

INT7-02

Trial by Fire

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Introduction Adventure

by Tim Sech

While some of the landscape of the Domain of Greyhawk has changed, the squabbling and power struggle of nobles has not. Ancient papers have been found and translated, papers that many would kill to have in their possession. With the knowledge now within their grasp two men rise above others to retrieve what they believe is rightfully theirs. Today is the day where a choice must be made that will change the fate of many. A one-round Core Introduction adventure set in Greyhawk City for characters level 1-4 (APL 2 only). This is the second adventure in the series of Living Greyhawk Core Introduction Adventures. It is not necessary to play the first Core Introduction Adventure, *Ambition's Folly*.

Resources for this adventure [and the authors of those works] include *Living Greyhawk Journal* [Denis Tetreault and Erik Mona], *Magic Item Compendium* [Andy Collins], *Greyhawk Ruins Campaign Guide* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Lique] [et al.]

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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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

3. Sum the results of step 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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- Enlist a sixth player.
- Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Greyhawk City. All characters pay 1 Time Units if their home region is Greyhawk all other characters must pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

Aramis Raspet is a relatively unknown aristocrat in the Artisans Quarter. This is unacceptable in his eyes and thus must be corrected immediately. He recently inherited a decent size fortune from his uncle who passed suddenly. Now with his new found wealth he has decided to enact his plan to rise in nobility and become one of Greyhawk's most notable aristocrats.

Aramis however is not above getting his power by unsavory means. He secretly worships Erythnul, the God of Slaughter. He has employed various mercenaries and has secretly begun building a small temple to Erythnul underneath his new house in the High Quarter. This has attracted the attention of a cleric and his followers of Erythnul to come into Greyhawk City and share in the wealth of their brethren. Of course being worshippers of the God of Slaughter, they occasionally must unleash their fury upon the different quarters.

A few weeks prior, Aramis had his agent find some unknowing citizens to do all the dirty work for him. He nudged them along to go see Yr, a man who is an enigma but has vast knowledge in demons and planar travel. Random adventurers got roped in and took some papers that were 'borrowed' from the Greyhawk Thieves Guild to Yr and ask for his help in translating. Yr figures out the papers detail out a ritual that summons a powerful demon that is compelled to follow whoever summoned it.

The adventurers handed over the papers to Aramis's agent and were attacked by crazed goblins. In the end however, Aramis got his hands on the papers and the notes from Yr and learned that he must see out select items in order to complete this ritual. The time is now to seek out individuals who will go and retrieve the items for him.

ADVENTURE SUMMARY

Introduction: The PCs are already in Greyhawk City and are summoned to meet with Yr.

Encounter 1: Yr explains in more detail what the papers are and give more information on who exactly is so interested in them.

Encounter 2: The PCs step outside Yr's house and are accosted by some of Humanchi's men wanting the PCs to

get them on their side. Aramis's men are watching from the sides and will jump in at a moment's notice.

Encounter 3: The PCs finally get to meet with Aramis if they choose not to side with Humanchi's men. He asks the PCs to retrieve a blood red pearl from the Mist Lake.

Encounter 4: On the way to the lake to get the red pearl the PCs are attacked by two hungry krenshar.

Encounter 5: The PCs arrive at the lake and happen to stir up a nest of stirges that attack.

Encounter 6: On the way back Humanchi along with his men stop the PCs and gives them an offer to hand the red pearl over to him.

Conclusion: The PCs have essentially made their choice of who to support. One of the aristocrats is not happy with them.

BEFORE PLAYING

It is suggested to read over the *Greyhawk Ruins Sourcebook* before playing. This is available on the RPGA website at www.rpga.com/lg. Player Characters (PCs) can choose to have Greyhawk City be their home region and thus can also participate in the Greyhawk Ruins Mini-Campaign. (Although they still have to be 1st level when they play the first official adventure of the series.)

Let the PCs choose affiliations which are found in the *Greyhawk Ruins Sourcebook* if they wish, as this may impact future Core introduction adventures.

Allow the PCs at any point in the adventure to go to the City Watch and tell them what is going on. The statistics for the City Watch are in the *Greyhawk Ruins Sourcebook*, page 16. Remember time however in the session and do not allow them to go too far away from the main story. The City Watch thanks them for the information but tells the PCs that without definitive proof or intent there is not much that can be done at this point. The City Watch makes sure the PCs have their licenses and all the proper documentation before they leave.

If PCs have played the first adventure in the series, *Ambition's Folly*, and have the **Decoded Letters** AR reward please note the special section in encounter 1 as Yr tells them a bit more than for those who have either do not have the AR reward or for those who have not yet played the adventure.

DUNGEONS & DRAGONS MINIATURES®

To run this adventure, you may want to use the following miniatures:

From the Blood War™ set:

- 1 Elf Warmage (5/60) to represent Ulex
- 1 Half-Orc Spy (6/60) to represent Demetirius
- 1 Hero of Valhalla (18/60) to represent Saul

From the War of the Dragon Queen™ set:

- 4 Stirges (56/60) to represent the 4 stirges

From the Night Below™ set:

- 2 Greyhawk Militia Sergeants (13/60) to represent the Greyhawk militia guards throughout the adventure.
- 2 Krenshars (43/60) to represent the 2 krenshars.

