

GRMN4-01

A Week in the Life

A One-Round D&D LIVING GREYHAWK[®] Gran March Introductory Regional Adventure

Version 1

Round 1

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It is a month before Richfest, and the Weaning is underway. Warriors about to muster out of the military mix with recruits in their last two months of basic training. The barracks talk is about graduation, reassignment, and life as a veteran. What could spoil this beautiful summer morning? An adventure for 1st level characters that are either active duty members or veterans of the Gran March military.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is

three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure.

This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL

2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March 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

Founded by King Tavish IV of Keoland in CY 483, Gran March is a land of citizen soldiers with dangers

on every side. Borders of swamp, mountain, forest, and plain surround a rich agricultural heartland. The well-trained, disciplined army and deep reserves protect the Sheldomar Valley from humanoids and Baklunish raiders. For the past 10 years, the invasion by giants of Gran March's western neighbor Geoff has added to the burdens placed upon the Commandant.

Adventure Summary

This adventure is designed to immerse the players in the Gran March military. This runs just prior to them either becoming active duty soldiers or them mustering out as veterans.

Recruits are paired with retirees in their last two months of training. This pairing is called the Weaning. Their remaining time is not spent just learning from their mentor, however. A big test awaits those with exceptional skills and leadership potential (i.e., player characters).

The PCs are in Elector Timmor Ellthorn's training battle in Carern. There, the PCs will be tested by Mistress Aerin Bevin of Syrloch in the Test of Knowledge. During this test, Aerin surreptitiously casts a *training monster* (a variant of *shadow conjuration*) of some goblins, and then an ogre, to ambush the party. The real test is their reaction to this assault. If they pass, they are rewarded by being assigned to caravan duty on a beer run. If they fail, they are assigned guard duty.

The caravan goes to Hookhill and back. Along the way they deliver a package to a Pathfinder. While in Hookhill they escort a sage from Syrloch to the Warrior's Hall to Heironeous. They then return to Carern with the beer. On the journey back, they come upon a herd of horses under attack.

Guard duty is mostly boring, except for the delivery of a message from the Dim Forest sylvan elves. The players are then sent on a roving patrol, where they come upon a herd of horses under attack.

Swift action will save the rancher's horses from a worg and three wolves, which have migrated from the nearby forest.

Introduction

"Alright recruits, form up for announcements!" bellows Line Sergeant Helmskert into the sultry morning air. As you fall into line, you reflect in wonder that "recruit", in this context, could be such a sweet word.

All active duty military characters have spent the last eleven months in training. The first six of these were brutal, where you were called "oozes, grubs, fungi, and weeds." During this time you were broken down by the tyrannical Elector's file through hard work, marching, and constant discipline. Punishment of the group when an individual failed created teamwork, and hearty food combined with intense physical activity built muscle and endurance.

The next four months were where you first got to touch weapons and trained heavily in their use. While being called 'goblins, apes, and jackals', at least you began to feel like fighters.

Over the last month and lasting through the end of this training year, you have been joined by retiring soldiers in a process called the Weaning. For these last four weeks, you have been called "warrior and recruit," and have been filled with intense individual training, where the experienced Mentors impart their wisdom upon their Weanlings. The duty is light, and the atmosphere positive, as Richfest and the future are just a month away.

Encounter One

"File Two mess tent cleanup, File Four has first, File Six has second, and File Eight is on the third guard shift," continues sergeant Helmskert. "Finally, Elector Ellthorn has an announcement."

With this, he takes a step back, and Elector Timmor Ellthorn steps to the front of the formation. The lord is over 60, still relatively fit and rules his lands mildly and is quick to lend a hand when needed. "Men and ladies of Gran March, it is my pleasure this morning to recognize a few of you for your exceptional abilities. When I call your names, step forward."

Call out each player character's name if they are recruits or NPC names followed by PC names if they are veterans. The NPCs in question are Weanlings to the Mentor PCs, who are therefore responsible for their continued conduct and training. See appendix A for these names.

"My file, and your superiors, have been noting your progress in training and recognize some potential. Today, you will undergo a Test to see if that potential is useful to the March. Please follow me. For the rest, you are dismissed." After these words, he turns and walks to his command tent on the side of the training field.

"For Commandant ..." shouts Line Sergeant Helmskert, and the NPC troops reply, "and Country!"

The PCs are expected to do the same. If they do not, prompt them to do so with a reminder that it is standard to respond in kind. If the PC still does not realize this expectation, the Line Sergeant will have a few choice words with the PCs regarding their conduct and that this does not exempt them from maintaining discipline.

You have heard of these Tests. Each of them was different, difficult, and secret. Those who passed gained patronage in the military, while those who fail lost nothing but the opportunity.

This Test is being used to evaluate these recruits' potential for leadership and advanced combat duties. Having player character levels and built on 28 points, the players (and their Weanlings, NPCs built on 25 points) make good candidates.

Elector Ellthorn leads them to his command tent, a 15 ft. wide by 20 ft. long structure flying his personal crest and the flag of Gran March. Inside, he directs the players and Weanlings to surround a central table covered with papers.

"Yours will be the Test of Knowledge. You have one hour to learn and remember all you can about the following subjects: Gran March military organization, geography, and religion. When your time is up, a soldier will lead you to your Proctor. Good luck."

The players are given 5 minutes to review the Gran March map, the first four pages of the Military Metaorg document, and the introduction to the Gran March Religion Metaorg document (these are copied as Player Handouts 1 through 3). If asked, they can use paper and pencils to organize their thoughts, but they cannot use their notes during the questioning.

They are then led back through the training field near the Quartermaster's tent, where they are directed to stand in line in front of the tent. Out of the tent comes the Proctor, a tall, thin woman of middle age. Proctor Bevin is dressed in the dark blue uniform robes of the Spellcaster Corps, with red flames and gray monsters embroidering the gown. Her prematurely gray hair is drawn back in a tight bun. Players can make Knowledge (arcana) check (DC 15) or Knowledge (local – Sheldomar Valley) check (DC 20) to recognize her as a Mistress of the Syrloch School of Battle).

Mistress Aerin Bevin: female human Tra10; possessions include *metamagic rod of silence*.

Proctor Bevin begins to speak in a quiet voice, "On behalf of Syrloch and Gran March, I begin this Test of Knowledge. Each question I ask will have at least eight correct answers. Each of you must supply me with a different correct answer. This is the first

question: Name an enlisted rank in the Gran March military?"

For each of the following questions, the player characters answer in order. The order is determined by each character's skill modifier (skill rank plus ability modifier) in different skills. Characters with the higher modifier answer before the others. If there is a tie, use a second skill modifier as a tiebreaker (with higher modifiers answering first), followed by a random die roll.

For this first question, order the players by their skill in Profession (soldier), with ties broken by whoever has a higher skill at Knowledge (history), and then a die roll.

Though any Weanlings present are actually answering the questions, as the Mentor player characters are allowed to advise them, we will use the Mentor's skills to determine order and the player must answer the question on the Weanling's behalf. This is why the Weanlings' relevant skills are not listed in Appendix A.

Here's an example with six PC's, four active and two veterans. The active are Al'Ak, Bocco, Celeste, and Dugmar. The veterans are Ehlon (with Weanling **Recruit Mallus Tevridian**) and Farlang (with Weanling **Recruit Crystal Lawton**).

Al'Ak; Pro(soldier) +3; Know(history) +2; d20 Roll -

Bocco; Pro(soldier) -; Know(history) +4; d20 Roll 14

Celeste; Pro(soldier) -; Know(history) +4; d20 Roll 5

Dugmar; Pro(soldier) -; Know(history) -; d20 Roll 11

Ehlon; Pro(soldier) +1; Know(history) +1; d20 Roll -

Farlang; Pro(soldier) -; Know(history) -; d20 Roll 20

They would answer the first question in the order Al'Ak, Ehlon, Bocco, Celeste, Farlang, and finally Dugmar. Reorder for every question.

Correct answers are below. Take note if any player's character chooses a tough answer (those with asterisks), leaving an easier answer for the characters after them. As they answer correctly, strike through their answer so you know what is left. Follow this pattern with the other questions.

Question One: Name an enlisted Rank in the Gran March Military.

Answers:

Recruit, Soldier, Corporal, Support Specialist*, Combat Specialist, Sergeant, Staff Sergeant*, Line (Pride, Quiver) Sergeant, Senior Staff Sergeant*, Senior Army Sergeant*

Question Two: Name a Religion among the Eight Standard Gran March Churches.

Order the players by Knowledge (religion), break ties with Knowledge (local – Sheldomar Valley), then a die roll.

Farlangan*, The Harvest Church Gods, Heironeous, Obad-Hai*, Pholtus, Phytan*, St. Cuthbert, Zilchus*

Question Three: Name a major city, town, or fort in Gran March.

