



This Record Certifies that

Played by _____ Player _____ RPGA # _____

**Has Completed
Ripe for the Picking
A Regional Adventure
Set in Gran March**



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

☛ **Ring of Release:** This silver ring allows the wearer to act as if under the effect of a *freedom of movement* spell, once a day, if attacked by any magic that restricts movement. Once activated, the wearer can move and attack normally for 70 minutes. The ring must be worn for 24 hours before the wearer gains the benefit of the ring. Going underwater does not activate the ring; it only activates when the wearer is attacked as noted above.

Moderate abjuration; CL: 7th; Prerequisites: Forge Ring, *freedom of movement*; Market Price: 8,000 gp; Weight: 0 lbs.

☛ **Gratitude of the Pelorites:** This is given to PCs who have helped disprove any Pelorite involvement in the death of Rhal. This gratitude has three effects. The first is an Influence Point with the newly formed Fellowship of Pelor and Mayahene. While this Influence Point has no value at this time, it may have value in the future. Mark this paragraph as USED when you use the Influence Point.

The second is that, using certain knowledge gained over the past year, Brother Geraint Brownbaker can now upgrade items to use the *holy, flaming, flaming burst, daylight (A&EG), or sacred (A&EG)* special abilities. You now have one-time access to purchase an upgrade to any one weapon/armor/shield you possess with the *holy (weapon), flaming (weapon), flaming burst (weapon), daylight (armor/shield), or sacred (armor/shield)* special ability. You may use the Gratitude in this way after any Gran March regional adventure, and mark this paragraph as USED when you have done so.

The third is that Brother Brownbaker will share a new divine spell with any divine spellcasters in your party. This PC may choose any divine spell (that has the Light or Good descriptor or the Healing subschool AND that they are of the correct class and level to cast) from the limited list in the LGCS or from this list of spells from BoED: *blood of the martyr, celestial brilliance, crown of brilliance, crown of flame, ease pain, energetic healing, glory of the martyr, refreshment, remove nausea, righteous might, tomb of light*. The PC gains Core access to that spell. List the spell chosen here: _____

☛ **Gratitude of the Gran March Military:** This is given to both active-duty and reserve military PCs who have managed to uncover the band of rogues and spies in Orlane. This gratitude has three effects. First, you receive one Influence Point with the Gran March Military. Mark this paragraph as USED when you use the Influence Point.

Second, if you are active-duty, for your protection, you are now on Diplomatic Duty. This means that you can play in six rounds of out-of-region scenarios that would normally cost you non-military time units. However, as you will be on duty, this will cost you an additional TU for each round of the scenarios. For example, playing a one-round Core scenario will cost three military TUs instead of two non-military TUs. Two-round scenarios cost six military-TUs. All six rounds must be played in before the end of CY 594 (year four). Once you have played all six rounds (or the end of CY 594 occurs), strike through this paragraph with the word COMPLETED. Note on the ARs for the six rounds of out-of-region scenarios played that they are being undertaken with respect to this Diplomatic Duty.

Third, if you are a reserve military PC (either a veteran or a member of Syroch), you now have one-time access to purchase an upgrade to any one weapon/armor/shield you possess to a +2 or +3 enhancement bonus. You may use the Gratitude in this way after any Gran March regional adventure, and mark this paragraph as USED when you have done so.

☛ **Witness for the Prosecution:** This is given to all PCs who successfully complete this adventure. They are material witnesses to the events surrounding the murder of Rhal ap Ogwen and the exposure of the band of rogues and spies in Orlane. Each PC will be called upon to give truthful testimony on these matters at a later date.

☛ **Influence Point with the Corporation:** This is given to any PC that is a member of The Corporation who has managed to return any information that points to the rogue Corporate faction. This information could include descriptions of the team in the tavern's basement or copies of the forged documents.

☛ **Death Mark with the Corporation:** This is given to any PC that is a member of the Corporation who has divulged publicly any secrets of the Corporation. This includes use of CorporateSpeak in public as can happen in the statue encounter. This PC has been given a Death Mark because of the seriousness of the infraction. Players whose PCs receive this must always present a copy of the Corporation Members document to the table anytime these PCs are played so that judges can effectively administer the Death Mark.