DUNGEONS & DRAGONS DUNGEON TILES®

To run this adventure, you may want to use the following Dungeon Tiles. Abbreviations for the sets are: *Dungeon Tiles* (DT), *Arcane Corridors* (AC), *Hidden Crypts* (HC), *Ruins of the Wild* (RW).

A Little Side Talk (Encounter 2):

- 1 Cave 4x8 (DT) (back)
- 1 Crevasse 8x2 (DT) (back)
- 1 Shop 8x10 (DT)
- 1 Tavern 8x10 (DT) (back)
- 1 Water Fountain 4x4 (DT)
- 1 Tower Base 8x10 (AC)
- 1 Grate 2x2 (HC)
- 1 Statue w/ Shield 2x2d (HC)
- 1 Statue w/ Spear 2x2d (HC)

The Long Road (Encounter 4):

- 1 Camp 8x8 (RW) (back)
- 1 Road 8x2 (RW)
- 1 Stone Circle 8x8 (RW) (back)
- 1 Ruined Wagon 4x2 (RW) (back)
- 1 Horse 2x2 (RW) (back)
- 1 Rock Outcropping 4x2 (RW) (back)
- 1 Road 8x2 (RW)

The Red Pearl (Encounter 5):

- 1 Cabin 8x8 (RW) (back)
- 1 Stream 8x2 (RW)
- 1 Road 8x2 (RW)
- 1 Ruined Tower 8x8 (RW) (back)

1 Field / Skeleton 4x8 (RW)
1 Stream Bend / Horse 2x2 (RW)
1 Stream Bend / Road Bend 2x2 (RW)
1 Log Bridge / Treasure Chest 1x2 (RW)

LAW AND ORDER IN THE FREE CITY

PCs in the Free City of Greyhawk are adventuring in an urban environment. It is perfectly possible, therefore, that they might do something to get themselves arrested. Thus, a few words about law, justice, crime, and punishment are in order.

The level and efficacy of law enforcement in the Free City is constantly in flux depending on the aims and goals of those in charge. Recently, some changes on the Directing Oligarchy have enabled the Lord Mayor, Nerof Gasgal, to reassert his authority. This has resulting in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear, below.

UNUSUAL COMPANIONS

The Free City is a sprawling and cosmopolitan urban center and as such, there are rules and regulations dealing with the presence of the animal companions, familiars, and more fantastic followers that a PC might bring with her.

In general, PCs that are accompanied by normal animals (that is, creatures with the animal type) are not bothered by the guards, provided that it is Medium-sized or smaller. If the animal is normally carnivorous (such as a wolf or Medium- or smaller-sized dinosaur), the PC is required to demonstrate her ability to control that beast, as well as to show some form of restraint upon it – a muzzle, or at the very least a collar and leash. They will also have to purchase a license for it at a cost of 1 gp per base HD.

Large-sized non-carnivorous animals are also acceptable, though depending on the animal it may also be required to be restrained/collared (common sense should prevail; a horse, even a warhorse, doesn't need to be led around by a collar; a rhinoceros is a different matter). They will also have to purchase a license for it at a cost of 5 gp per base HD for any animal other than a horse.

For more fantastic creatures (such as the types of creatures gained by the Improved Familiar feat, or more exotic animal companions or followers), the PC must purchase a license for it at a cost of 10 gp per base HD.

If the PC wishes, the companion can be snuck into the city *if* it could be hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or by *invisibility*). Warn the player that if they are caught

with the companion, they earn the *Arrested!* AR item (see below).

WEAPON AND SPELL RESTRICTIONS

The Free City regulates the use of weapons and spells within its walls. In regards to magic the laws are:

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.
- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons, the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.
- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

Note: If PCs try and get around these restrictions by buying weapons in the city they will be very securely wrapped and bound by the seller. Normally, PCs can hide weapons in extra-dimensional spaces without fear of their discovery.

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot. If a character

is paying standard or better upkeep, that character does not have to worry about the Freesword Tax.

Greyhawk prohibits owning, and thus selling, any idol or symbol of any Evil deity. Individuals finding such items must turn them over to the authorities to be destroyed. If the PC wishes, illegal idols can be snuck into the city *if* they could have been hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or perhaps via *invisibility*). Warn the player that if they are caught, they earn the *Arrested!* AR item (see below).

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

If a PC is caught carrying illegal weapons inside the city, the weapons are confiscated until he leaves, and the PC is fined 10% of the value of the confiscated weapons (to a maximum amount of 100 gp x APL).

If a PC uses a damaging spell in a non-life threatening situation they are fined 10 gp x APL. If they kill someone, it is treated as murder.

Use of an area damaging spell (*fireball*, for example) attracts a fine of 100 gp x APL.

Use of intrusive spells does not attract a fine, but the caster suffers a -2 circumstance penalty on all Diplomacy checks against people who saw him cast the spell (or have been told he did so).

These fines are halved if the offender was defending the city or helping the authorities in some way when you commit the offense. They may be waived by the adventure text.

Being caught smuggling in an animal requires the offender to buy a license and pay a fine equal to double the cost of the license. This must be paid even if the animal is already dead.

Those avoiding the Freesword Tax caught talking with patrons or selling the proceeds of their adventures, are fined 1,000 gp and treated as if they are smuggling all items found with you.

The penalty for worshiping an Evil deity is either death (for cult leaders and priests) or confiscation of all goods and banishment for all other involved individuals. Those caught with an icon or holy symbol of an evil deity have all their goods confiscated and are banished from the city (unless they can prove they were about to hand the item over to the authorities or a good-aligned church for destruction).