Order players with Knowledge (geography), break ties with any business Profession, then Knowledge (local – Sheldomar Valley), then a die roll.

Ander's Falls*, Buxton's Crossing, Cragmor*, Fort Endurance, Fort Tribulation, Hochhoch, Hookhill, Ironwall Keep*, Lortenford*, Orlane, Proman*, Red Arbor*, Shibboleth, Traziada*

Between questions, Proctor Bevin stands still, only noting whether an answer is correct or incorrect, and only moving to note the name of the player who answers a correct tough answer or to play with a small bag held with the quill in her left hand. All players that answer at least one of the tough answers, leaving some easy answers for his or her remaining players, have displayed good teamwork skills. Give them the Commendation for Promotion at the end of the module for this act, and for any other obvious display of teamwork or leadership during the fights. Limit one per player.

Before the test began, Mistress Bevin cast a *hallucinatory terrain* over the training field. From inside the field, you see no change, but if you leave the field and look back, you see a thick forest with heavy undergrowth, obscuring all activity within.

Question Four: Name a Province in Gran (Arrrgh!)

Proctor Bevin doubles over and drops to the ground, her hands clutching an arrow lodged in her stomach. From out of the quartermaster's supply tent spring eleven goblins, pouring from rents made in its side and out its entrance, past the remaining archer who shot the arrow. Half wield Small longbows and slung Small shortswords. The others wield more typical morningstars and light shields.

First, have everyone roll initiative, with the bow and shieldbearer goblins in two groups. Give the higher of your two initiative rolls to the goblin bow group. Then have the players make Listen checks DC 20. Any who succeed get to act in the surprise round, delaying their initiative until after the goblin bow group. As their surprise action, one goblin archer fires from the tent, while the rest of them, move up to 5 ft. out of the tent.

The shieldbearer group will move up to 10 ft. out of the tent, guarding the bowmen and attacking the PC's.

Note first that the PCs, while in formation, are squeezed two to a square, and thus are –4 to attack rolls and AC. Moving out of a squeezed square costs normal movement, but moving through a friendly squeezed square costs 2 squares of movement.

Note second that these goblins and the ogre that follows are summoned by Proctor Bevin in silence by the spell *training monster V* (see appendix A for details). 80% of the damage they inflict is nonlethal. Do not inform the players of this unless they ask and make a free action Heal check (DC 15) after they are hurt or a standard action Heal check (DC 15) on another PC. If they perform a standard action Heal check (DC 15) on the Proctor, they will note she is in no danger of dying, and she will wink at the PC, then slump back to the ground.

Goblin Aggressors (EL 4)

Goblin Archers (6): CR 1/3; with Small longbow and Small shortsword; hp 5 each; AC 14 (+1 size, +1 Dex, +2 leather), Atk +2 melee (1d4/19-20, shortsword) or +3 ranged (1d6/x3, longbow); see 3.5 *Monster Manual* page 133.

Goblin Shieldbearers (6): CR 1/3; hp 5 each; AC 16 (+1 Dex, +1 size, +1 light shield, +3 studded leather), touch 12, flat-footed 15; see 3.5 *Monster Manual* page 133 except for below.

Tactics: The goblin archers avoid melee combat and shoot at any player characters not involved in melee. If there are no open targets, they drop their bows, draw their swords, and attack. The goblin shieldbearers just attack, flanking where possible. They both fight until dropped, yelling their tactics to each other in Goblin. They fight relentlessly until a player character drops, but don't strike downed foes.

If there are any NPC Weanlings, they surround and protect the downed Proctor, then evacuate her from combat and try to get some help. The fight is up to the player characters. They have a 10 for initiative.

As soon as the players have downed at least nine of the goblins, they hear more noise coming from the quartermaster's tent. At the top initiative of the next round, out comes an ogre, bent upon smashing what players remain with his huge greatclub.

Ogre (EL 4)

Ogre (1): CR 3; hp 29, see 3.5 *Monster Manual* page 199.

Tactics: Just charge and smash any player left standing, then continue until downed.

Immediately after the ogre is defeated, they hear an even louder sound coming from the tent, with massive footfalls. Then ... nothing. Any remaining goblins fade away as Proctor Bevin announces that the Test of Knowledge is complete.

If the players defeat both enemies, they have passed with high marks. If they were felled by the ogre after defeating the goblins, allowing the weanlings to carry the Proctor to safety, they have passed the test. In either of these cases, proceed to Encounter Two. If they were defeated by the goblins or fled either encounter instead of standing and falling with their teammates, they have failed the test. Proceed to Encounter Seven. If some fled while others stayed, the Dungeon Master makes the call, as the group as a whole passes or fails.

Encounter Two

If the players pass the test (remember, they pass for defeating just the goblins), Proctor Bevin nods slightly to their group, then leaves the players standing (or unconscious) in the practice field as they are, and informs Elector Ellthorn of the results. The Elector returns with two clerics, one of Heironeous and the other of St. Cuthbert. Chuckling and smiling approvingly as they work, they cure the players of any remaining lethal and non-lethal damage, and then fall behind the Elector as he says,

“Congratulations, recruits and soldiers, for passing. The Test of Knowledge is not one of questions and answers, but of knowing your abilities, knowing your surroundings, knowing your fellow soldiers, and knowing your level of courage. Your reward is twofold. First, you are assigned to caravan duty. Your first mission is to travel to Hookhill and back. Your job will be to guard a shipment of horses to the capitol, then to protect a shipment of beer and food on the way back. These supplies will be used for our Richfest festivities here at Carern.

The second reward is much more far-reaching. You have been noticed by the Gran March military. Be assured I, as the highest ranking representative in Carern, will be watching you in the future. Don’t let me or your fellow soldiers down.”

With that, he directs the highest ranking party member (use as a tiebreaker being a Fighter, then a Paladin, then a Ranger, then a Cleric, then a die roll) to take charge of the newly formed guard file, and take them to the quartermaster for supplies, then report to the wrangler.

The NPC Weanlings, having not fought, will not accompany the player characters.

The wrangler is Teamster Amir ibn Khazid, a Baklunish Support Specialist. At just over 5 ft, he is lean, swarthy, and handsome, displaying warm, generous feelings to his animal charges and cool professionalism to other soldiers. His family has been raising horses within Barony Malthinius for over one hundred years, yet hostility to his kind runs deep in Gran March.

Teamster Khazid lets the players make all the security arrangements, as his whole focus is organizing the seven other men and women of his file, their four wagons, and the two hundred horse herd for travel.

Just before your caravan leaves, your file is given a sealed message by an unfamiliar Pathfinder. “Give this only to Wayfinder Tremaine at Hookhill. Tell no one you have this, and don’t allow it to be copied or to leave your possession.”

The message is in a sealed scroll tube. A Nystul’s magic aura prevents the two arcane marks, one placed upon the wax seal binding the message and the other across the seal between the scroll cap and tube, from showing under *detect magic*. If a player casts *identify* and makes a Will save (DC 11), he notices all three spells. Tampering with either location destroys the mark. Mundane inspection reveals only a sealed scroll tube. Once the players stow the scroll, their journey begins.

Your journey begins at Carern, your home for the last eleven months. It is a town surrounded by ranches, located near the Dim Forest south of Ironwall Keep and Hookhill. A dirt road leads through fenced pastures, where herds of horses, sheep, cattle, and swine graze on the lush grass. Copses of light woods dot the fields, providing shade from the hot summer sun. It takes a day and a half to reach Ironwall Keep, where Teamster Khazid releases the herd to the vast stockades around the keep. You then travel the rest of the day on a fine, military road to Hookhill. Teamster Keller is an accomplished cook with fresh, plentiful ingredients and spices, so you have had the best meals in ages.

All too soon, however, your journey ends as you reach the populous city of Hookhill. Teamster Khazid says as you arrive, “We will arrange the loading of supplies. You report to the commander of the 2nd Battle for assignment during your three days in town.” He then lowers his voice and continues, “Don’t get drunk when you’re off duty. This is a big city, and they play rough with recruits. Have fun, and

I'll see you here at the West Gate at dawn in three days."

Here, they will have two tasks. They must find and deliver the message to Wayfinder Trevaine. They must also report to Knight Colonel Jorn Envian, commander of the 2nd Battle, where they will be assigned courier duties while in town. As couriers, they will visit the Warrior's Hall to Heironeous and Syrloch.

Encounter Three

Wayfinder Trevaine does not have an office or official residence. It will take a Gather Information check (DC 15) to locate the bar he frequents in the evenings. This is the Smiling Fox Tavern. If the players make a Gather Information check (DC 25) (in this case, all the other players may assist the lead Gatherer. See the Player's Handbook, pg. 62, for instructions on Cooperation), and no one rolls a 1, their actions are not noticed by Trevaine. Otherwise, he is told by friends ahead of time of the players' interest in him and acts accordingly.

