



Military Organizations

A guide to Military Groups and their affiliates in the RPGA's
Living Kingdoms of Kalamar Campaign

By Various Contributors

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Table of Contents

Table of Contents	2
Military Introduction	2
Army of Pekal	3
Legion of Thunder	6
Legion of the Waves	8
Legion of the Green Grass	10
Legion of the Steadfast Heart	12
Legion of Might	12
Legion of Piety	12
Legion of Courage	12
Benefits	14
Special Branches	15
Army Engineers	15
Army Spellcasters	17
Army Scouts	19
Pekalese Militia	21
Military Ranks	21

Military Introduction

Characters interact with the world of Pekal in many different ways, not just through module play. In between modules characters may participate in other activities, depending on their skills, organizations, and beliefs. After any module, a character is free to select which if any of these activities he would like to participate in before the next module. Only one activity may be selected each module. The player records which activity is selected on the log sheet, as well as any necessary skill checks made by the player.

Military Organizations are groups that operate within a royal charter within Pekal. Different organizations offer different activity choices to their members. The following activities are valid choices for members of all Military Organizations in Pekal.

Activities

- Join the Army or Special Branch.
- Advance to a higher rank.
- Fulfill requirements of the Army by serving time on duty.
- Spend favors with the Army to gain access to items, feats, prestige classes and special benefits.

Benefits

Unless otherwise noted, all benefits from lower levels of organization membership are also available to the higher-level members. Failing to meet the continuing requirements of an organization results in a loss of all benefits, including rank. When a character loses a rank he or she also loses all benefits of that rank, including access to additional levels of prestige classes, but retains accumulated favors.

Requirements

Unless otherwise noted, enhancement bonuses to attributes from items serve to meet organization requirements. Bonuses to skills from items do not meet organization requirements.

Army of Pecal

The Army of Pecal was formed by King Lamnian Endremin some 111 years ago during the Principality's revolt from Kalamar. The army represents the racial integration of Pecal, including halfling slingers, gnomish engineers, elven scouts and archers, and all of the human races. It also includes wizards from the College of Magic who specialize in battlefield magic. Finally, priests of the many temples stand alongside troops to heal the wounded.

There is no formal conscription in Pecal, but many citizens feel a strong duty to helping to protect their country, especially from Tokis and Kalamar. It is considered honorable for young people to serve in the army for 2 years as their service requirement before beginning their lives. Those who have served their two for Pecal also serve in local militias charged with the protection of their home towns.

Organization

The Army is organized into Legions based upon duties and capabilities. Each Legion is led by a Legion Commander. The army itself is led by Marshall Arnal Obano. Legions have been given titles based on history or purpose. There are also a number of special forces which operate outside of the Legion structure, although members may be attached to a legion for specific functions.

Legion of Thunder

- 450 Heavy Cavalry
- 700 Hobilar (lightly armed Cavalry)
- 35 Army Spellcasters
- 60 Army Scouts

Legion of the Waves

- 240 Marines
- 160 Archers
- 14 Army Spellcasters
- 30 Army Engineers
- 1200 militia (this is mostly made up of the Baneta militia, and is exclusively for the defense of the southern shoreline, rather than shipboard duty)

Legion of the Green Grass

- 750 Elven Troops
- 850 Archers
- 470 Light Cavalry
- 65 Army Spellcasters
- 105 Army Engineers
- 110 Army Scouts
- 255 militia

Legion of the Steadfast Heart

- 800 Heavy Infantry
- 50 Heavy Cavalry
- 200 Archers/Slingers
- 30 Army Spellcasters
- 55 Army Engineers
- 55 Army Scouts
- Legion of Might
- 800 Heavy Infantry
- 50 Heavy Cavalry
- 200 Archers/Slingers
- 30 Army Spellcasters
- 55 Army Engineers

- 55 Army Scouts

Legion of Piety

- 850 Heavy Infantry
- 60 Heavy Cavalry
- 300 Archers/Slingers
- 35 Army Spellcasters
- 60 Army Engineers
- 60 Army Scouts
- 385 Militia
- Legion of Courage
- 1850 Heavy Infantry
- 80 Heavy Cavalry
- 300 Archers/Slingers
- 70 Army Spellcasters
- 110 Army Engineers
- 110 Army Scouts
- 510 militia