AVOIDING THE PENALTY FOR BREAKING THE LAW

Once you've been caught, there remains one way to avoid the penalty – commit another crime. Namely, bribe the City Watch. Greyhawk being what it is, this is almost expected. Bribery is a simple matter of offering the City Watch some portion of the expected fine to simply look the other way. Treat this as a Diplomacy check with the City Watch being indifferent. If they become unfriendly, you must pay the full fine. If they remain indifferent, you must pay 80% of the fine. If they become friendly, they only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

INTRODUCTION

There are two possible introductions for the PCs. All the PCs are in Greyhawk City to begin the adventure. They can come up with a reason for being there or if you as the Dungeon Master (DM) feel there is a more suitable reason can make one up.

If the PCs played the first Core Introduction adventure, *Ambition's Folly*, read the following adjust accordingly if the PCs are in a group or are on their own:

The sun sets in the west over the ramparts of Greyhawk's majestic walls as most of its citizens decide to head home for dinner. You feel a small tug on your trousers. Looking down you see a small boy, about 10 years old, holding a piece of parchment. He sheepishly hands over the paper and scurries off.

It is assumed the PCs read the letter.

"Welcome back to the Gem of the Flanaess my friends! I feel that I should explain more, and I owe you a drink anyhow for saving my life from those nasty fire creatures. Please come to my humble house and just walk in as soon as you can." It is signed by Yr.

Once the PCs decide to go to Yr's house, continue to encounter 1.

If the PCs have not played *Ambition's Folly* and have not traveled to Greyhawk City, review the Laws and Order section above to make sure they are aware of the rules. It is okay if they do not have a license right now, as Yr takes care of that in the short term. Assume that they are coming through the Highway Gate. Adjust the text accordingly if the PCs are separate or in a group:

After many long days of travel, you eventually reach Greyhawk City. Unfortunately there is such a long

line of caravans waiting to enter the city because the guards are being so meticulous about searching each and every merchant. Many of the people are getting restless and just wish to either go to their homes inside or to get a drink at many of the nearby taverns.

Finally one of the guards comes up to you asking, "What's your name, where are you from, and what is your business in the city?"

Allow the PCs to answer individually. He will of course tell them of the weapon license and about the use of magic in the city if the PCs do not already know. Give the PCs a bit of a rough time with the license issue and have them sweat a bit if they don't have one, then read the following when Yr intercedes.

"So it appears you need a sponsor?" a proud dark haired man built like an ox bellows from the other side of the gate. "Do not worry young Gegaand these fine folk are with me. I will make sure all their papers are in order." He nods in your direction.

"Alright, if you say so." The young guard allows you all to pass into the city. As you continue to walk, the man speaks.

"They're just doing their job just like most everyone in the city. By the way, the name is Yr and I am need of stout adventurers such as you. If you want to return the favor please follow me back to my place." Yr turns and strides off.

If the PCs follow him continue to encounter 1. If any PC does not follow him they can stumble back into the adventure in encounter 2. Yr does not answer any questions other than small talk on the way to his house.

ENCOUNTER 1: HERE'S THE DEAL

No matter how the PCs get here the encounter is the same except for those who have the **Decoded Letters** AR item from *Ambition's Folly*. Yr tells the PCs about the various factions that want the letters and why they do. He wants to lay the groundwork for them to make a choice on whom to help. He will not under any circumstances tell who them who to work for as that is up to them. He is merely a guide in this matter.

Once inside Yr's home the smell of fresh blueberry muffins along with a pungent odor fills the air.

"Ah it looks like Karin stopped by and dropped off some baked goods. Please help yourself and take a seat. I have asked you here to hear me out on some matters of great import.

As you may or may not know Aramis Raspet, a local noble of some repute, has in his possession some papers of great power. Many factions wish to get their hands on the knowledge of these papers and learn of its power and only Istus knows why all of you are now thrown into this play.

Yr takes a swig of some ale and sits down eye level with all of you. "I feel partly responsible for this so I will impart some of my knowledge of the players in this game so that it will help you to make the right choices in the coming days or possibly months.

First I will speak of Aramis. As far as I know he is not evil per say but will not let anyone get in his way. He is cunning but lets his henchman do the dirty work as he feels this lets him have his hands clean. However if you do good by him he will honor all agreements no matter what. He will most certainly try to garner your aid which may not be a bad thing honestly but again it is for you to decide.

Second is a rather new noble, from the Duchy of Urnst, to Greyhawk that goes by the name of Humanchi. I have yet to see this man in the daylight but his talk and actions tend to be a lot more aggressive than Raspet's. He is vehemently against Aramis gaining the knowledge of the papers and wishes to stop him at all cost. I suspect you will hear from him as well.

Of course there is the third faction which is the Greyhawk Thieves Guild. They merely wish to have what is rightfully theirs returned. Somehow the book from which these papers are from were ripped out and stolen from them. I truly doubt Aramis had some hand in it but again at this point it does not matter.

I have talked long enough. Remember that ultimately the choice is yours and yours alone. There is no right or wrong way in the grand scheme of things. I must leave now as I have a date." Yr stands up and bows before you.