Wayfinder Trevaine is 6 ft. 2in. tall, with short black hair and trimmed mustache and goatee. He meets with his contacts here throughout the night, holding court at a dark corner table of the tavern. Five minutes after the players arrive at the tavern, his latest agent leaves him alone at his table. If the players don't approach, have him try to Spot (+12 skill) the players (Ask the players for a Bluff or Hide roll, take the worst.) If he notices the players, or knew of their arrival because the players did not make a Gather Information check at DC 25, he will subtly wave them over.

When given the message, Trevaine (who has a level of sorcerer) will tap it with a wand (of *dispel magic*, targeting the *Nystul's magic aura*), then use *detect magic* to confirm the two *arcane marks* weren't tampered with. He will read the contents and seal the scroll back into the tube. Turning to the players, he will ask, "Are you curious about the contents?"

If the players say no, he will respond, "Very well, loyal soldiers. You have fulfilled your task. Good evening." Dismissed, the players can return to their courier or off-duty activity. Proceed to Encounter Four.

If they say yes, he will respond by saying, "Then I will tell you what is not secret. The mission of the 10th Battle is the pacification of the Dim March, a large territory that includes the Dim Forest. Needless to say, the sylvan elves who consider the Dim Forest their home take umbrage at this classification and our troops. Some elves, calling themselves the Free Band, have violently resisted the building of the military road

between Buxton's Crossing and Orlane. Most sylvan elves, realizing the greater combined threats of the Shadow Dragon and his shade minions, and the giants occupying Geoff, are neutral to us. This message confirms a rumor we have heard. The elves are rallying under a war leader, or cantea. Who and why we don't yet know, but we must learn. While they are enemies of our enemies at present, times change. Gran March must be prepared. Good work, soldiers and recruits."

Wayfinder Trevaine then dismisses the player characters. The players can return to their courier or off-duty activity. Proceed to Encounter Four.

Encounter Four

Reporting to Knight Colonel Jorn Envian is simple, as any soldier can direct the players to his office in town. Walking up a few marble steps into a rich, immaculate building flying the flags of Gran March and the 2nd Battle, you are led into a briefing room, where you wait for a few minutes, then called to attention by an orderly.

Knight Colonel Jorn Envian is 5 ft. 5 in. tall and weighs 220 lbs. His girth is tucked into a pristine, fancy uniform, with an embellished rapier belted smartly to his straining belt. What hair he has left is trimmed neatly to one inch, and covers only the sides and back of his shiny head. Pale skinned and grey-blond, the man is obviously living well in his fifties. While remaining at attention, Knight Colonel Jorn Envian waves a perfunctory salute and says,

"Yes, yes, good to have you chaps from the outskirts here. Quaint little town, Cavern. (pronounced CAVERN, instead of Carern, pronounced care-URN) Ah well, to matters at hand. I expect you to stay out of trouble while you are within Hookhill. Sergeant Magnus will see to your accommodations. As I'm sure you're well aware, my men and I are frightfully busy preparing for the capitol's upcoming Richfest festivities. Therefore, I am assigning you to the sergeant's care during your stay here. Do whatever he needs. Good day." With that, the Knight Colonel spins on his heel, flourishing a perfumed handkerchief over his nose, and struts out of the room.

Note: Any talking in the ranks, correction of his grammar, or insinuating remark that Envian notices from a player enrages the Knight Colonel. Unless the offending player grovels, he puts the player character "on notice," and continues once he has regained silence and his composure. The player character has just earned the Enmity of Knight Colonel Jorn Envian,

which will be explained in the Special section of the Treasure Summary.

You're left with a sergeant, a well-fed man over 40, over 6 ft. tall, and over 300 lbs. In a deep voice he says, "I am Sergeant Gustavas Magnus. I ... am a busy man. Report to my office, here in this building, every morning at dawn for duty. Other than that, consider yourself off-duty. Dismissed."

If the players belt out "For Commandant and Country!" Sergeant Magnus will be startled for a second, then repeat. Otherwise, his eyes say "leave now!" If reminded that he is to arrange accommodations, he will glare at the player characters and give them empty quarters in a cavalry barracks over the stalls that reek of the smell of manure. If the players instead use their own initiative, they can get clean infantry barracks or even assignment to a tavern room like the Smiling Fox on the 2nd Battle's tab. Let the players use Bluff, Diplomacy, or Profession (soldier) skills DC 10 as appropriate.

Encounter Five

The next morning, Sergeant Malthus orders the players to pick something up from a historian residing at Syrloch and deliver it 'wherever he wants'. "Don't ask me why it takes the important time of Gran March soldiers to accomplish what the Courier's Guild can do," he mutters under his breath. From out of nowhere you hear the Colonel's voice screech, "Sergeant Malthus!" He says, "Coming, Knight Colonel!" and hurries out the room. As he leaves, you hear him mutter, "Damn toady sorcerer and his message spells."

An eccentric historian named Plaijin the Elder needs an escort for a wagon full of his precious research materials from Syrloch back to his quarters in the Warrior's Hall. He is accompanied by his niece, Elandrel Jaxob.

This is a pure role-playing encounter, designed just to show the PCs some of the sights in Gran March and introduce them to some important NPCs.

Syrloch is four miles south outside of Hookhill.

As you approach Syrloch from the north, you see in the distance a collection of taverns, libraries, craftsmen's shops, and supply stores. Beyond these are five free-standing towers, four smaller ones in each of the cardinal directions about two hundred yards away from a large central tower. Within the grounds of this area are two manor-type houses.

The exterior towers are the residences for the Deans of the Schools of Battle, General Magic, Crafting, and Sorcery. The central tower is reserved for the Archdean, Kaema Thuldir. The manor houses are respectively the General College and Graduate School of Syrloch.

Elandrel and Plaijin can be found outside the General College building loading the last chest of his materials onto their wagon. Elandrel is a human of eighteen years, who is nice, charming, pretty, and flirtatious. She has long, blonde hair and crystal blue eyes. Her uncle Plaijin is a human over 60 years old, with a kindly face and demeanor. He is also renowned [Knowledge (history) check DC 10] as the foremost historian of the Knights of the Watch, including its founder Trilesiman.

Elandrel Jaxob: female Human Com2; Chr 14.

Skills: Gather Information +5.

Plaijin the Elder: male Human Exp6; Int 19.

Skills: Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local – Sheldomar Valley) +9, Knowledge (nobility/royalty) +9, Profession (sage) +9.

Plaijin has spent the last month at Syrloch supervising the creation of several copies of his life's work. These copies are to be sent to the rulers of every kingdom in the Sheldomar Valley. Included are an encyclopedic fifteen-volume history of the Sheldomar and a biography of Trilesiman entitled *Letters to Anaxallom*, made possible by the recovery of documents by other adventurers three years ago.

Now, he is returning with the originals back to his quarters in the Warrior's Hall in Hookhill. To honor his contribution to history and due to his friendship with Commandant Vitness Tragorn, commander of Ft. Tribulation, he is afforded military courtesies such as your escort.

Feel free to use this to tell the players all you know of the Knights of the Watch and the geography/history of the area. Plaijin loves to talk. Elandrel, on the other hand, loves to hear about adventuring, so will ask for and listen intently to any tales the players have to share.

The trip back to Hookhill has no hazard, but feel free to have the players roll Spot and Listen checks, just to keep them on their toes.

Arriving in the religious district of Hookhill, you see beside the imposing Cathedral Valorous another large structure. This is the Warrior's Hall to Heironeous (see map for description), which combines the

functions of a museum, veteran's hall, and retirement home.

As you halt the wagon in front, several old soldiers step out from the building, hail Plaijin, and proceed to help unload his gear, taking it inside the main entrance.

Beyond the entrance hall, you see to your left, in the open plaza, more old soldiers practicing individual and unit combat. Around the hall extends a line of statues exhibiting the uniforms and gear of many heroes. At several of these statues, Plaijin and his men stop, open the chests they carry, and return either a book to podiums in front of the marble men and women, or armor, equipment, or weapons, which they place upon the statues themselves. Plaijin himself, tears in his eyes, places his biography on a new podium in front of an ancient statue, saying, "You have given so much to Gran March and the Sheldomar, Trilesiman. Thank you."

With this act, the player characters' job is complete, and they can enjoy this and the next two days without any further duties from Sergeant Magnus. If they were courteous and respectful to Elandrel and Plaijin, they will receive the Favor of Plaijin the Elder.

