventually stops in one of the many squares throughout the city and points you toward a beggar who has seen better days.

As you approach, the beggar is saying, "Contributions for the rebuilding of the Temple of St. Cuthbert? We've made great strides in the last 2 years, but the funds just aren't enough." He sees you approach and leads you to an empty alleyway. "I assume you are Jacobis' men?"

See Appendix 2 for Agent Morningstar's attitude and answers to any questions.

NOTE TO DM: If the PCs begin to confront Morningstar right here, jump to the ambush of the devils.

Encounter Four: Death from the Skies!

Now that the PCs have meet and interviewed all of the Agents, it is time for them to make a choice. Who is the spy?

If they choose anyone but Agent Morningstar, they are greeted with some form of evidence to prove the agent's innocence. Shortly after leaving the agent, they are ambushed by the following encounter.

APL2 (EL V4):

☛ 2 Imps (MM 56)

APL4 (EL 6):

☛ Kyton (MM 53)

APL6 (EL 8):

☛ 2 Kyttons (MM 53)

APL8 (EL 10):

☛ 2 Erinyes (MM 54)

APL10 (EL 12):

☛ Hamatula (MM 51)

☛ Osyluth (MM 52)

APL12 (EL 14):

☛ Gelugon (MM 56)

☛ 2 Erinyes (MM 54)

All APLs:

☛ Agent Morningstar: see Appendix

Tactics: If there is only one devil, it will burst out of hiding and attack the party. If there is more than one, they will surround the party on the street and attack from

multiple sides. Agent Morningstar can be seen behind the devils several yards. When the devils are defeated, he will run.

If the party chooses Agent Morningstar, while they are confronting him, the above attack is summoned right behind him and attack. Agent Morningstar will run away immediately.

Either way, once the party takes up pursuit of Agent Morningstar, proceed to Encounter Five.

Encounter Five: Curtain Call

Following Agent Morningstar into the building, you see him standing in a darkened room in front of a glowing image of a man who turns to Agent Morningstar and yells, "It's them, the traitors! Get them!" A small mirror on the table shatters and the glowing image disappears. Agent Morningstar runs into a back room.

PCs can make a Knowledge: Local or History DC 20 to recognize the man as Lucius Grakon.

The room the PCs are currently is 50' x 50' and very dimly lit. In the center of the room is a table and chair with a now broken mirror on the table and a lit lantern. When the PCs move through the room (2 or 3 of them take an action to move toward the rear room), a group of thugs attack them.

Ambush by Birds of Prey:

APL2 (EL4)

☛ "Thugs" Rog2 (3): see Appendix 1

APL4 (EL 6)

☛ "Thugs" Rog4 (2): see Appendix 1

APL6 (EL 8)

☛ "Thug" Leader Rog5/Ftr2: see Appendix 1

☛ "Thugs" Rog3 (2): see Appendix 1

APL8 (EL 10)

☛ "Thug" Leader Rog6/Ftr3: see Appendix 1

☛ "Thugs" Rog5 (2): see Appendix 1

APL10 (EL 12)

☛ "Thug" Leader Rog6/Ftr5: see Appendix 1

☛ "Thugs" Rog7 (2): see Appendix 1

APL12 (EL 14)

☛ "Thug" Leader Rog7/Ftr6: see Appendix 1

☛ "Thugs" Rog7 (4): see Appendix 1

Once the PCs have dealt with the Thugs, they must now go get Agent Morningstar out of the back room.

Add to the equipment that each rogue is wearing a gold ring with an emblem of a Hawk on it. PCs can make a Knowledge: Local DC25 (or rogues who are neutral on the good-evil axis and/or are chaotic have a DC18) will recognize this as the insignia of the Birds of Prey.

He will not talk to the PCs of his own volition, as Lucius Grakon has tricked him into believing that the PCs are traitors to the County, and that Lucius Grakon (under the guise of Agent Viper) is actually his supervisor. If compelled through magic or intimidation, Agent Morningstar will reveal this. A search of his person, however, will reveal a gold ring on a chain around his neck. This ring bears the image of a Hawk.

Whether they kill Morningstar or capture him, the PCs should return to Maelstrom.

Conclusion: The Devils Made Him Do It!

The PCs may choose to report their findings to Agent Maelstrom. If they do, Maelstrom will help them put it all together. The Hawk (an agent of the Birds of Prey) was working with the Snake (Lucius Grakon) to support the Bull (Lord Terrard Duncombe, the Lord of the East), who has betrayed the Swan (the County).