Yr has to meet with Karin and thus his time is short. For those who have the **Decoded Letters** AR item he imparts this knowledge:

"So you were able to get a copy of the letters? Very clever. There are valuable items that must be gathered first before the ritual can take place. Some are in very dangerous places while others are in mundane areas. I believe the closest item is a red pearl. I bet that's where Aramis will send his men to first."

Yr also hands the PC with the decoded letter (only one per table if multiple PCs have it) a *potion of cure light wounds*.

Any questions that the PCs may ask he replies only that Istus will guide you. Nothing is in the house for the PCs to take if they are feeling a bit risky.

Treasure

APL 2: Loot 0 gp; Coin 0 gp; Magic *potion of cure light wounds* (4 gp)

ENCOUNTER 2: A LITTLE SIDE TALK

As soon as the PCs walk outside they are accosted by Humanchi's men. Humanchi sent them to 'feel' out the PCs but these thugs are brash and obnoxious thus they pick a fight.

The bright daylight beams through the city buildings. There is no one on the street unusually enough except for three rather rough looking citizens that approach you.

"Hello there! Humanchi says his hello as well. He wanted us to get a 'feel' on your thoughts about a few things but we would rather just beat you to a pulp first."

APL 2 (EL 3)

Demetrius: male half-orc rogue 1; hp 7; see Appendix 1.

Saul: male human fighter 1; hp 15; see Appendix 1.

Ulex: female elf wizard 1; hp 4; see Appendix 1.

Tactics: The thugs gang up on one person at a time then move on to the next. Ulex uses her *arcanist gloves* on her first damage dealing spell. She casts *magic weapon* on Saul's heavy flail and also gives him the DR 5/magic from her Toughening Transmutation feat. Demetrius tumbles to get into a flank position to sneak attack any PC while Saul hits the first thing in his way.

Treasure:

APL 2: Loot 76 gp; Coin 6 gp; Magic *shiftweave* (42 gp), *safewing emblem* (21 gp), *arcanist's gloves* (42 gp), *Ulex spellbook* (25 gp), *armband of elusive action* (67 gp), *potion of cure light wounds* (4 gp)

Development: If any of the thugs are captured they just talk about how intimidating Humanchi is and the fact he will be very upset at them for not getting the desired results. There was no meeting as he did intend for them to find out their fighting prowess.

Before the Greyhawk City Watch even come, Aramis's men come to the scene. They arrive either at the

end of 4 rounds or if the PCs are all down on the ground to save the day. Use the statistic's of Humanchi's men for Aramis's men if needed, but his men are all of Neutral alignment. The PCs will receive the loot from the thugs as good faith on Aramis's part. They ask the PCs to please meet with Aramis and hear him out as he has a task for them. They thank the PCs for the decoded letters if the PCs have that AR item but if the PCs do not have it then they entice the PCs with riches and so forth to get them to come.

ENCOUNTER 3: WELCOME TO MY HOME

Aramis lives in Clerkgburg for now near the Free City Arena close to the Garden Gate.

"Aramis still lives in Clerkgburg for now." One of the men says to you.

The trio point out various establishments as you walk along the city streets. Grey College is on the right where vines grow along the sides of the building and just before reaching the Garden Gate they turn right along the road.

"His house is right before the Bridge of Entwined Hearts. Kinda hokey name really and is one of the reasons we all want to get out of this quarter. Aramis believes you can help him do that."

Describe Aramis's house as a humble one. It is not overly large or extravagant and is tucked away nearly against the stone walls. Inside the guards leave and are replaced by servants who ask what the PCs wish to drink or eat. After a while a servant summons the PCs to meet with Aramis.

If a PC played CORINT7-01 *Ambition's Folly* Aramis refers to them by name. If the PCs do not accept Aramis's offer then he attempts to 'bribe' them by saying that it will be well worth their while to help him out as he will help them out in the future. If that doesn't work then he is disappointed and sends them off. The adventure is over for those PCs.

The oak doors swing open to reveal a rather modest looking room. A few chairs sit off to the side while dusty bookcases line the back wall. A worn maroon couch sits opposite a desk where a tall, blonde, man stands with his arms stretched wide.

"So good to meet all of you! Please sit, I trust you all are well fed and have had your fill of drink? If not Iafe can get you more." Aramis takes a seat. "So am I safe to assume that by you being here that you will help me? (Wait for the PCs to answer)"

"Good! Now to get down to business, I seek a red pearl which can only be found in Mist Lake. Thankfully it is not far from here. I can give you horses if you'd like and some rations. I will also pay each of you 200 gold orbs for its safe return and of course my never-ending gratitude. Here is a map of the area. I don't anticipate any resistance honestly but again I have not adventured in my life."

The answers to a few of the questions PCs may ask of Aramis are below. If there is a question that is asked that is not on list answer the DM is advised to feign indifference or make up a response that a stuck up noble would say.

Why do you want the items?

"For a very important ritual that will help me grow in popularity and rise in the social eyes of this city."

What kind of ritual?

"Ah yes of course. I have yet to figure out fully what type of ritual but I know it will create something that will be for the betterment of Greyhawk and me of course."

What are the other items?

"At this time I'd rather not say since there are many spies about. Maybe in the future you could retrieve more of the items for me as long as your procurement of the red pearl goes well."

How do we find the red pearl?

"Oh from what my source has said the red pearl usually is near the shore where a sort of burnt orange or red algae has gathered."

Who is Humanchi?

"Obviously some sort of rival. Though, it is strange that I have not heard of him before. I, like most people of my stature, have made some enemies from time to time. He must have some grudge but who knows what."