Encounter Six

After three days at the capitol, Teamster Khazid's wagons are full, and it is time to return to Carern. The weather on the two-day journey, while still hot, is punctuated by sudden, violent thunderstorms in the evenings. This is the home leg of the journey, so feel free to ask for Listen and Spot checks each evening and morning to maintain suspense. Use the last set rolled for the encounter below.

It is the second day of travel, late in the afternoon, and storm clouds are gathering on the horizon. On either side of your path are fences outlining the familiar horse ranches that fill the western part of the province of Malthinius, home to Carern. Copses of woods dot these fields, used as shade by the horse herds and for firewood by the ranchers. A small herd of sturdy, dark, heavy warhorses grazes to your right, while to your left a larger herd of riding horses rest in the shade of one of the these copses. Suddenly, you hear an almost human scream as they bolt from their shelter.

If anyone made a Spot check (DC 12), they notice a foal is down at the edge of the woods. Four canine forms surround the foal, and the mother is gathering her courage to strike back. With a Listen check (DC 12), they hear the weak bleating of the foal, indicating that it is mortally wounded. Making either of these checks

allows that player to join the action this round. Otherwise, the worg, wolves, mother horse, and players who notice the fight for a round before the players who do not notice can join.

Everyone roll initiative. Roll for the worg, the wolves as a group, and the horse. The players are 120 ft away from the copse, with a shoulder high split-rail fence along the road for protection. It is a Strength check (DC 12) and a full-round action to move enough rails aside for a horse to pass, or you can jump the fence with a Ride check (DC 15) and a 20-ft. running start. The copse is composed of several hardwood trees spaced apart, providing only limited cover (+2 AC within, and +4 AC if firing through, the copse).

Look at each player's character sheets and note their skill modifier(s) in Knowledge (arcana), Knowledge (nature), or Wild Empathy. Secretly roll the relevant skill when the character is within 60 ft. of the worg. On a Knowledge (arcana) check (DC 14), they know the pack leader is a worg, not a wolf, a magical beast with a powerful bite and the ability to trip. A DC 19 check reveals that the worg has darkvision, lowlight vision, and scent. A DC 24 check reveals it is fast (50 ft.), cunning (Int 6), and usually neutral evil.

With Knowledge (nature) or Wild Empathy, a DC 12 check reveals that the pack leader is not a wolf, and the wolves have bites and the trip ability. A DC 17 check reveals the wolves have lowlight vision and scent, and are fast (speed 50 ft.). With a DC 22 check, inform the player that wolves only follow a strong pack leader. When the leader is downed or driven off, the wolves flee.

Wolves (EL 4)

Worg, female (1): CR 2; hp 30; see 3.5 *Monster Manual* page 256.

Description: 5 ft long, weighs 300 lbs. Smoke grey pelt with bloodshot red eyes.

Wolves (3): CR 1; hp 15, 14, 13; see 3.5 *Monster Manual* page 283.

Horse, Light War, mom (1): hp 19; see 3.5 *Monster Manual* page 273. Incensed, the mother horse attacks until wounded and at half or less hit points herself.

Tactics: The worg is a one of a mated pair that has taken leadership of a local wolf pack. With their almost human cunning, they have plagued the local ranchers, striking the herds at unexpected locations and times. Today, she is unlucky, as she did not notice the player characters approach while she stalked the herd. If wounded to less than half her hit points and given a

clear path, she will attempt to retreat and escape, reuniting with her mate and the rest of their pack. As her mate was battling the ranchers, this will result in their mutual escape.

Five minutes after this encounter, five horsemen, who are the ranchers that own these herds, will meet the characters. If the characters killed the female worg, the ranchers will reward each character with 50 gp and an Influence Point with the Herdsmasters' Guild. If they prevented the death of the mother horse, the ranchers will give 50 more gold pieces each.

If they just drive off the female worg, they will be given 10 gold pieces each for every wolf killed (plus 50 more gold pieces each if the mare is saved), but no Influence.

Treasure: loot (0 gp), coin-(0-100 gp).

Development: If the female worg gets away, she and her litter of pups cause more trouble for the ranches in this area for years to come.

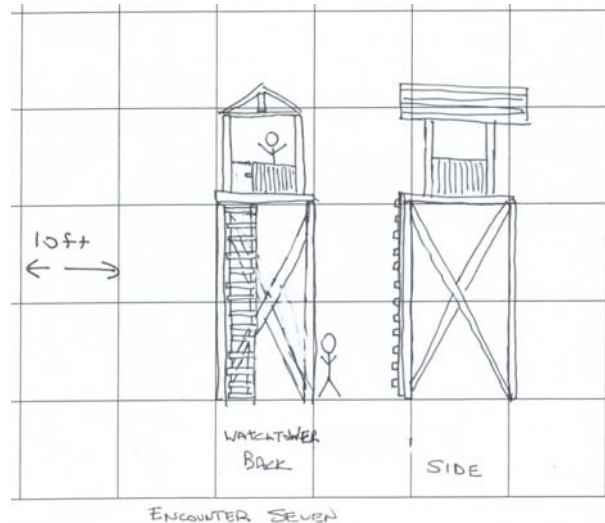
After this encounter, the players arrive safely back to camp.

Encounter Seven

If the players failed the Test of Knowledge, they and their weanling NPCs have been assigned guard duty this week. They are organized into a temporary file, assigned an NPC Corporal (if there is no PC of Corporal or higher rank), and given second watch. This means they watch the camp with four hours on, eight hours off rotation, starting each noon and midnight.

Their post during watch is to split among each of four 20 ft. tall wooden guard towers that overlook the camp and its buildings. A 60-foot clearing of knee-high brush and stumps surrounds the camp. The towers provide a +10 circumstance bonus to Spot checks, a +5 circumstance bonus to Listen checks, and the cleared area imposes a -5 penalty to Hide checks unless the hider is prone.

As there is 150 ft. between towers (see the map of Camp Carern; the towers are in each corner), at night there are large gaps of shadowed and darkened areas unless addressed by the players.



Encourage the players to describe how they set up their watches, including setting out additional torches, setting tripwire alarms (use Survival skill roll to set Search DC), hiding animal companions, familiars, or player characters in areas between the towers, etc.

During their fourth night on duty, a band of sylvan elves from the nearby Dim Forest attempt to enter the camp. They are friends of Elector Ellthorn and merely want to test the readiness of the latest batch of recruits, as well as talk with him about the year's events. This is an annual ritual and is another chance for the players to show they are exceptional.

The elves attempt to sneak through the somewhat overgrown area between two towers an hour after the midnight shift change.

Elven Scouts (EL 4)

Elven scouts (4): 2 male, 2 female sylvan elf Rgr2; CR 2; Medium humanoid (elf); HD 2d8; hp 13; Init +3; Spd 30 ft; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +6 ranged (1d8+2/x3, masterwork composite longbow [(2 Str)]); Full Atk +4/+4 ranged (1d8+2/x3, masterwork composite longbow (+2 Str bonus)); SA -; SQ lowlight vision, favored enemy goblins +2; AL CG; SV Fort +3, Ref +6, Will +1; Str 14, Dex 17, Con 11, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Heal +3 (+5 with healer's kit), Hide +15, Knowledge (nature) +5, Listen +5, Move Silent +15, Search +3, Spot +5, Survival +6; Rapid Shot, Stealthy, Track.

Combat Style (Ex): These rangers have selected archery. They gain the Rapid Shot feat without the normal prerequisites.

Possessions: Masterwork studded leather, longsword, masterwork composite longbow (+2 Str bonus), 30 normal arrows, 10 cold iron arrows, *boots of elvenkind*, *cloak of elvenkind*, 2 *potions of cure light wounds*.

Description: Heian, Hemo, Felosian, and Lia are all members of the Liadon clan. They are of average height and weight for sylvan elves, and the least is over a hundred years old.

Tactics: The Liadon cousins are all familiar with each others' abilities and this area. They will take 10 on Hide and Move Silent checks, moving slowly, Searching for tripwires, and using Spot for hidden sentries. If they make it past the line between the towers unheard and unseen, they divide into pairs and circle around behind and hail two of the towers.

Give player three chances to notice the elves. The first chance is while they are 50 ft away from the line between the two towers. The second is right on the line, and the last is as they approach each tower. In all these cases, the elves Hide and Move Silent rolls, taking 10, are base 25 + distance – circumstance, unless the players create a distracting environment, like riling up the ant mounds in the area.

Development: If the players hear or spot the elves and challenge them, the elves stand, bow to the one that noticed them, and ask if they can speak to “the human lord of this ground nest”. They draw no weapons, only attack in self-defense, and do not allow their weapons to be taken. When Elector Ellthorn arrives, he praises the player characters for “catching these squirrely ruffians” in Common and converses with the elves in Elven. If any players can understand Elven, then they hear the following information as it comes up in their conversation.