TU

Starting TU

1 OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ☛ Elixir of Hiding (Adventure, DMG)
- ☛ Elixir of Sneaking (Adventure, DMG)
- ☛ Hat of Disguise (Adventure, DMG)
- ☛ Mithral Chain Shirt (Adventure, DMG)
- ☛ Wand of Darkness (Adventure, 3rd level caster, DMG)
- ☛ Wand of Fireball (Adventure, 5th level caster, DMG)
- ☛ Wand of Sleep (Adventure, 1st level caster, DMG)

APL 4 (APL 2 Items plus):

- ☛ +1 Mithral Chain Shirt (Adventure, DMG)
- ☛ Wand of Glitterdust (Adventure, 3rd level caster, DMG)

APL 6 (APL 2, 4 Items plus):

- ☛ +1 Darkwood Composite Shortbow (+1 Str bonus) (Adventure, DMG)
- ☛ Ring of Protection +2 (Adventure, DMG)
- ☛ Wand of Fireball (Adventure, 8th level caster, DMG)
- ☛ Wand of Hold Person (Adventure, 3rd level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ☛ +1 Frost Bastard Sword (Adventure, DMG)
- ☛ +1 Mithral Bane (Human) Rapier (Adventure, DMG)
- ☛ Assassin's Dagger (Adventure, DMG)
- ☛ Belt of Endurance (Adventure, A&EG)
- ☛ Cloak of Charisma +2 (Adventure, DMG)
- ☛ Gloves of Dexterity +2 (Adventure, DMG)
- ☛ Headband of Intellect +2 (Adventure, DMG)
- ☛ Periapt of Wisdom +2 (Adventure, DMG)
- ☛ Potion of Barkskin +3 (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ☛ Amulet of Natural Armor +2 (Adventure, DMG)
- ☛ Potion of Barkskin +4 (Adventure, DMG)
- ☛ Ring of Release (Adventure, see above)
- ☛ Wand of Hold Person, Heightened 4th Level (Adventure, 7th level caster, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ☛ +2 Mithral Chain Shirt (Adventure, DMG)
- ☛ Amulet of Natural Armor +3 (Adventure, DMG)
- ☛ Potion of Barkskin +5 (Adventure, DMG)
- ☛ Ring of Protection +3 (Adventure, DMG)
- ☛ Wand of Fireball (Adventure, 10th level caster, DMG)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL



This Record Certifies that

Played by _____
Player RPGA #

**Has Completed Ripe for the Picking
A Regional Adventure
Set in Gran March
And Gained Access to *Rhal ap Ogwen***



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
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Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #



**594 CY
ADVENTURE**

❖ Rhal ap Ogwen (special AR)

Rhal ap Ogwen was a priest of Pelor who came to Gran March from Geoff as a refugee. Disappointed and disillusioned by how the war with the giants was progressing, he fell in with a nefarious group of rogues and committed treason against Gran March by stealing classified information. While incarcerated and awaiting his eventual beheading, Rhal was remorseful and wanted to redeem himself in Pelor's eyes, even though he knew that such contrition would not spare his life and might very well result in its end by the rogues. He intended to divulge all he knew about the group of rogues as part of an atonement spell. Before he could do so, however, he was assassinated. His spirit then went to Pelor for judgment, fully expecting to be turned away for his sins. Pelor, however, had mercy on Rhal and sent his spirit back to inhabit an item. Thus, as Rhal was used as a tool in life to bring dishonor to the faith of Pelor, he is now being used as a tool in death to bring honor and glory to the faith.

Rhal has possessed an item in your possession. The object Rhal selects to possess is chosen from the following list, in order of his preference: *mace of Pelor*, heavy mace (the preferred weapon of Pelorites), mace, melee weapon, armor, shield, ranged weapon, ring, other jewelry, article of clothing, miscellaneous object. He will not possess any single-use items (like potions or scrolls) or charged items (such as wands or staves). Rhal's possession of this item transforms it into an intelligent item (as per the rules in the DMG).

Rhal has the following stats when he first possesses the item: Int 14, Wis 16, Cha 12. He speaks and reads Common, Flan, and Giant, and he can also communicate telepathically with his wielder. Rhal usually does not speak, however, except telepathically with his owner. He has 60 ft. darkvision and hearing. Rhal's alignment is Neutral Good, so only users of good alignment can wield Rhal without penalty (as per the rules in the DMG). If Rhal inhabits a weapon, that weapon counts as good-aligned with respect to damage reduction (as a result of Pelor's blessing upon the weapon).

To make this possession permanent, you need a priest of Pelor to help you incorporate a gold holy symbol of Pelor into the construction of the item (thus making the item count as a holy symbol of Pelor), a process that costs 5,445 gp total. If the target item is a *mace of Pelor*, however, the cost is 5,400 gp as the gold holy symbol is already a part of the weapon. Otherwise, Rhal's spirit departs back to Pelor for judgment at the end of this adventure. If this PC already possesses another intelligent item, Rhal's spirit departs back to Pelor, unless the PC both pays the cost to make the possession permanent and permanently disposes of the other intelligent item (sells it, discards it, turns it over to NPCs).