Do you know Yr?

"Yes I know him of course. I do not like interacting with him as I always get the feeling he is judging me. My men tell me that he some mystic but I believe him to be some quack who has a bit of knowledge about history."

What about our riches that we were promised?

"Riches? Oh my men were exaggerating. They are so eager to move up to the High Quarter and get out of this drab place that they'll say anything."

Once the PCs are done asking questions Aramis excuses them and has his servant give them a promissory note to

procure all that they need for the journey (Horses, rations, any mundane equipment from the *Player's Handbook*)

ENCOUNTER 4: THE LONG ROAD

As the PCs walk or ride along the road out towards Mist Lake they meet a few merchants going into Greyhawk City but none are very talkative. Along the road they meet two hungry krenshars and see the horses or the PCs themselves as a good meal. Refer to the Krenshar Attack map in the DM aid section

Two sickly beasts, the combination of a wolf and a hyena it appears, lumber out from the brush to the side of the road, their eyes ablaze with hunger!

APL 2 (EL 2)

Krenshars (2): magical beast: hp 11, 11; see *Monster Manual* page 163.

Tactics: One of the krenshars uses its scare ability to drive off some of the prey while the other goes in for the kill.

Once the PCs dispatch the threat continue on to encounter 5.

ENCOUNTER 5: THE RED PEARL

At last the murky black Mist Lake. All seems normal enough though the dangers of this area have made for many tales worthy of a stiff drink.

To find the red pearl the PCs need to make a DC 12 Survival check to notice different scraps of the burnt orange algae that has been displaced. By following the algae the PCs can locate the area of the red pearl. If the PCs cannot make this check they can make a DC 15 Spot check to get a glimmer of red coming from the lake.

The red pearl actually is a red gem in the shape of a pearl. A DC 10 Knowledge (nature) or Appraise will divulge this fact.

As soon as the PCs near the algae and step onto the banks they awaken a few stirges.

The lake teems with life as the familiar croaking and various splashes are heard. The unusual algae has gathered around the southern edge of the lake. A glimmer of red light peeks out from underneath it.

Out of the corner of your eye a rather nasty looking creature, a cross between a bat and a giant mosquito, flies out of a nearby tree followed by a few others.

APL 2 (EL 2)

Stirges (4): magical beast: hp 5, 5, 5, 5; see *Monster Manual*/page 237.

Tactics: The stirges suck the PCs blood until they have had their fill.

Once the PCs dispatch the stirges they can easily retrieve the red pearl and head back to Greyhawk City.

ENCOUNTER 6: DEAL OR NO DEAL

The PCs are stopped by Humanchi and asked to make a deal just outside the Duke's Gate from the High Road. They can accept or decline him either way this is not a combat encounter.

Have the PCs make a DC 15 Spot check to notice a group of men riding fast towards them. If they succeed they have 2 rounds to decide what to do. Regardless Humanchi and his men stop 20 feet from the PCs position. The sun has set so it is just after dusk when this encounter happens.

A large man with flowing black hair raises his fist in the air. "HOLD!" All the other men come to a sudden stop.

"I am Humanchi and I wish to offer you a deal. Hand over the red pearl to me thus showing your loyalty and thwarting the evil Aramis. I will match any offer that he has made to you as well."

The PCs can ask a few questions. Humanchi will respond in kind saying that he has more resources than Aramis, more riches, more power and that is all they need to know for now.

Allow the PCs to decide what they say. For those who decline read the following:

"Unfortunately that is what I expected you would say. You may pass freely this time but know this, you have made a powerful enemy here today and I would watch your back from now on."

The PCs earn the **Enmity of Humanchi** on the AR. Continue to the Conclusion.

If the PCs accept the deal read the following:

A surprised look emerges on Humanchi's face.

"Excellent! Hand over the red pearl and follow me back to the city. I will protect you from the evil of Aramis. You have made a powerful friend this day."

The PCs earn the **Friendship of Humanchi** on the AR as well as **Enmity of Aramis**. Continue to the Conclusion.

Treasure:

APL 2: Coin 200 gp; Loot 0 gp; Magic 0 gp.

CONCLUSION

If the PCs gave the red pearl to Humanchi then read the following:

The last few days have been unsettling. There have been suspicious murders near Humanchi's home that have dumbfounded the city watch. Humanchi himself has not been seen since he rode out of the city to meet all of you. Indeed, maybe it wasn't such a good idea to turn on Aramis but only time will tell.

For those who returned the red pearl to Aramis read the following:

You are ushered quickly into Aramis's study. Aramis stands smiling gleefully before you, "I have heard of your success, now let me see it." (He waits until the PCs give him the red pearl.) "Excellent. Well I also heard that Humanchi tried to get you on his side, tell me what did he look like?" (He waits for the PCs to answer.)

"Well it is a good thing you chose me over that wretched man. Here is the payment that I said I would give you. Oh also since I am a generous man, we have come into some extra items. If you wish to procure some of them just let me know."

The PCs earn the **Friendship of Aramis** on the AR.

Treasure:

APL 2: Coin 200 gp; Loot 0 gp; Magic 0 gp.