The mission of the 10th Battle is the pacification of the Dim March, a large territory that includes the Dim Forest. Needless to say, the sylvan elves who consider the Dim Forest their home take umbrage at this classification and our troops. Some elves, calling themselves the Free Band, violently resisted the building of the military road between Buxton's Crossing and Orlane, but heroic citizens of the March routed them and captured their leader, Olowyn. Most sylvan elves, realizing the greater combined threats of the Shadow Dragon and his shade minions and the giants occupying Geoff, are neutral to us. This message confirms a rumor we have heard. The elves are rallying under a war leader, or cantea. Who and why we don't yet know, but we must learn. While they are enemies of our enemies at present, times change.

Gran March must be prepared. Good work, soldiers and recruits.

Elector Ellthorn then reassigns the player characters to become a roving cavalry patrol for the local ranchers, as there are reports of wolves attacking their herds. Run the players through Encounter Six, describing their three days of meeting local ranchers, following tracks, and eventually meeting the female worg and her three wolf followers. If any player characters make a Survival (DC 18) check to Track the wolves, they encounter them 100 ft. away, just as they attack the foal. Otherwise, use the same scenario in Encounter Six.

If they fail to spot the elves and are hailed by the sneaky sylvans instead, then they remain on guard duty for the next three days. During this time, the sergeant tells tales of Syrloch and Hookhill (allowing you to give the players some of the background information from Encounters Three through Five), but otherwise their adventure is over.

Conclusion

Reward an active duty (not veteran) PC that showed leadership and courage during either the Test of Knowledge, the Elf Encounter, or the Horse Rescue with a reward, Graduated with Distinction. This reward is given at the GM's discretion, though he is welcome to ask for player opinion.

Thus ends a week in the life of a member of the Gran March military. I want to acknowledge Nick Perch for creating Carern, Elector Timmor Ellthorn, and Mallus Tevridian, as well as the Gran March Religions Document, Jeffrey W. Kahrs for Elandrel Jaxob and Plaijin the Elder, Lee Pickler for the Syrloch document, and the Gran March Triad for writing the Gran March Military document, and all their work on our metaorgs.

The End

Experience Point Summary

Encounter One: Goblins

Defeating the goblins: 120 xp

Encounter One: Ogre

Defeating the ogre: 120 xp

Encounter Six: Worg and Wolves

Defeating the worg and wolves: 120 xp

Story Award

Deliver the Pathfinder message (Encounter Three) or Catch the Elves (Encounter Seven):

30 xp

Discretionary roleplaying award

60xp

Total possible experience:

450 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. 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 Six: Reward from Ranchers

APL 2: L: 0 gp; C: 0 gp; M: 0-100 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 0 gp; M: 100 gp - Total: 100 gp

Special

This module is intentionally light on monetary rewards, but heavy on favors and influence.

Commendation for Promotion: For looking out for your fellow soldiers during the question and answer part of the Test of Knowledge, you have earned this recommendation. You are the stuff Gran March is looking for in its leaders. While you are not actually promoted, this commendation will go into your promotion record and will be taken into account when it comes time for your next review. Keep up the good work.

Enmity of Knight Colonel Jorn Envian: You have caught the unfavorable attention of a powerful man who never forgets a slight. As his other job within the military is as a member of the Promotions Review Board, any future attempt at promotion by your character will require spending three additional IPs with the Gran March Military and/or Favors with an officer of Captain’s rank or higher to proceed, in addition to all the promotions regular requirements.

Favor from Elector Ellthorn: For scoring “high marks” in the Test of Knowledge by defeating the ogre, the Elector will use his considerable resources to arrange for you the purchase of a single, useful item from the following list. This favor can be used at the end of any Gran March regional module, and once used, this favor is gone.

Choose one (any only one) of the following:

Mithral Chain Shirt.

Wand of *cure light wounds*, caster level 1.

Wand of *magic missile*, caster level 1.

Favor of Plaijin the Elder: For being respectful to your elders, you earn the sage's favor. In a future regional module near Hookhill, he will provide all he knows concerning his fields of study. These include history, geography, and the Knights of the Watch. For each of these fields, his skill modifier is +9. As long as the player displays good manners to Plaijin and his niece Elandrel, this favor is reusable.

Graduated with Distinction: For showing individual courage, initiative, and leadership, you have earned this reward upon your graduation. This is considered a Military Commendation for promotion. Gran March expects a lot from you, soldier. For Commandant and Country! (rewarded only to eligible Active Duty PC's.)

Influence Point with the Gran March Military (to each player if they pass the Test of Knowledge): For success, you have earned this point of Influence. See the latest version of Gran March Military (currently 3.3) document for details on its use.

Influence Point with the Herdsman's Guild (to each player): For slaying the female worg, a dangerous monster that has preyed upon ranchers and their herds, you are given this influence. Its use is described in the [GranMarch_Herdmasters.pdf](#) document, which can be found in the files section of the GranMarch yahoo group.

Items for the Adventure Record

Item Access

APL 2: none

Appendix A: Dramatis Personae and Spells

Here are some Weanlings for use in Encounter One and Seven. Choose as many as you need, in the order they're presented. Remember, the Test of Knowledge uses the Mentor player character's skills, not the weanlings.

Recruit Mallus Tevridian; male Human Ari1; Listen +2, Spot +2, Mounted Combat, Ride-by Attack; Mallus, like all the other weanlings, is fifteen. He is the son of a local rancher. Brown hair and eyes, cocky, 5' 6".

Recruit Crystal Lawton; female Human War1; Listen +1, Spot +3; Improved Shield Bash, Weapon Focus(longsword); Daughter of Lawton the Elder, a rancher who worked for Mallus father before he was killed. Raised last two years with Mallus. Short auburn hair, shorter temper, 5'0".

Recruit 'Squirrel' Kendy; male Human War1; Listen +5, Spot +5; Agile, Alertness; Son of a local hunter, he is small, but has amazing senses. Dark brown hair, grey eyes, 4' 11".

Recruit Janos ibn Amir; male Human War1; Listen +3, Spot +1; Animal Affinity, Skill Focus(Handle Animal); Baklunish son of Teamster Khazid (see Encounter Two). Black hair and eyes, dark brown skin, proud, 4' 8".

Recruit Hurkyll, male Human Ftr1; Listen -1, Spot -1; Improved Bull Rush, Power Attack, Skill Focus(Heal); Son of farmers, he is a gentle giant. Crew cut blonde hair, blue eyes, 5' 11".

Recruit Kareena Malthin, female half-elf; Listen +4, Spot +4; Negotiator; Daughter of a local general store merchant. Long blonde hair, blue-green eyes, 4' 2".

New Spell:

Created by Mistress Aerin Bevin of Syrloch for training new troops, *training monster V* is a variation of *shadow conjuration and summon monster V*. It requires the feat Subdual Substitution to learn, and is only available (with Triad Approval) by Masters of Syrloch. Details are below:

Training Monster V

Illusion(Shadow) [see text]

Level: Sor/Wiz 5

Components: V, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a very realistic shadow facsimile of a creature or creatures native to this plane (typically an animal, beast, giant, humanoid, or monstrous humanoid). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one or more creatures whose total CR will not exceed 4. You choose which kind of creature(s) to summon, and you can change that choice each time you cast the spell.