The entire DM's Introduction may now be revealed to the PCs.

Agent Maelstrom will also tell the PCs that although treason is punishable by death, Agent Morningstar is to be pushed out of the Network, banished from the county under penalty of death and put under a geas not to speak of the Underley Network. After all, he had good intentions.

The End

Experience Point Summary

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

Encounter One

APL2 120xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Encounter Four

APL2 120xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Encounter Five

APL2 120xp; APL4 180xp; APL6 240xp;
APL8 300xp; APL10 360xp; APL12 420xp;

Discretionary roleplaying award

APL2 90xp; APL4 135xp; APL6 180xp;
APL8 225xp; APL10 270xp; APL12 315xp;

Total possible experience:

APL2 450xp; APL4 675xp; APL6 900xp;
APL8 1125xp; APL10 1350xp; APL12 1575xp;

[Sum of all experience awards above.]

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL2: L: 100gp; C: 100gp; M: 0gp

APL4: L: 150gp; C: 150gp; M: 0gp

APL6: L: 150gp; C: 150gp; M: 100gp

APL8: L: 175gp; C: 150gp; M: 300gp

APL10: L: 200gp; C: 150gp; M: 700gp

APL12: L: 200gp; C: 200gp; M: 1100gp

Encounter Four:

APL2: L: 0gp; C: 0gp; M: 0gp

APL4: L: 0gp; C: 0gp; M: 0gp

APL6: L: 0gp; C: 0gp; M: 0gp

APL8: L: 0gp; C: 0gp; M: 0gp

APL10: L: 0gp; C: 0gp; M: 0gp

APL12: L: 0gp; C: 0gp; M: 0gp

Encounter Six:

APL2: L: 100gp; C: 100gp; M: 0gp
APL4: L: 150gp; C: 150gp; M: 0gp
APL6: L: 150gp; C: 150gp; M: 100gp
APL8: L: 175gp; C: 150gp; M: 300gp
APL10: L: 200gp; C: 150gp; M: 700gp
APL12: L: 200gp; C: 200gp; M: 1100gp

Ring of Protection +3

Belt of Giant Strength (+4)

Total Possible Treasure

APL2: Total: 400gp
APL4: Total: 600gp
APL6: Total: 800gp
APL8: Total: 1250gp
APL10: Total: 2100gp
APL12: Total: 3000gp

Items for the Adventure Record

Item Access

APL 2:

Hat of Disguise

APL 4:

APL 2 Items

Upgrade a weapon with Keen

Slippers of Spider Climbing

APL 6:

APL 2&4 Items

Mithril Shirt

APL 8:

APL 2, 4 & 6 Items

Access to buy one item made of Adamantite

Ring of Jumping

APL 10:

APL 2, 4, 6 & 8 Items

Cloak of Resistance +3

Upgrade Armor from +2 to +3

APL 12:

APL 2, 4, 6, 8, & 10 Items

Appendix: 1

Overseer Zenobia, female human Wizard: Medium-sized humanoid (human), HD 10d4 (20 hp); Spd 30 ft; Init +6; AC 19 (Touch 13, flat-footed 15; amulet of natural armor +1, bracers of armor +3, ring of protection +1); Atks +5 melee or +7 ranged; Face/Reach 5 ft./5 ft; SA Spells; SQ Summon familiar; AL N; SV Fort +4, Ref +6, Will +10; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 12.

Skills and feats: Alchemy +10, Concentration +13, Knowledge (arcana) +10, Knowledge (Law) +9, Knowledge (religion) +9, Move Silently +12, Profession (Lawyer) +8, Scry +16, Spellcraft +16; Cooperative Spell, Craft Wondrous Item, Extend Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, and Silent Spell.

Spells prepared: (4/5/5/4/3/2; Save DC = 13 + spell level): 0-4 spells; 1st-5 silenced 0-level spells; 2nd-silenced change self, silenced expeditious retreat, silenced magic missile(x3); 3rd- ~~silenced detect thoughts~~, silenced invisibility, silenced knock, ~~silenced spectral hand~~; 4th-silenced dispel magic, silenced major image, ~~silenced nondetection (x2)~~; 5th- ~~silenced improved invisibility (x2)~~.