Training

New recruits undergo extensive training for a compressed regimen of four to six weeks before being assigned to their Legion. Since the start of the war, all basic training is done at the Training Legion, stationed outside Lebolegido, and trained recruits are dispatched under a corporal as replacements and supplements to all the legions. Active legions have no time to train raw recruits, as they are too likely to be called to immediate battle, causing a waste of new bodies. The vast majority of new recruits are being sent to supplement the southern legions, including the Legions of Green Grass, Courage, Piety, Thunder, and Waves.

Equipment

Pekalese troops are well supplied and equipped compared to many other standing armies. This is in part due to the never-ending war with Tokis and in part due to the Prince's commitment to the army. Troops are allowed to keep their personal equipment when mustering out provided they join their local militia. (This does not include horses.)

- Heavy Cavalry – Issued heavy warhorse, barding, chainmail, lance, mace, longsword
- Light Cavalry – Issued light warhorse, spear or lance, composite bow (+1 or +2), leather armor, ammunition
- Hobilar – Issued light riding horse, chainmail, heavy metal shield, longsword,
- Heavy Infantry – Issued chainmail, heavy metal shield, longsword
- Archer – Issued leather armor, longbow, dagger, ammunition
- Marines – Issued leather armor, light wooden shield, longsword
- Elven Troops – Issued chain shirt, longsword, longbow, ammunition
- Slingers – Issued leather armor, sling, dagger, ammunition

Personnel with the rank of Sergeant and above are issued Masterwork versions of the equipment above.

Ranks

Ranks within the Pekalese army are not separated into enlisted and officer ranks. The Prince believes that any person who chooses to fight for Pekal should have the opportunity to advance all the way through the ranks. Every person in the army has the chance to become a landed Honorable as well by the Prince's decree.

- Recruit

- Soldier
- Corporal
- Sergeant
- Lieutenant
- Captain
- Legion Commander (Colonel)
- General
- Marshall

Requirements for Advancement

Each Legion has its own set of requirements for advancement based upon their personnel and tactics. The Legions are detailed individually.

Legion of Thunder

The Legion of Thunder is the premier mounted organization in the Principality. They have a long history of valorous service to Pekal since the early days of the war with Kalamar. Many of the early members of this legion were members of the Kalamar army before Endremin convinced them to join him in his revolt. The legion prides itself on its membership and considers most noble knighthoods to be weak and cowardly. All members of this legion must be able to ride, and ride well. The Legion is led by Michnal Rul and garrisoned outside of Bet Rogala. Since the start of the war with Tokis in the summer of 565 IR, they have primarily patrolled the South Merchant Way between W'Pawido and Fobamido and the surrounding Elos district, ready to quickly support Baneta, Pedido and the Legions of the Green Grass, Piety, and Courage. As an entirely cavalry legion, the Legion of Thunder typically does not travel with militiamen, who cannot keep up the same pace, although they work well with militia infantry and support.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Ride
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Lance or Longsword
- 3 or more ranks in Ride
- Either Mounted Combat or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 5 or more ranks in Ride
- 2 or more ranks in Handle Animal
- 1 or more ranks in Knowledge (Military Tactics)
- Either Ride By Attack or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 7 or more ranks in Ride
- 3 or more ranks in Handle Animal
- 2 or more ranks in Knowledge (Military Tactics)
- Either Formation Expert (CW), Quick Dismount (KPG), Spirited Charge, or Trample feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 9 or more ranks in Ride
- 4 or more ranks in Handle Animal
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 11 or more ranks in Ride
- 5 or more ranks in Handle Animal
- 5 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Waves

This Legion is one of the smallest units in the Pekalese army, but also one of the most important ones. Their mandate is to accompany the Navy to assist in protecting their ships, fight in ship to ship combats, and serve as shock troops in marine invasions. When called upon, their casualties are often high. The legion is commanded by Ytana Ildat and garrisoned with the Navy in Baneta.