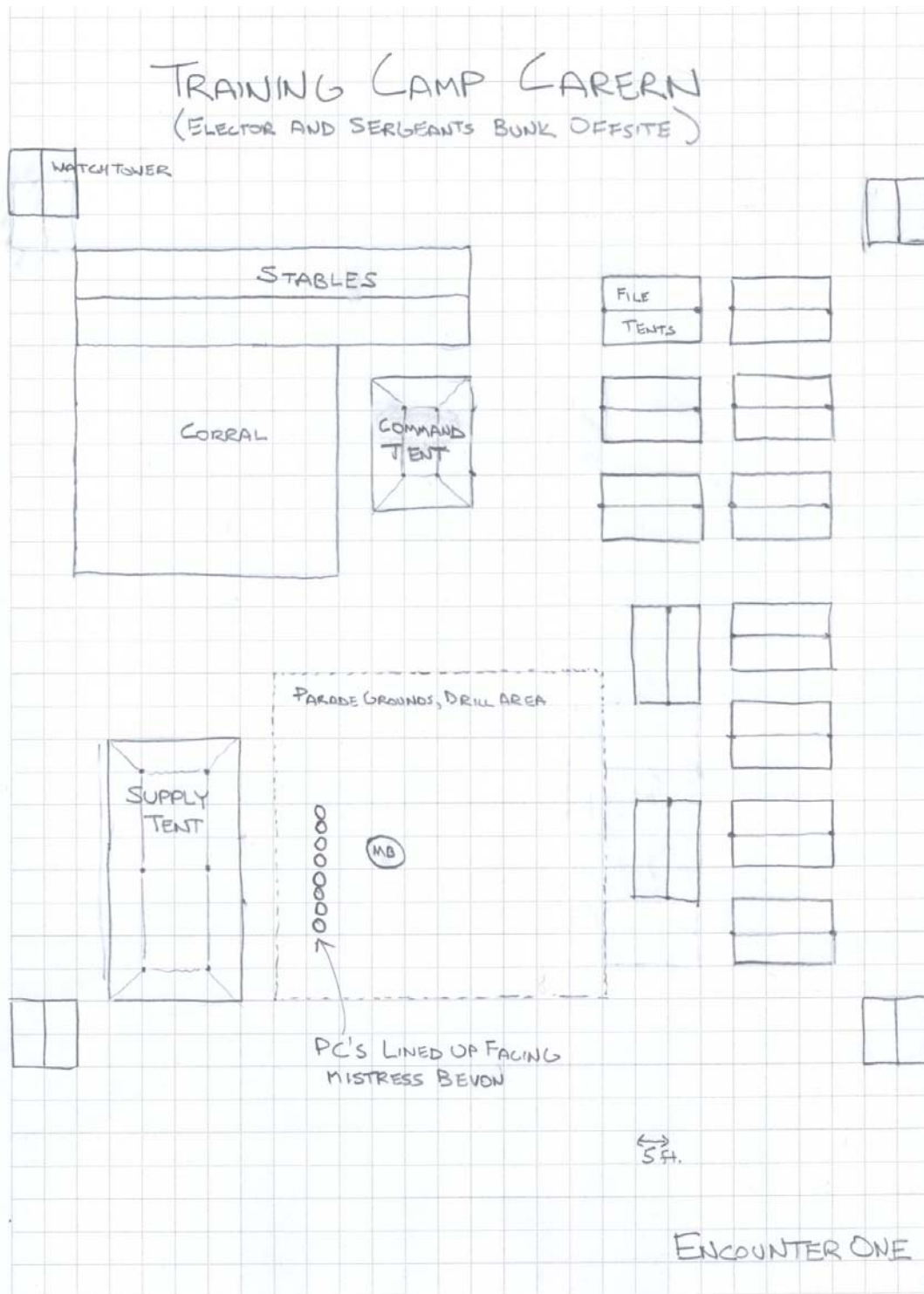
A training monster cannot use spell-like or supernatural abilities, nor can it cast spells of any kind. Creatures cannot be summoned into an environment that cannot support them.

Training monsters are real, not figments. They are tactile, yet composed of shadow, therefore they act as normal creatures in every way except as follows. Any attack from them that causes damage will only be 20% normal damage, with the rest being subdual. Divide each amount of damage by five, roundind down, to a minimum of one real point. The remaining damage is nonlethal. Anyone who asks can make a Heal Check DC 15 to notice some damage is nonlethal. Any ability drain or damage will all be temporary, will never reduce a characteristic below 1, and will disappear when the spell ends.

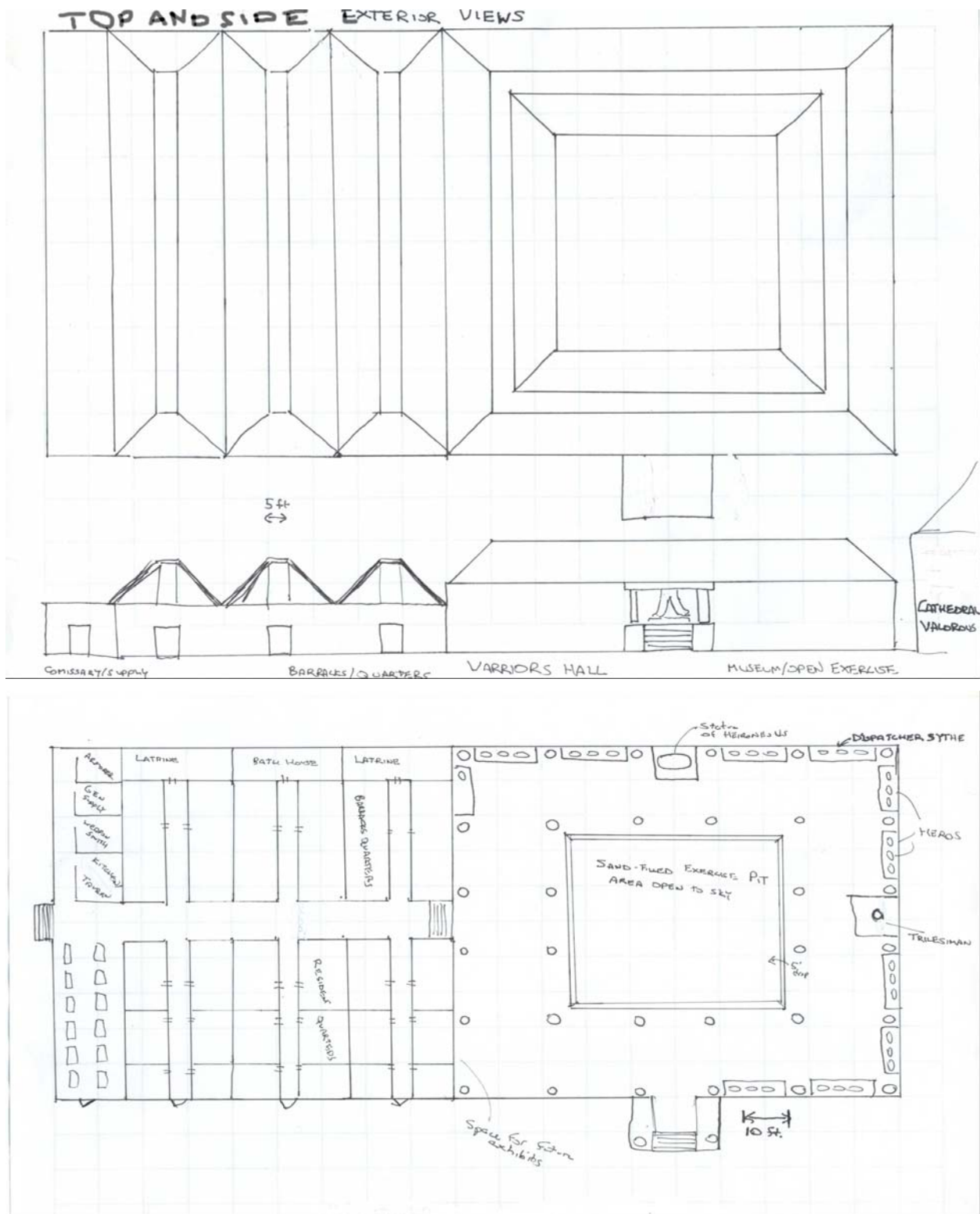
Material Component: A tiny bag containing a miniature representation or representations of the summoned monster(s).

Appendix B: Maps

Encounter One and Seven map: Diagram of the Carern training camp.