Possessions: Amulet of natural armor +1, boots of elvenkind, bracers of armor +3, cloak of resistance +1, ring of counterspells, ring of protection +1

Overseer Zenora, male human Cleric of Johydee: Medium-sized humanoid (human), HD 10d8+ (hp); Spd 20 ft (base 30 ft); Init +6; AC 21 (Touch 13, flat-footed 19; +2 Dex, +2 breastplate, amulet of natural armor +1, ring of protection +1); Atks +9/+4 melee (1d6+2, +2 quarterstaff) or +7/+7/+2 (1d6+2, +2 quarterstaff); Face/Reach 5 ft./5 ft; SA Convert spells to cure, spells, turn undead; SQ; AL NG; SV Fort +7, Ref +5, Will +10; Str 10, Dex 14, Con 10, Int 14, Wis 17, Cha 12.

Skills and feats: Concentration +13, Disguise +7, Heal +18, Knowledge (arcana) +6, Knowledge (religion) +13, Move Silently +9, Profession (Herbalist) +8, Spellcraft +15; Ambidexterity, Improved Initiative, Silent Spell, Cooperative Spell, Two-Weapon Fighting.

Spells prepared: (6/5+1/5+1/4+1/3+1/2+1; Save DC = 13 + spell level): 0-6 spells; 1st-5 silenced 0-level spells, ~~sanctuary*~~; 2nd- silenced bless, silenced change self*, 4 silenced 1st level spells; 3rd-silenced aid, silenced bull's strength, silenced hold person, silenced invisibility*, silenced lesser restoration; 4th-silenced cure serious wounds, silenced dispel magic*, silenced prayer,

silenced remove blindness/deafness; 5th-silenced air walk, silenced confusion*, silenced neutralize poison.

*Domain spell; Deity: Johydee; Domains: Protection (+10 to next save of person touched, 1/day), Trickery (Bluff, Disguise and Hide are class skills)

Possessions: +2 quarterstaff, +2 breastplate, ring of protection +1, amulet of natural armor +1, boots of elvenkind

APL 2

Thugs, male human Rogue (2): Medium-sized humanoid (human), HD 2d6+2 (12 hp); Spd 30 ft; Init +6; AC 14 (Touch 12, flat-footed 12, +2 Dex, leather armor); Atks +4 melee (1d6+2/18-20 masterwork rapier) or +3 melee (1d4+2/19-20 dagger) or +3 ranged (1d4+2/19-20 dagger) or +3 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +1d6; SQ Evasion; AL N; SV Fort +1, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +9, Bluff +2, Climb +7, Gather Information +4, Hide +7, Jump +9, Listen +3, Move Silently +7, Search +3, Sense Motive +3, Tumble +9; Improved Initiative, Run

Possessions: Light crossbow, bolts (x20), masterwork rapier, dagger (x2), leather armor

APL 4

Thugs, male human Rogue (4): Medium-sized humanoid (human), HD 4d6+4 (22 hp); Spd 30 ft; Init +7; AC 15 (Touch 13, flat-footed 15, +3 Dex, leather armor); Atks +6 melee (1d6+2/18-20 masterwork rapier) or +5 melee (1d4+2/19-20 dagger) or +6 ranged (1d4+2/19-20 dagger) or +6 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +2, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +12, Bluff +4, Climb +9, Gather Information +6, Hide +10, Jump +11, Listen +3, Move Silently +10, Search +4, Sense Motive +4, Tumble +12; Dodge, Improved Initiative, Run

Possessions: Light crossbow, bolts (x20), masterwork rapier, dagger (x2), leather armor

APL 6

Braxtel, thug leader, male human Ftr2/Rog5: Medium-sized humanoid (human), HD 2d10+4 + 5d6+10 (48 hp); Spd 30 ft; Init +7; AC 17 (Touch 13, flat-footed 17; +3 Dex, mithral shirt); Atks +8/+3 melee (1d6+3/18-20 +1 rapier) or +7/+2 melee (1d4+2/19-20 dagger) or +6/+1 melee (1d6+2/18-20 +1 rapier) and +5 melee (1d4+1/19-20 dagger) or +8/+3 ranged (1d4+2/19-20 dagger) or +8/+3 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +4, Ref +8, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +12, Gather Information +6, Hide +10, Innuendo +11, Jump +44, Listen +3, Move Silently +10, Search +4, Sense Motive +4, Swim +5, Tumble +12; Dodge, Improved Initiative, Power Attack, Run, Two-Weapon Fighting

Possessions: Light crossbow, bolts (x20), +1 rapier, dagger (x2), mithral shirt, ring of jumping.