If the PCs decide to keep the red pearl for themselves that is fine. They earn the **Red Pearl** AR item as well as the **Enmity of Aramis**. Read the following:

The clouds over Greyhawk City have been grey ever since your return. Shadows seem to be closing in all around you and creep out of corners you didn't know existed. People stare as you walk by seemingly judging you. Indeed, maybe it wasn't such a good idea to keep the red pearl but Yr did say that everyone

in this world has a choice. Whether it is right or wrong is the question.

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 2: A Little Side Talk

Defeat Humanchi's thugs 90 XP

ENCOUNTER 4: The Long Road

Defeat the krenshars 60 XP

ENCOUNTER 5: The Red Pearl

Defeat the stirges 60 XP

Story Award

Retrieving the red pearl 60 XP

Roleplaying Award

Good roleplaying at the DM's discretion 90 XP

Total Possible Experience 360 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 characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: Here's the Deal

APL 2: Loot 0 gp; Coin 0 gp; Magic *potion of cure light wounds* (4 gp)

2: A Little Side Talk

APL 2: Loot 76 gp; Coin 6 gp; Magic *shiftweave* (42 gp), *safewing emblem* (21 gp), *arcantist's gloves* (42 gp), *Ulex spellbook* (25 gp), *armband of elusive action* (67 gp), *potion of cure light wounds* (4 gp)

6: Deal or No Deal

APL 2: C 200 gp; L 0 gp; M 0 gp.

Conclusion

APL 2: C 200 gp; L 0 gp; M 0 gp.

Total Possible Treasure 450 GP

ADVENTURE RECORD ITEMS

Arrested! You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay 225 gp to avoid imprisonment.

Favor of Aramis: For having returned the red pearl to Aramis he has decided to allow you purchase one item from the following list:

Favor of Humanchi: You have decided to hand over the red pearl with Humanchi and for that he thanks you. He is willing to have his skilled craftsmen to work on either your choice of existing armor or weapon with the following enhancements:

Enmity of Humanchi: Rejecting the offer of Humanchi may not have been the smartest idea. This will have repercussions in the future.

Enmity of Aramis: Having to look over your shoulder while in Greyhawk City at all times is not a pleasant experience. Aramis has not forgotten your betrayal.

Keeping the Red Pearl: You have decided to keep the red pearl for yourself, angering both Aramis and Humanchi. Brave as that may be it also may be your undoing.

Ulex's Spellbook: 1st – *jet of steam**, *magic missile*, *magic weapon*. Cost 300 gp.

ITEM ACCESS

APL 2:

Shiftweave (Any; *Magic Item Compendium*; 500 gp)

Safewing emblem (Any; *Magic Item Compendium*; 250 gp)

Armband of elusive action (Any; *Magic Item Compendium*; 800 gp)

Arcanist's gloves (Any; *Magic Item Compendium*; 500 gp)

Ulex's Spellbook (Any; *see above*; 300 gp)

APPENDIX 1: STAT BLOCKS

ENCOUNTER 2

DEMETRIUS

CR 1

Male Half-Orc Rogue 1

NE Medium humanoid (half-orc)

Init +6; **Senses** Darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Orc

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 chain shirt)

hp 7 (1 HD)

Fort +1, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)

Melee sap +3 (1d6+3)
or short sword +3 (1d6+3)

Ranged composite shortbow +2 (Str +2) (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +3

Atk Options Sneak Attack +1d6

Abilities Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Feats Improved Initiative

Skills Hide +6, Listen +4, Intimidate +2, Move Silently +6, Search +4, Sense Motive +4, Spot +4, Tumble +6

SA Trapfinding

Possessions combat gear plus chain shirt, sap, short sword, composite shortbow (Str+2), 20 arrows, backpack, wrap for equipment, waterskin, flint & steel, bedroll, *shiftweave**, 12 gp. Encumbrance – Light.

Hook Get this job done and I can get paid.

SAUL

CR 1

Male Human Fighter 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 banded mail)

hp 15 (1 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)

Melee heavy flail +4 (1d10+3)

Ranged composite longbow +2 (Str +2) (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +3

Combat Gear *potion of cure light wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Feats Weapon Focus (heavy flail), Toughness, Combat Reflexes

Skills Climb +6, Intimidate +3, Ride +3, Swim +4

Possessions combat gear plus *armband of elusive action**, banded mail, heavy flail, composite longbow (Str+2), 20 arrows, backpack, wrap for equipment, 10 gp. Encumbrance – Light.

Hook I wish Humanchi would have sent someone else to do the job.

ULEX

CR 1

Female Elf Wizard (transmutation) 1

CE Medium humanoid (elf)

Init +3; **Senses** lowlight 60 ft.; Listen +3, Spot +3

Languages Common, Draconic, Goblin, Elven

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 4 (1 HD)

Fort +0, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee longsword -1 (1d8-1)

Ranged touch spell +3

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -1

Atk Options spells

Wizard Spells Prepared (CL 1st):

1st— *jet of steam** (DC 13), *magic missile*, *magic weapon*

0— *acid splash* (DC 12), *detect magic*, *mending*

Abilities Str 8, Dex 17, Con 10, Int 14, Wis 13, Cha 10.

Feats Scribe Scroll, Toughening Transmutation*

Skills Concentration +4, Knowledge (arcane) +6, Knowledge (local) +4, Knowledge (planes) +4, Spellcraft +6

SA Immune to sleep, +2 bonus to enchantment spells or effects, elven proficiency, summon familiar

Possessions combat gear plus *arcanist's gloves**, longsword, backpack, bundle for supplies, parchment, ink, quill, *safewing emblem**, spellbook, 15 gp. Encumbrance – Light.