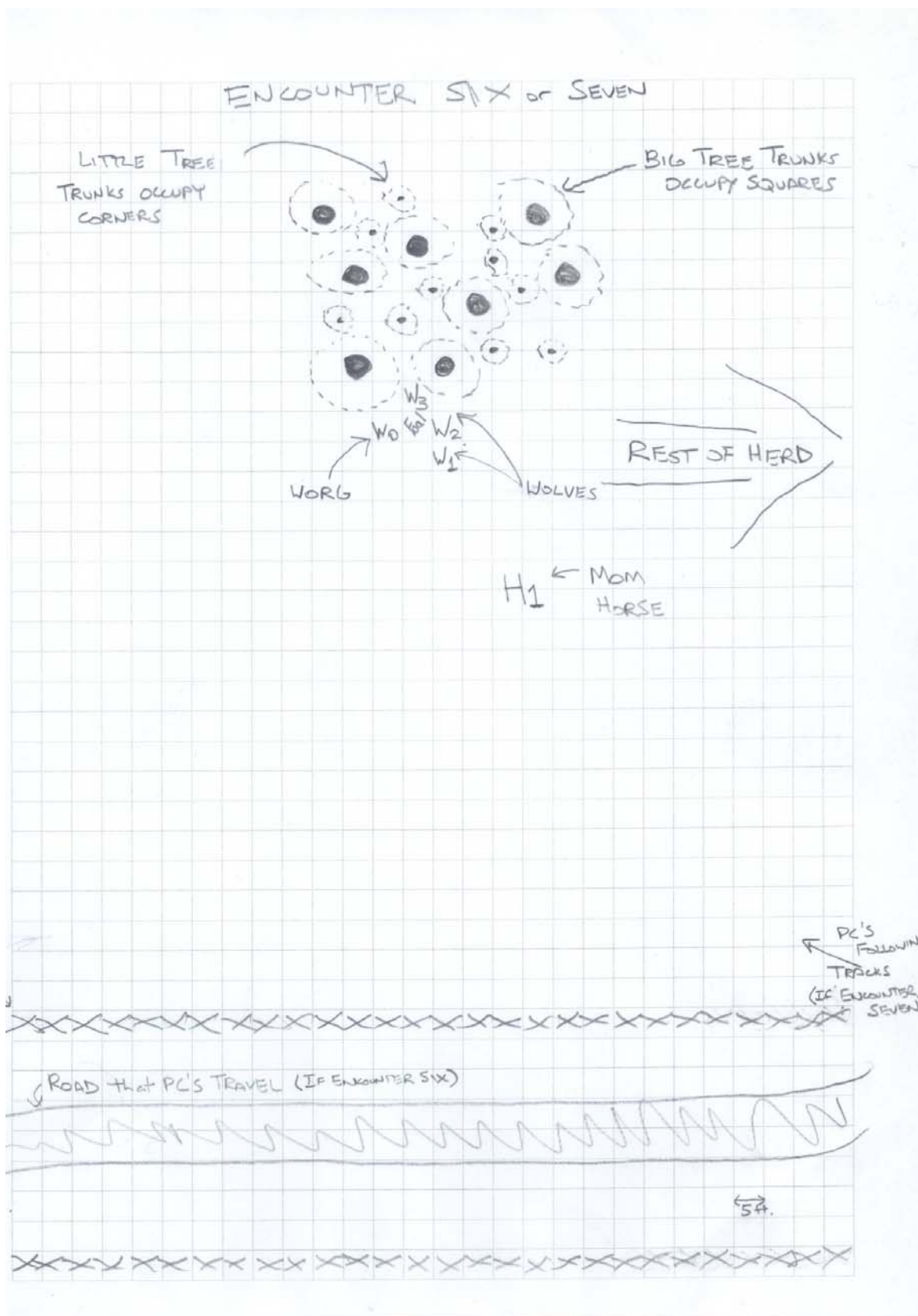


Encounter Five: Top and side views of the exterior of the Warrior's Hall to Heironeous.



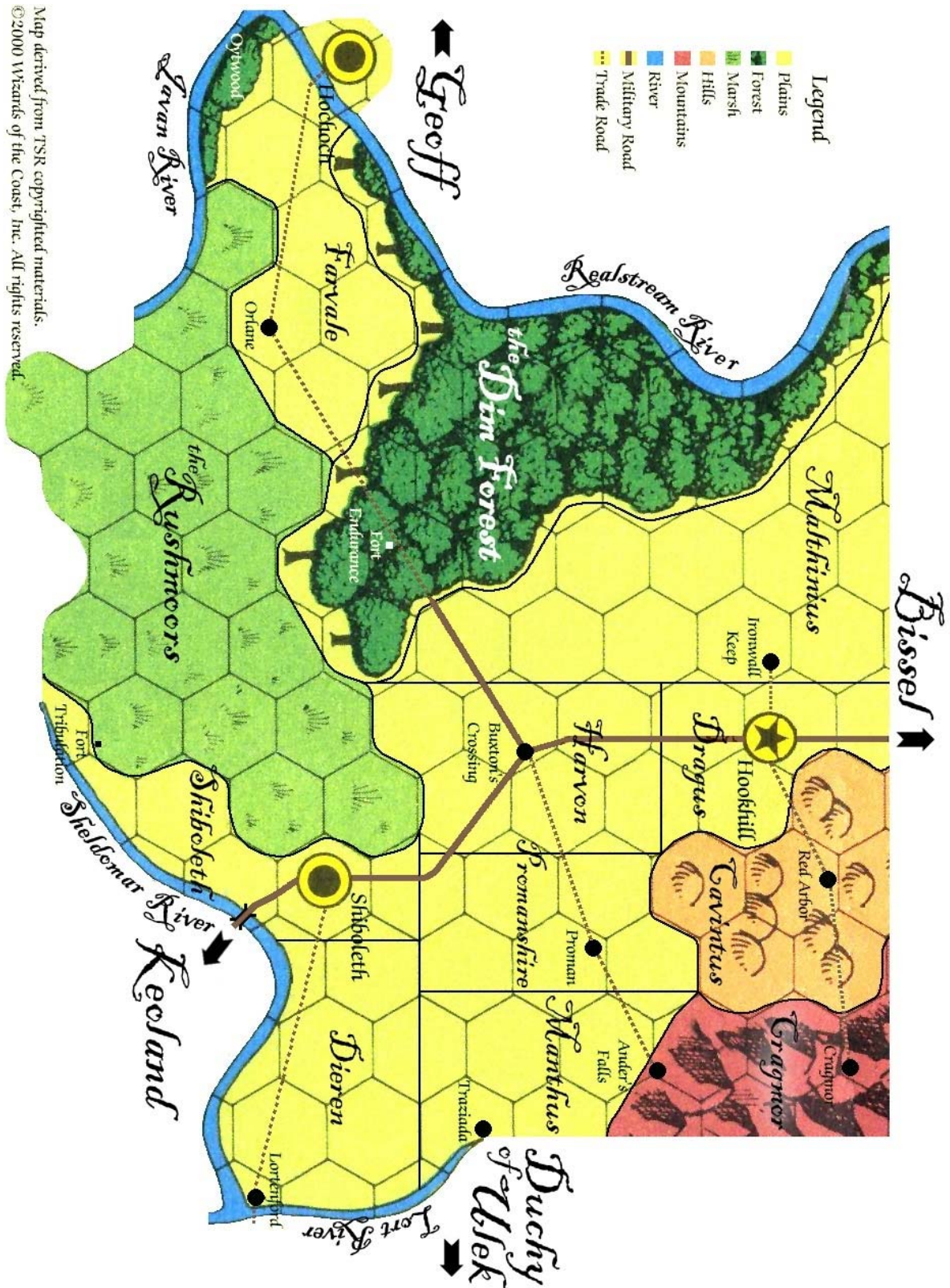
Interior blueprint of the Warrior's Hall.

Encounter Six map: Endangered herd.



Player Handout #1

Photocopy up to six copies of each of these handouts as study materials prior to the Test of Knowledge:



Player Handout #2

Gran March Religions Document (excerpt from Introduction).

Introduction

There are five meta-organizations that form the basis of the Gran March Religions. These meta-organizations are the heart with which the Eight Standard Churches, the Merciful Order and many lesser groups are built. These meta-organizations are: the Congregation, the Chaplains, the Prelates, the Champions, and the Hospitalers. These organizations make up the body of the religious organizations.

Time Unit expenditures for the Religious Meta-Orgs may only use military time units when the specific religion allows the expenditure. The Summary at the end of this document will illuminate when the use of military time units is acceptable. Generally it is not acceptable.

The Chaplain and Champion Meta-Organizations require the participant spend at least six months in the Congregation Meta-Organization. Likewise, the Prelate Meta-Organization requires the participant spend at least twelve months in either the Champion or Chaplain Meta-Organizations. Persons who belonged to the Religious Meta-Organizations previously released (Heironeous, Pholtus, Zilchus, and Harvest Church) may count time spent prior to 1/1/2004 in those organizations towards time requirements required by this document (either the six-month or twelve-month requirements).

Donations

Some meta-organizations require a percentage of money earned to be given to their church. These percentages are cumulative. For example: If one is a member of the Full Congregation and the Chaplain Meta-Organizations, one is paying 5% for Full Congregation, and 5% for Chaplains, for a total 10% donation of all money earned.

Time Unit Costs

Annual and one-time Time Unit (TU) Costs are also cumulative. For example: if one is a member of the Full Congregation and the Chaplain Meta-Orgs one would be required to spend 2 TU for the Full Congregation annually, plus an additional 2 TU annually for the Chaplain Meta-Org.

Standard Gran March Religions

The Eight Standard Grand March Churches are **The Harvest Church Gods (Atroa, Merikka, Sotillion, Telchur, Velnius, and Wentu), Heironeous, Pholtus, Zilchus, St. Cuthbert, Phytton, Obad-hai, and Fharlanghn**. These represent the Churches that have established church hierarchies and political influence in the March.

Accepted Religions

Besides the Standard Churches there are a number of Churches that do not have the political influence nor the power to have established hierarchies. These are faiths whose clergy are considered to be truthful in any court proceeding, unless proven otherwise. This shows a level of acceptance that the government has for these faiths. To a varying degree this acceptance is also shown by the populace (urban people are less tolerant; rural people are more tolerant).