The Legion of the Waves was massacred during the invasion of Baneta by Tokite and Kalamaran forces in the summer of 565 IR, and is only now approaching its former numbers. As such, it has had a reduced shipboard and invasion presence, instead serving as the defense of Baneta until its numbers can recover and grow. This Legion is highly motivated, due to their shame at their defeat and the rescue of Baneta by militia and adventurers, and has a burning desire to prove itself an elite, competent fighting force. The Legion has called up the militias of Baneta, Pedido, Nidudes, Motido, Bepikal, Thoth, Thek, Fobamido, Nehosihido, and Mapidu, and is recruiting intensively.

Commander Ildat was commended for her initiative and masterful defense of Baneta. However, her superior officer, the Honorable General Purimal Lasarela, was relieved for not detecting the attack earlier, and to serve as a scapegoat for the government. He has not had his Honorable status removed, but has lost a great deal of prestige and face as a result of his relief.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Profession (Sailor)
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Longbow or Longsword
- 3 or more ranks in Profession (Sailor)
- Either Point Blank Shot or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 4 or more ranks in Profession (Sailor)
- 3 or more ranks in Swim
- Either Precise Shot or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 6 or more ranks in Profession (Sailor)
- 4 or more ranks in Swim
- 2 or more ranks in Knowledge (Military Tactics)
- Rapid Shot feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 8 or more ranks in Profession (Sailor)
- 5 or more ranks in Swim
- 2 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 10 or more ranks in Profession (Sailor)
- 6 or more ranks in Swim
- 4 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Green Grass

Founded after the war with Kalamar ended, the Legion of the Green Grass was named for its proclivity towards nature and living out of doors. Originally a term of derision from others, it quickly became a badge of honor as the Legion distinguished itself time after time. The Legion is tasked with patrolling the wild lands near the Kalokopeli Forest. Their garrison is technically in Elvinar, but they are rarely found there. They are commanded by Prince Elevion Solivandrial from Cilorea. The Prince rotates his elven troops with the Cilorean army on a regular schedule. Select non-elves also rotate to the elven army from time to time for cross training.

With the start of the war, the Legion of the Green Grass has left smaller patrols along the Kalokopeli Forest with carrier pigeons and fast riders stationed to call for help as needed, and has moved the bulk of its forces to where the Banader river crosses back into Pekal and has been outfitting itself with small, mobile skiffs to transport it downriver to Baneta if required. To support the smaller patrols along the Kalokopeli Forest, the Legion of the Green Grass has called up the militias of Nudopido, Ka'abidu, Elivnar, Gorido, and Ka'athagedidu, and are training them hard.

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- 1 or more ranks in Survival
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- Weapon Proficiency Longbow or Longsword
- 3 or more ranks in Survival
- Either Point Blank Shot, Mounted Combat, or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 4 or more ranks in Survival
- 2 or more ranks in Knowledge (Nature)
- Either Precise Shot, Track, or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.

- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 6 or more ranks in Survival
- 3 or more ranks in Knowledge (Nature)
- 2 or more ranks in Knowledge (Military Tactics)
- Rapid Shot feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 8 or more ranks in Survival
- 4 or more ranks in Knowledge (Nature)
- 3 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 10 or more ranks in Survival
- 7 or more ranks in Knowledge (Nature)
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Legion of the Steadfast Heart

The Legion of the Steadfast Heart is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Koreta and tasked with the defense of the Northeast. The legion is commanded by Dravor Tineck.

Legion of Might

The Legion of Might is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Dethido and tasked with the defense of the Northwest. The legion is commanded by half-hobgoblin Pol'aw Angash.

Legion of Piety

The Legion of Piety is one of three similar legions that comprise the majority of the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned outside of Bet Rogala normally, but may be moved to support any of the other legions at need. The legion is commanded by halfling Nolan Brightstar.