Spellbook: 1st – *jet of steam**, *magic missile*, *magic weapon*.

Hook I will rise in Humanchi's eyes once this job is done right.

* see Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

Toughening Transmutation

Complete Mage 48

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

Prerequisites: Spell Focus (transmutation) or transmuter level 1st.

Benefit: Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic. If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts for 1 round.

Special: A transmuter can select this feat as a wizard bonus feat.

Jet of Steam

Complete Mage 108

Evocation [Water]

Level: Sorcerer/wizard 1, wu jen 1 (water)

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-foot line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful jet of superheated steam that deals 1d4 points of fire damage per caster level (maximum 5d4) to each creature within its area. The jet begins at your fingertips.

The jet of steam deals no damage to objects in its path, nor can it set fire to combustibles.

Arcanist's Gloves

Magic Item Compendium 72

Price: 500 gp (3rd)

Property: Hands

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Swift (command)

Weight: -

When you activate *arcanist's gloves*, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, *fox's cunning*.

Cost to Create: 250 gp, 20 xp, 1 day.

Safewing Emblem

Magic Item Compendium 131

Price (Item Level): 250 gp (2nd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Immediate (mental)

Weight: -

If you fall at least 10 feet, a *safewing emblem* becomes a pair of feathery wings that grant you a feather fall effect, allowing you to descend safely from any height up to 180 feet. When you land, the emblem shatters, its magic expended.

Prerequisites: Craft Wondrous Items, *feather fall*

Cost to Create: 125 gp, 10 xp, 1 day

Shiftweave

Magic Item Compendium 133

Price: 500 (3rd)

Property: Torso

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Swift (mental)

Weight: 5lb.

When you activate *shiftweave*, it changes your garb to resemble any of five specific outfits designated during its creation. *Shiftweave* has no effect on any armor you wear (Nor can it mimic armor) and does not change the effect of any magical clothing you wear.

Lore: Though originally created for wealthy socialites who wanted to avoid wearing the same gown to the gala, *shiftweave* is also useful to spies and assassins (Knowledge [nobility and royalty] DC 10).

Prerequisites: Craft Wondrous Item, *disguise self*.

Cost to Create: 250 gp, 20 xp, 1 day.

Armband of Elusive Action

Magic Item Compendium 72

Price: 800 (3rd)

Property: Arms

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Immediate (mental)

Weight: 1lb.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

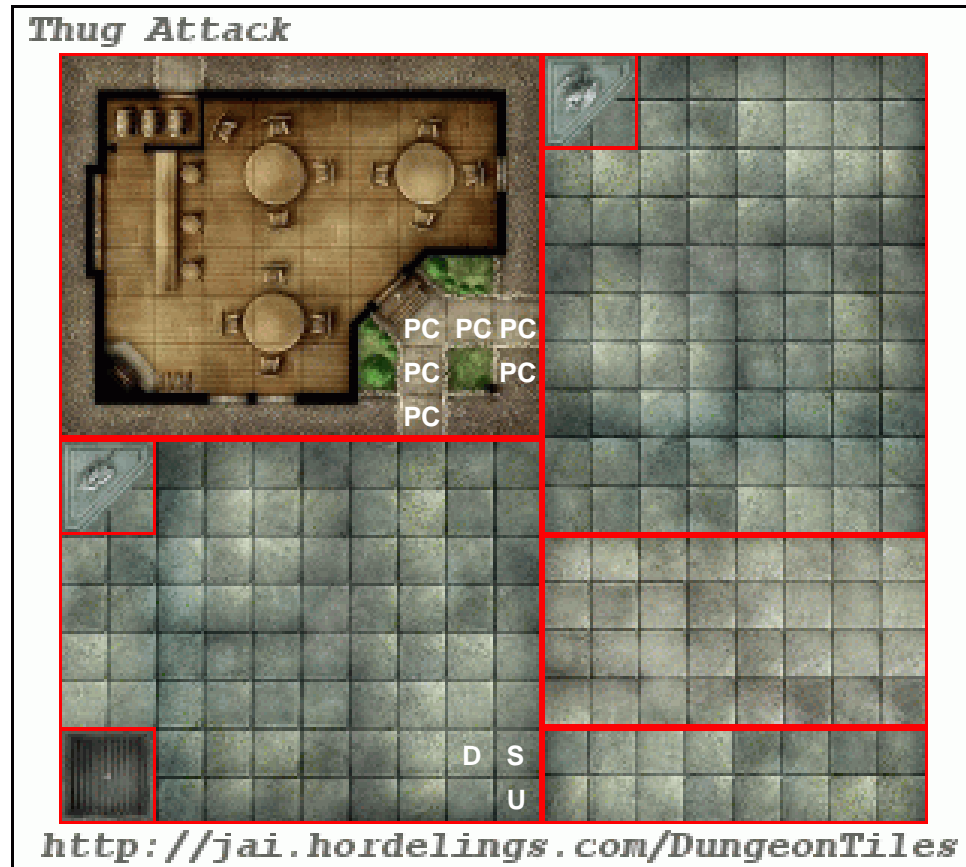
An *armband of elusive action* functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89).

Cost to Create: 400 gp, 32 xp, 1 day.