The Accepted Religions of the Gran March are: **Allitur, Beory, Berei, Bledde, Boccob, Bralm, Celestian, Cyndor, Daern, Delleb, Ehlonna, Fortubo, Geshtai, Jascar, Johydee, Joramy, Kelanen, Keoghtum, Kord, Lendor, Lydia, Mayaheine, Norebo, Osprey, Pelor, Phaulkon, Rao, Ulaa, Xerbo, and Zodal**

Player Handout #3

Excerpt from the Gran March Military meta-organization document.

Gran March Military General Organization Version 4.0

Protectors of the Commandant, of the country, and of the region

Part I of a Gran March Meta-campaign Organization written by the Gran March Triad

Organization Alignment(s)

Any non-evil

PC Organization:

Yes

For Commandant and Country, I do solemnly swear that I will serve with true faith and allegiance in the Gran March military, that I will support and defend Gran March against all enemies foreign or domestic, that I take this obligation freely without reservation or purpose of evasion, and that I will discharge my duty well and faithfully, by my honor and by my god.

Oath of Induction, Gran March Military.

Gran March is a militaristic state whose primary historical purpose is the protection of the Sheldomar Valley from invasion by either humanoids or Baklunish forces. It should come as no surprise that the military dominates Gran March society. The populace is phenomenally patriotic and service to the state is seen as both honorable and desirable. This document covers Gran March Military organization by describing military service, unit composition, troop dispositions, tactical doctrine, and military justice. It further details the effects of the military service requirements on PCs in the campaign.

General Organization Notes

Organization

The organization of the Gran March Military can best be described in terms of its implementation of military service and the composition of its units. How each of these facets contributes to military organization is described below:

MILITARY SERVICE

- *Conscription*

All able-bodied male citizens of Gran March are drafted into government service when they reach the age of majority, which is 15 for humans (for demi-humans, it is the lowest starting age given in the *Player's Handbook*). The vast majority of these conscripts are placed in the military. Those who may be physically unsuited are put to work in clerical (office work) positions. Those unfit by reason of temperament are placed in the work battalions building roads and draining swamps. Only those who are so impaired that service of any kind would be impossible are released. This includes the severely crippled, the blind, and the severely mentally retarded. It is an indication of the intense patriotism of the population that even those that fall into this category often beg to be found able. The tale is told round many a hearth of the blind bard Riccman whose song is said to have turned the tide at the battle of Habler's Pass.

Females are given the option of service but are not conscripted. Female conscription has become a hot topic among the ranking officers, but given that young females provide the backbone of the workforce, this

is unlikely to occur in the near future.

The Gran March government considers citizens who do not make themselves available for service to be traitors and will punish them by death unless they can show good cause for their actions. Non-citizens entering Gran March for an extended period are given a choice. Males of suitable age (falling below the limit for middle age for their race as published in the *Player's Handbook*) must either report for service the next Mustering Day (see the Important Dates Section) or they and their families must move on as soon as practical. Those who do serve (and their families) become citizens by virtue of this service.

By treaty, sylvan elves of the Dim Forest are exempt from conscription. However, they are permitted to join voluntarily and many do so in order to receive training and the other benefits of service.

- *Basic Training*

The first year of a conscript's service is spent in basic training, which is conducted by the Electors' troops (see below). This involves training in all forms of combat (foot, mounted, and archer) as well as classes in literacy, military history and protocol, tactics, and logistics. There is also a great deal of drill. During this period, those recruits who show special talent are noted. At the end of one year, those recruits are sent for further training in their specialty. The military is always on the lookout for those who show magical aptitude (whether indicated by a special relationship with one of the gods or by an ability to channel other types of magic) and all recruits undergo a test for this.

Nobles undergo a modified training as it is assumed that they already possess fundamental training in fighting. Therefore, their training focuses more heavily on tactics and logistics.

The upshot of all this is that all soldiers can read, can ride, and can command in battle *in extremis*. This serves to give commanders a great deal of flexibility on the battlefield.

On the Mustering Day following basic training, the conscript is assigned to the unit that best fits his or her skills.

Soldiers assigned to the Spellcaster Corps undergo an additional year of training before being assigned to regular duty. They are also required to serve an additional year in their initial enlistment term (not to exceed the seven year maximum) in order that the army may receive full benefit from this additional training investment.

- *Ranks*

Commoners make up the enlisted ranks, which include:

- Recruit
- Soldier
- Corporal
- Sergeant
- Staff Sergeant
- Line (Pride, Quiver) Sergeant
- Senior Staff Sergeant
- Senior Army Sergeant.

The officer corps consists of the following ranks:

- Lieutenant
- Captain
- Knight Colonel
- Knight Field Marshall

In the officer ranks, the occasional talented commoner can rise to the rank of Lieutenant. Although not unheard of, it is very rare for a commoner to rise to the level of Captain. All Colonels are knights (although not necessarily of the Watch or Dispatch). If an army is required, a Knight Field Marshall is appointed. This is considered a great honor.

- *Awards*

Awards for valor in increasing order are The Baronial Medal of Valor (BMV) (5 gp/year), The Commandant's Shield (CS) (3 gp/year), The Sword of the March (SM) (10 gp/year), and The Sign of Trilesimain (20 gp/year) (this is only given posthumously). These awards also provide permanent influence points (IPs) with each BMV providing one IP, each CS providing 2 IPs, and each SM providing 3 IPs. Furthermore, awards increase the fame of the individual. If a PC has any of the above awards except for the Sign of Trilesimain, said PC is considered to have "Great Renown" for the purpose of gather cohorts and followers in Gran March as noted in the DMG. Obviously, the Sign of Trilesimain does not provide IPs or renown as it is awarded posthumously.

- *Pensions*

The families of those killed in battle receive a pension of 30 gp annually. Those who are injured in service so badly that they cannot work receive a pension of 25 gp annually. The various awards also include pensions, which are cumulative with those above. Therefore the family of a recipient of the Sign of Trilesimain receives 50 gp annually from the state.

- *Reserves*

All former military personnel are considered to be in the reserves for "as long as they may profitably serve." Reservists who maintain residences in Gran March are organized into local groups called militias; so-called "adventurers" who have no permanent home need not join a militia unit. Besides providing call-up duties and maintenance of military training, these also serve as social clubs. Also, Graduates of Syrloch are reserve personnel and will be called up after the militias.

UNIT COMPOSITION

The military organizes its smaller units by function with three main branches. These branches are as follows:

- *Infantry*

The average infantryman wears leather armor and wields a longsword as his main weapon, with a short sword for close-in combat. A unit of eight infantrymen is called a File. One of these eight is a Corporal who is upgraded to studded leather armor.

Six Files form a Platoon. The senior Corporal of each Platoon is promoted to Sergeant. A Sergeant is armed with a greataxe or greatclub, carries a crossbow, and is protected by scale mail. The Platoon is led by a Lieutenant riding a light war-horse, wearing chainmail, and armed with a long sword and shield. All together, a Platoon has 49 men.

Two Platoons form a Pikeline. In addition to these, a Pikeline has one Line Sergeant (armed as Sergeant) and is led by a Captain (armed as Lieutenant). Therefore, each Pikeline is composed of 100 men.

Note that this basic structure is followed for both cavalry and archery units.

- *Cavalry:* The average cavalryman rides a warhorse. He wears chainmail and fights with long sword, crossbow, and heavy lance (sized appropriately). In cavalry units, neither Corporals nor Sergeants are

armed in a significantly different manner from the common trooper. A Captain is usually in full plate armor and his horse (a heavy warhorse) is also armored unless the tactical situation demands otherwise.

Cavalry platoons are called Squadrons. Two Squadrons form a Pride. Cavalry Prides are defined as light, medium, or heavy. This designation is based on tactical necessity. Light units possess all unarmored, fast horses. They are used for scouting or harassing enemy encampments. Medium cavalry is used for most jobs. In a medium unit, the horses are heavier (if slower) and the Captain's horse is armored. If battle is imminent, especially if the other side has a concentration of archers, all horses can be armored. This makes the unit "heavy." All cavalry Prides are capable of fighting in any given mode although some do prefer one over the others. The Captain of a Pride is assisted by a Pride Sergeant, instead of a Line Sergeant.

- *Archery:* Archers are armored with leather. They are issued light maces for hand-to-hand combat although they are trained to avoid this. Where they shine is in the use of their longbows. A Corporal wears studded leather armor and a Sergeant has scale mail. Officers are armed and mounted in a fashion similar to their counterparts in the infantry.

An archery platoon is called a Half Quiver. Two Half Quivers form a Full Quiver (or simply, a Quiver). The Captain of a Pride is assisted by a Quiver Sergeant, instead of a Line Sergeant.