At the start of the war, the Legion of Piety was moved to just outside Crenolm, and has kept its scouts out to cover the northern half of the E'Liral River. Nolan Brightstar has been strongly requesting reinforcements, but in such a positive manner that there is no question that he expects to trounce the Tokites. He just wants to trounce them badly and keep as many of his men alive as possible. He has called up the militias of Crenolm, Ketatidu, Ka'owad, Sulido, Latidu, Sanidu, Verido, and Vodun to increase his patrol area and keep down monsters, allowing him to focus on the Tokites. These militias will also support his legion directly as needed.

Legion of Courage

The Legion of Courage is the largest legion in the Pekalese army. They are a mixed unit designed to be effective in multiple theaters. This legion is garrisoned in Crenolm and tasked with the defense of the Southeast, including protecting the Principality from Tokis. The legion is commanded by Tror Cetora.

As the primary Legion for securing the southern and southwestern borders of Pekal from Tokis, the Legion of Courage has received the lions share of new recruits in both combat arms and special forces. The Legion of Courage has also taken command of the militias of Lanido, Pikiwido, Ludarido, Kewamen, Kuwido, Labat, Pavido, Topet, Rakelap, Raka, and Wedafido.

(These 4 legions have similar advancement requirements and so are listed together.)

Recruit

Requirements

- Physical Stats (STR, DEX, CON) must have total +1 or better modifier.
- Must complete basic training (1 Activity)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Soldier

Requirements

- BAB +1
- 1 or more ranks in Knowledge (Military Tactics)
- Weapon Proficiency Lance, Longbow, Longsword, or Sling
- Either Mounted Combat, Point Blank Shot, Quick Draw, or Power Attack feat
- Must have served 5 tours of duty as a Recruit

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Corporal

Requirements

- BAB +3
- 3 or more ranks in Knowledge (Military Tactics)
- Either Ride By Attack, Precise Shot, or Endurance feat
- Must have served 10 tours of duty as a Soldier

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Sergeant

Requirements

- BAB +5
- 5 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Diehard feat
- Must have served 20 tours of duty as a Corporal

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Lieutenant

Requirements

- BAB +7
- 7 or more ranks in Knowledge (Military Tactics)
- 3 or more ranks in Knowledge (Military Logistics)
- 2 or more ranks in Knowledge (Military Training)
- Must have served 20 tours of duty as a Sergeant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Captain

Requirements

- BAB +9
- 9 or more ranks in Knowledge (Military Tactics)
- 5 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Art of War)
- Must have served 20 tours of duty as a Lieutenant

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

(Characters in Living Kingdoms of Kalamar cannot advance beyond Captain without campaign certification earned through game play.)

Benefits

What follows is a summation of the benefits offered to soldiers in Pekal for service to their country. Benefits from lower ranks are of course accessible by those of a higher rank.

Recruit

- Paid 1 Victory each tour served.
- Issued standard equipment for position (see above)

Soldier

- Paid 2 Victories each tour served.
- May purchase masterwork arms and armor using 10% military discount.

Corporal

- Paid 5 Victories each tour served.
- +1 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Light Wounds from allied temples for each tour served.
- Each 5 tours served earns the corporal 1 favor. If the Corporal belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Corporal belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Sergeant

- Paid 10 Victories each tour served.
- +2 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Moderate Wounds from allied temples for each tour served.
- Each 4 tours served earns the sergeant 1 favor. If the Sergeant belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Sergeant belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Lieutenant

- Paid 25 Victories each tour served.
- +3 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Cure Serious Wounds from allied temples for each tour served.

- Given access through the College of Magic to purchase a +1 enchantment for one weapon, or upgrade an existing magic weapon with a special ability of no greater than +1 bonus. No weapon may have more than one of these special abilities. This costs one favor and non-adventuring Activity to arrange.
- Given access through the College of Magic to purchase a +1 enchantment for one suit of armor or upgrade an existing suit of magic armor with a special ability of no greater than +1 bonus. No suit of armor may have more than one of these special abilities. This costs one favor and non-adventuring Activity to arrange.
- Each 3 tours served earns the Lieutenant 1 favor. If the Lieutenant belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Lieutenant belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.