DM MAP 1

A LITTLE SIDE TALK (ENCOUNTER 2)

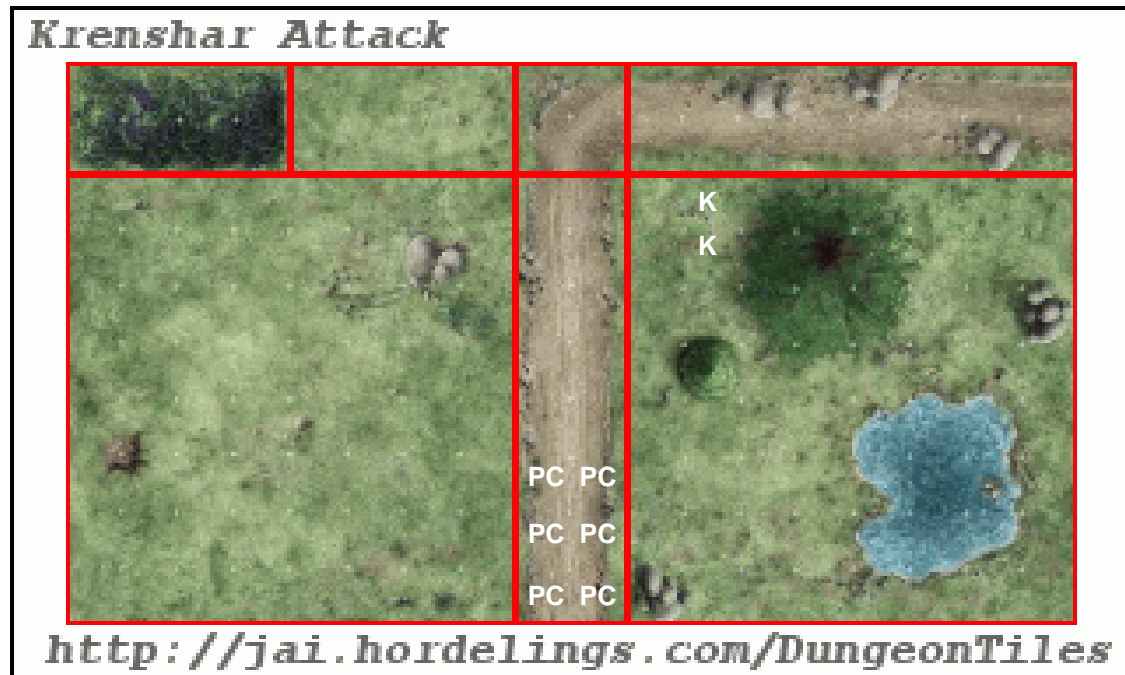


Key

- PC = PCs start here
- D = Demetrius starts here
- S = Saul starts here
- U = Ulex starts here

DM MAP 2

KRENSHAR ATTACK (ENCOUNTER 4)

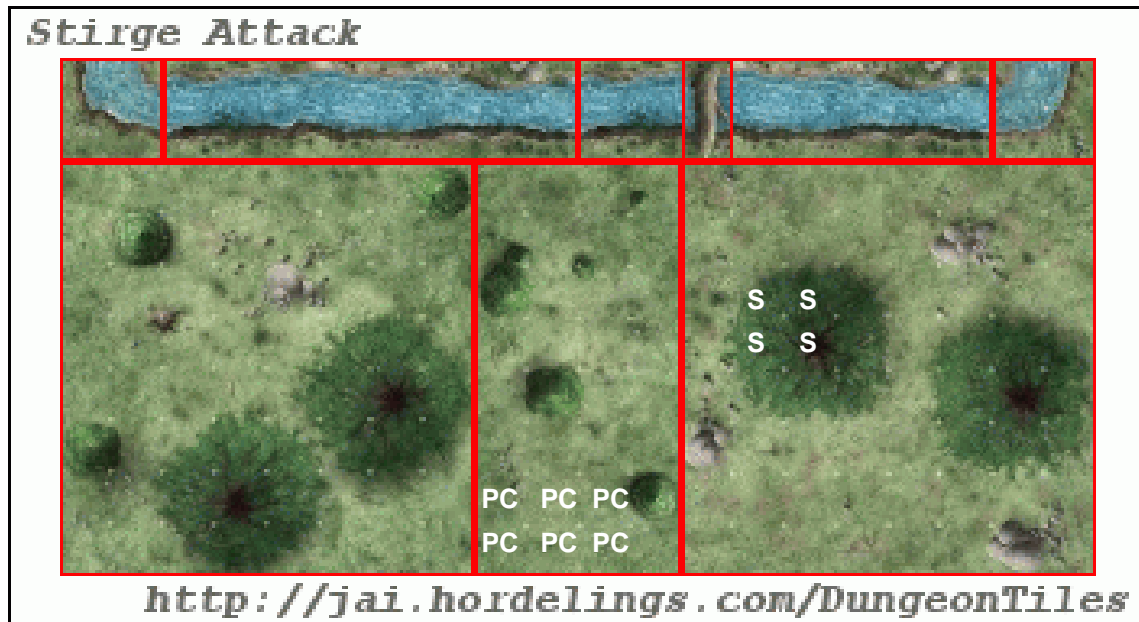


Key

PC = PCs start here

K = Krenshars start here

STIRGE ATTACK (ENCOUNTER 5)



Note: Once the PCs head near the water's edge, the stirges attack, leaving the cover of a nearby tree.

Key

PC = PCs start here

S= Stirges start here