Thugs, male human Rog3 (2): Medium-sized humanoid (human), HD 3d6+3 (17 hp); Spd 30 ft; Init +7; AC 17 (Touch 14, flat-footed 17, +3 Dex, studded leather armor, ring of protection +1); Atks +5 melee (1d6+2/18-20 masterwork rapier) or +4 melee (1d4+2/19-20 dagger) or +5 ranged (1d4+2/19-20 dagger) or +5 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +6, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +12, Bluff +4, Climb +11, Gather Information +6, Hide +12, Innuendo +8, Jump +13, Listen +4, Move Silently +12, Search +4, Sense Motive +6, Tumble +14; Dodge, Improved Initiative, Mobility, Run

Possessions: Light crossbow, bolts (x20), masterwork rapier, dagger (x2), masterwork studded leather armor, ring of protection +1.

APL 8

Braxtel, thug leader, male human Ftr3/Rog6: Medium-sized humanoid (human), HD 3d10+6 + 6d6+12 (62 hp); Spd 30 ft; Init +7; AC 19 (Touch 13, flat-footed 19; +3 Dex, +2 mithral shirt); Atks +10/+5 melee (1d6+3/15-20 +1 keen rapier) or +9/+4 melee (1d4+2/19-20 dagger) or +8/+3 melee (1d6+3/15-20 +1 keen rapier) and +7 melee (1d4+1/19-20 dagger) or +9/+4 ranged

(1d4+2/19-20 dagger) or +9/+4 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +6, Ref +9, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +13, Gather Information +6, Hide +10, Innuendo +11, Jump +47, Listen +3, Move Silently +13, Search +5, Sense Motive +5, Swim +5, Tumble +15; Dodge, Improved Initiative, Mobility, Power Attack, Run, Spring Attack, Two-Weapon Fighting

Possessions: Light crossbow, bolts (x20), +1 keen rapier, dagger (x2), +2 mithral shirt, ring of jumping.

Thugs, male human Rog5 (2): Medium-sized humanoid (human), HD 5d6+5 (27 hp); Spd 30 ft; Init +7; AC 19 (Touch 14, flat-footed 19; +3 Dex, +2 studded leather armor, ring of protection +1); Atks +7 melee (1d6+3/18-20 +1 rapier) or +6 melee (1d4+2/19-20 dagger) or +7 ranged (1d4+2/19-20 dagger) or +7 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +2, Ref +7, Will +2; Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +13, Gather Information +6, Hide +14, Innuendo +10, Jump +15, Listen +6, Move Silently +14, Search +6, Sense Motive +6, Tumble +16; Dodge, Improved Initiative, Mobility

Possessions: Light crossbow, bolts (x20), +1 rapier, dagger (x2), +2 studded leather armor, ring of protection +1.

APL 10

Braxtel, thug leader, male human Ftr5/Rog6: Medium-sized humanoid (human), HD 5d10+10 + 6d6+12 (78 hp); Spd 30 ft; Init +7; AC 21 (Touch 14, flat-footed 21; +3 Dex, +3 mithral shirt, ring of protection +1); Atks +12/+7 melee (1d6+3/15-20 +1 keen rapier) or 12/+7 melee (1d4+3/19-20 +1 dagger) or +10/+5 melee (1d6+3/15-20 +1 keen rapier) and +10 melee (1d4+2/19-20 +1 dagger) or +11/+6 ranged (1d4+2/19-20 dagger) or +11/+6 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +3d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +9, Ref +11, Will +5; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +13, Gather Information +6, Hide +10, Innuendo +11, Jump +47, Listen +6, Move Silently +13, Search +5, Sense Motive +5, Swim +5, Tumble +15; Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Whirlwind Attack

Possessions: +1 keen rapier, +1 dagger, ring of jumping, ring of protection +1, cloak of resistance +1, Light crossbow, bolts (x20), +3 mithral shirt, dagger.

Thugs, male human Rog7 (2): Medium-sized humanoid (human), HD 7d6+14 (44 hp); Spd 30 ft; Init +7; AC 20 (Touch 15, flat-footed 20; +4 Dex, +2 studded leather armor, ring of protection +1); Atks +8 melee (1d6+3/15-20 +1 keen rapier) or +7 melee (1d4+2/19-20 dagger) or +9 ranged (1d4+2/19-20 dagger) or +9 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +4d6; SQ Evasion, improved evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +4, Ref +10, Will +4; Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +15, Gather Information +6, Hide +16, Innuendo +12, Jump +17, Listen +8, Move Silently +16, Search +10, Sense Motive +6, Tumble +18; Dodge, Improved Initiative, Mobility, Run, Spring Attack.