Rhal's starting Ego is at least 6 (because of his mental stats), but it might be higher, depending on the item inhabited (as per the rules in the DMG). His Ego will increase as additional powers are added to the item he possesses (see below).

Rhal's special purpose is to defend the servants and interests of Pelor. As long as you aid Rhal in this mission, Rhal will allow you to add certain upgrades to this weapon. Specifically, if Rhal has not attempted to control you in three adventures to further his special purpose, you are allowed to add an upgrade, but only one per any single adventure. However, these upgrades can only be added by a cleric or paladin of Pelor in Gran March, so access to each upgrade is considered Frequency: Regional. As you are assisting Rhal in his mission, Rhal will use his abilities of his own volition (DM's choice) to aid and protect you. The upgrades available are:

If possessing armor or shield, Rhal can:

- Grant himself access to the *daylight* armor or shield special ability. Cost of upgrade as per the A&EG. This adds two points to Rhal's Ego.
- Grant himself access to the *sacred* armor or shield special ability. Cost of upgrade as per the A&EG. This adds two points to Rhal's Ego.

If possessing a weapon, Rhal can:

- Grant himself access to the *flaming* weapon special ability. Cost of upgrade as per the DMG. This adds one point to Rhal's Ego.
- Grant himself access to the *flaming burst* weapon special ability. Cost of upgrade as per the DMG. This adds two points to Rhal's Ego (or one if the weapon already possessed the *flaming* weapon special ability).
- Grant himself access to the *holy* weapon special ability. Cost of upgrade as per the DMG. This adds two points to Rhal's Ego.

If possessing any item, Rhal can:

- Grant himself access to 10 ranks of Knowledge (religion). Cost of upgrade is 4,500 gp. This adds one point to Rhal's Ego.
- Grant himself access to 10 ranks of Knowledge (local – Sheldomar Valley). Cost of upgrade is 4,500 gp. This adds one point to Rhal's Ego.
- Grant himself access to the ability to *bless* his allies 3/day. Cost of upgrade is 900 gp. This adds one point to Rhal's Ego.
- Grant himself access to the ability to cast *searing light* as a 9th level cleric 1/day. Cost of upgrade is 9,720 gp. This adds two points to Rhal's Ego.
- Grant himself access to the ability to cast *flame strike* as a 9th level cleric 1/day. Cost of upgrade is 16,200 gp. This adds two points to Rhal's Ego.

In addition to the above upgrades, the item Rhal inhabits, if it was a standard magic item beforehand, can be upgrade normally as per the rules in the LGCS.

After his encounter with his deity, Rhal is a fervent advocate and defender of Pelor. You must tithe 10% of your earnings to the Fellowship of Pelor and Mayaheine (the Gran March group for Pelor). If you do not, Rhal will not use any of his upgrades to aid you until you have caught up with your tithe. If you go more than 4 TUs without paying your tithe, Rhal will attempt to force a payment by making an attempt to take dominance (as per the rules in the DMG). This is in addition to any other tithe that you make to another deity. Rhal does not care if you worship other deities as long as you demonstrate honor and respect for Pelor. Followers of Pelor or Mayaheine only have to contribute an extra 5% above and beyond your normal tithe that you paid before Rhal's possession of your item.

As good deeds and defense of the faith are Rhal's means to his own redemption, he will want to engage the enemies of good at any opportunity. If you do not attack these enemies on your own, Rhal will attempt to control you (as per the rules in the DMG). If he fails to control you, Rhal withdraws his abilities in a snit for one TU (essentially for the rest of the current scenario).

If Rhal's item were to be somehow destroyed (for example, a possessed weapon gets sundered), his fate is determined by the circumstance surrounding his destruction. If he were destroyed in a battle against evil, Pelor would look favorably on him; otherwise, Pelor is likely to reject him. Rhal will freely communicate this to you when he takes final possession of your item. It is also possible that some future event (as noted in a Gran March adventure) will result in Rhal's spirit departing for his final judgment with Pelor.

While Rhal is unique, more than once PC at a table can possess and use an item inhabited by him in an adventure, as long as both gained him prior to that adventure.

Rhal's Current Ego: _____

Item Rhal is Possessing: _____



ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

All APLs:

- ❖ Rhal ap Ogwen (Adventure – Limit One, see above)



FINAL XP TOTAL

Items Sold

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Value of Sold Items

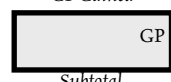
Add ½ this value to your gp value



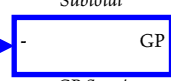
Starting GP



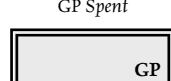
GP Gained



Subtotal



GP Spent



GP

Items Bought

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Cost of Bought Items

Subtract this value from your gp value

FINAL GP TOTAL