Possessions: Light crossbow, bolts (x20), +1 keen rapier, dagger (x2), +2 studded leather armor, cloak of resistance +1, ring of protection +1.

APL 12

Braxtel, thug leader, male human Ftr6/Rog7: Medium-sized humanoid (human), HD 6d10+12 + 7d6+14 (92 hp); Spd 30 ft; Init +7; AC 26 (Touch 16, flat-footed 26; +3 Dex, mithral shirt +3, amulet of natural armor +2, ring of protection +3); Atks +15/+10 melee (1d6+4/12-20 +2 keen rapier) or +14/+9 melee (1d4+3/19-20 +1 dagger) or +13/+8 melee (1d6+4/12-20 +2 keen rapier) and +12 melee (1d4+2/19-20 +1 dagger) or +14/+9 ranged (1d4+2/19-20 dagger) or +14/+9 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +4d6; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +11, Ref +13, Will +6; Str 14, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +13, Gather Information +6, Hide +15, Innuendo +11, Jump +50, Listen +6, Move Silently +15, Search +5, Sense Motive +7, Swim +5, Tumble +23; Dodge, Expertise,

Improved Critical (rapier), Improved Initiative, Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Whirlwind Attack

Possessions: +2 keen rapier, +1 dagger, amulet of natural armor +2, ring of jumping, ring of protection +3, cloak of resistance +3, Light crossbow, bolts (x20), +3 mithral shirt, dagger.

Thugs, male human Rog7 (4): Medium-sized humanoid (human), HD 7d6+14 (44 hp); Spd 30 ft; Init +7; AC 20 (Touch 15, flat-footed 20; +4 Dex, +2 studded leather armor, ring of protection +1); Atks +8 melee (1d6+3/15-20 +1 keen rapier) or +7 melee (1d4+2/19-20 dagger) or +9 ranged (1d4+2/19-20 dagger) or +9 ranged (1d8/19-20 light crossbow); Face/Reach 5 ft./5 ft; SA Sneak attack +4d6; SQ Evasion, improved evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +4, Ref +10, Will +4; Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8.

Skills and feats: Balance +14, Bluff +4, Climb +15, Gather Information +6, Hide +16, Innuendo +12, Jump +17, Listen +8, Move Silently +16, Search +10, Sense Motive +6, Tumble +18; Dodge, Improved Initiative, Mobility, Run, Spring Attack.

Possessions: Light crossbow, bolts (x20), +1 keen rapier, dagger (x2), +2 studded leather armor, cloak of resistance +1, ring of protection +1.

Encounter 4 and 6

APL 2

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert Ftr2: Medium-sized humanoid (human), HD 2d10+6 (21 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 15; breastplate +1); Atks +6 melee (2d4+4 masterwork falchion); Face/Reach 5 ft x 5ft/5 ft; AL CG; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills and feats: Climb +7, Jump +7, Swim +7, Intimidate +4; Combat Expertise, Improved Initiative, Dodge.

Possessions: Masterwork Falchion, Breastplate +1, slippers of spider climbing, and gold ring with Hawk insignia (ring of the Birds of Prey).

APL 4

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert Ftr4: Medium-sized humanoid (human), HD 4d10+12 (40 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 15; breastplate +1); Atks +8 melee (2d4+5 +1 falchion); Face/Reach 5 ft x 5ft/5 ft; AL C/G; SV Fort +7, Ref +4, Will +1; Str 16, Dex 16, Con 16, Int 13, Wis 11, Cha 10.

Skills and feats: Climb +7, Jump +7, Swim +7, Intimidate +4; Combat Expertise, Improved Initiative, Dodge, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: +1 falchion, breastplate +1, slippers of spider climbing, and gold ring with Hawk insignia (ring of the Birds of Prey).

APL 6

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert, Ftr6: Medium-sized humanoid (human), HD 6d10+18 (58 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 17; +1 breastplate); Atks +11/+6 melee (2d4+7, +1 keen falchion); Face/Reach 5 ft x 5ft/5 ft; AL C/G; SV Fort +9, Ref +6, Will +2; Str 16, Dex 16, Con 16, Int 13, Wis 11, Cha 10.

Skills and feats: Climb +11, Jump +11, Swim +11, Intimidate +6; Combat Expertise, Improved Initiative, Dodge, Weapon Focus (Falchion), Weapon Specialization (Falchion), Mobility, Spring Attack

Possessions: +1 keen falchion, +1 breastplate, slippers of spider climbing, and gold ring with Hawk insignia (ring of the Birds of Prey).

APL 8

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert, Ftr8: Medium-sized humanoid (human), HD 8d10+24 (76 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 17; +1 breastplate); Atks +14/+9 melee (2d4+9, +1 keen falchion); Face/Reach 5 ft x 5ft/5 ft; AL C/G; SV Fort +9, Ref +6, Will +4; Str 16 (18), Dex 16, Con 16, Int 13, Wis 11, Cha 10.

Skills and feats: Climb +13, Jump +13, Swim +13 Intimidate +8; Combat Expertise, Improved Initiative, Dodge, Weapon Focus (Falchion), Weapon Specialization (Falchion), Mobility, Spring Attack, Whirlwind

Possessions: +1 keen falchion, +1 breastplate, slippers of spider climbing, Gauntlets of Ogre Power, and gold ring with Hawk insignia (ring of the Birds of Prey).

APL 10

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert, Ftr10: Medium-sized humanoid (human), HD 10d10+40 (104 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 17; +1 breastplate); Atks +16/+11 melee (2d4+9, +1 keen falchion); Face/Reach 5 ft x 5ft/5 ft; AL C/G; SV Fort +10, Ref +7, Will +5; Str 16 (18), Dex 16, Con 16 (18), Int 13, Wis 11, Cha 10.

Skills and feats: Climb +16, Jump +16, Swim +16, Intimidate +10; Combat Expertise, Improved Initiative, Dodge, Weapon Focus (Falchion), Weapon Specialization (Falchion), Mobility, Spring Attack, Whirlwind, Power Attack, Improved Sunder

Possessions: +1 keen adamantite falchion, +1 breastplate, slippers of spider climbing, Gauntlets of Ogre Power, Amulet of Health (+2), and gold ring with Hawk insignia (ring of the Birds of Prey).

APL 12

Agent Morningstar, male human, Fallen Paladin of St. Cuthbert, Ftr12: Medium-sized humanoid (human), HD 12d10+48 (124 hp); Spd 30 ft; Init +7; AC 19 (Touch 10, flat-footed 17; +1 breastplate); Atks +18/+13/+8 melee (2d4+10, +1 keen falchion); Face/Reach 5 ft x 5ft/5 ft; AL C/G; SV Fort +12, Ref +8, Will +8; Str 17 (21), Dex 16, Con 16 (18), Int 13, Wis 12, Cha 10.

Skills and feats: Climb +18, Jump +18, Swim +18, Intimidate +12; Combat Expertise, Improved Initiative, Dodge, Weapon Focus (Falchion), Weapon Specialization (Falchion), Mobility, Spring Attack, Whirlwind, Power Attack, Improved Sunder, Cleave, Iron Will

Possessions: +1 keen adamantite falchion, +1 breastplate, slippers of spider climbing, Belt of Giant Str (4), Amulet of Health (+2), and gold ring with Hawk insignia (ring of the Birds of Prey).

Appendix 2: NPC attitudes and answers

Below is information for the PCs to discover during their investigation. If the PCs dig for more details, free ad lib being sure not to give away too much.

Agent Thorne, Female Half-elf: Thorne is the equipment custodian for the local sect of the Underley Network. She is young for a Half-elf and new to the organization. Although she understands the need for the investigation, she is upset that she is part of it. She does cooperate, but has a bit of attitude at being accused (although this may come across as a bad attitude to the PCs).

Here are her responses if these questions are asked:

- 1) What do you know of the Gemstones?

I know that some adventurers brought them to us (the Network) to give to the Countess. Agent Morningstar received one of them. I don't know who received the other one. We then transported them to the Countess. I believe that the one stone was swapped during transport and taken to Lord Duncombe, but I am not able to prove it.

- 2) How were they transported?

They were kept under a strict guard detail the night we received them. The next day, a locked box was given to each of us (Sable, Sparrow, Morningstar, and I) to transport to Radigast. Which one of us was supposed to have the real stones, I'm not for sure.

- 3) What do you think of the other three agents?

Sable: She seems trustworthy. She always comes through on her assignments, especially divinations, but that is her specialty. However, I don't understand her. Black is good, white is bad. It's that whole religion thing.

Sparrow: He is very kind and has a good head for business. That candy store he runs always seems to make a profit even though he constantly gives kids free samples. I don't know much more about him.

Morningstar: He seems very dedicated to his job. He always wants to catch the bad guy. He is really good at doing the disguise bit. His specialty is the "beggar."

Agent Sable, Female Human: Sable is a priestess of Wee Jas. Her contributions are primarily in the form of divinations. She is very anxious to find the spy and is frustrated that her divinations have not alluded to more information.

Here are her responses if these questions are asked:

- 1) What do you know of the Gemstones?

A group of adventurers had retrieved them and returned them to us (the Network). I personally received one of them for Jacobis and immediately gave it to him. I don't know who received the other one. The next morning, we transported them to Radigast City in boxes.

- 2) How were they transported?

Agents Thorne, Sparrow, Morningstar, and I were each given a box to take back to the Countess. We parted ways and arrived at our destination at relatively the same time, at least within an hour of each other. I believe the switch was made before we left or after we arrived.

- 3) What do you think of the other three agents?

Thorne: She is young and full of spirit. If properly directed, I believe she has a lot of potential, but with the shortage of good agents I am afraid she will not receive proper tutelage.

Sparrow: He is a very smart, funny man. He seems very happy with his life and loves to entertain children. I fancy that he has a crush on me.

Morningstar: He is a very impassioned man when it comes to defending the County. He tries very hard to do the right thing in all situations.

Agent Sparrow, Male Halfling: Sparrow is a simple halfling who runs a candy store just a few blocks from the Rotund Mug. He is very nice and joyful of character and loves children. However, he is agitated about the threat a spy introduces especially with the devils running about.

Here are her responses if these questions are asked:

- 1) What do you know of the Gemstones?

Master Underley hired some people to locate the stones and bring them to us (the Network). I believe that Sable received one of the stones, and I am not for sure who received the other.

- 2) How where they transported?

Jacobis entrusted us (Thorne, Sable, Morningstar, and I) with locked boxes the morning after we received both stones. We headed out in different directions and all returned to Radigast within a few hours of each other, if that long. Given what I know about those boxes, I don't believe the switch occurred during transport.

- 3) What do you think of the other three agents?

Thorne: She is quite brash and foolhardy at times, but she always seems to come out on top doing the right thing.

Sable: I like and trust her with my life. If we were of the same race, I would try and court her but being a halfling, I know that to be silly.

Morningstar: I don't interact with him much. I think he has issues with halflings. I was told once that he is actually a Paladin or something.

Agent Morningstar, Male Human: Agent Morningstar is attempting to atone for his misplaced notions of good. He is an ex-paladin of St. Cuthbert, using his experience as a Paladin to pass off as being a member of the clergy. Agent Morningstar made a deal with the Bird's of Prey as a young naïve Paladin, and in turn ended up being responsible for the deaths of a mother and her two children. Seeking vengeance for this, Morningstar sought out justice in the name of revenge, going against his god's wishes. For this he has become a fallen paladin. A fighter by trade, he wanders life aimlessly seeking to bring justice out of his own twisted sense of righteousness. During his encounter with the PCs, he is very pleasant and appears to be trying to help.

Here are her responses if these questions are asked:

- 1) What do you know of the Gemstones?

Not a lot. Some people I've never met brought us (the Network) two gemstones. I received one and took it immediately to Jacobis (Sense Motive DC 15 + APL). We were then tasked with taking them to the Countess.

- 2) How where they transported?

Lord Underley gave each of us a box the next morning to take to the Countess. I took the most direct route and got there about an hour before everyone else.

- 3) What do you think of the other three agents?

Thorne: I believe she is too young for this business even for a Half-elf, but she gets the job done.

Sable: She is very helpful, especially with her divinations. I just wish she could find out more (Sense Motive DC 15 + APL).

Sparrow: He has a head for business and spying. Other than that I do not spend much time with him.

4) Do you have issues with haflings?

No. My guess is that you have talked with Sparrow already. I just don't like him.

5) Are you a Paladin?

No, I am merely a clergy to St. Cuthbert (Sense Motive DC 15 to tell that although that is true there is something behind the truth).