Captain

- Paid 50 Victories each tour served.
- +4 meta-org bonus to all Charisma checks when wearing military insignia.
- May purchase one Potion of Restoration from allied temples for each tour served.
- SPECIAL: Captains who earn commendations and honors may be elevated to the status of Honorable. 5 certs of favor from the military and/or Prince Kafen will satisfy this requirement.
- Given access through the College of Magic to purchase a +2 enchantment for one weapon (including upgrading from +1 to +2). This cannot be used to add or upgrade an existing special ability. This costs two favors and one Activity to arrange.
- Given access through the College of Magic to purchase a +2 enchantment for one suit of armor (including upgrading from +1 to +2). This cannot be used to add or upgrade an existing special ability. This costs two favors and one Activity to arrange.
- Each 2 tours served earns the Captain 1 favor. If the Captain belongs to a Temple, the favors may be used as Temple favors. Otherwise, this favor may be used with any Temple in Pekal just as if the Captain belonged to an allied faith, or at the College of Magic. These favors can be saved and used together as well.
- Special Favors – Captains may request a special favor from his commanding officers. Requesting a special favor requires spending 2 favors with the military. It also requires 1 Non-Adventuring Activity. A special favor may be requested during an adventure so long as the character spends the following Activity. The request may take one of three forms:
 - Obtain special materials suitable for one weapon including silver, cold iron, and adamantine.
 - Gain the equivalent of a “20” on any skill check, as long as the PC: a) knows he/she is going to have to make the check, and b) the PC has at least two hours before or after the check to contact commanding officers in the military
 - Gain the casting of one non-combat arcane or divine spell up to 5th level. This favor includes the cost of any material components.

Special Branches

The Pekalese army is supported by a number of specialists: Engineers, Spellcasters, and Scouts. These specialists have their own organizations but are usually assigned to the Legions as needed. Specialists placed with a legion are considered within the command structure of that legion. Specialists therefore gain the same benefits as equivalent ranks within the army as well as their own specific benefits.

Army Engineers

The Engineers are a group devoted to the use of engineering to assist in warcraft. They design and build fortifications, build and use siege engines, use alchemist fire, and dig tunnels. Many of the Engineers are gnomes, but there are other races in this group as well. Engineers are required to commit to at least 20 tours of duty.

Sapper (equivalent rank Corporal)

Requirements

- 2 or more ranks in Profession (Engineer)
- 1 or more ranks in Knowledge (Military Logistics)
- 1 or more ranks in Knowledge (Military Tactics)
- Must complete basic training (2 Activities)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- Access to purchase alchemical concoctions at 10% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Builder (equivalent rank Sergeant)

Requirements

- 4 or more ranks in Profession (Engineer)
- 2 or more ranks in Knowledge (Military Logistics)
- 2 or more ranks in Knowledge (Military Tactics)
- Must have served 10 tours of duty as a Sapper

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.
- Access to purchase alchemical concoctions at 20% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Engineer (equivalent rank Lieutenant)

Requirements

- 6 or more ranks in Profession (Engineer)
- 4 or more ranks in Knowledge (Military Logistics)
- 4 or more ranks in Knowledge (Military Tactics)
- Must have served 20 tours of duty as a Builder

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- Access to purchase alchemical concoctions at 30% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Master Engineer (equivalent rank Captain)

Requirements

- 10 or more ranks in Profession (Engineer)
- 6 or more ranks in Knowledge (Military Logistics)
- 6 or more ranks in Knowledge (Military Tactics)
- Either Natural Engineer(KPG) or Natural Mathematician (KPG) feat
- Must have served 20 tours of duty as an Engineer

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- Access to purchase alchemical concoctions at 50% discount. (See table 7-8 [Special Substances and Items] in the Player's Handbook and table 7-1 in the Kalamar Player's Guide.)

Army Spellcasters

Spellcasters associated with the army fall into two broad groups – arcane casters associated with the College of Magic and priests associated with the major Temples. Although no caster is required to belong to the College or a Temple, in practice most of them are members of one or the other. The army does not want dilettante casters and so requires all casters who are not proven by association to be knowledgeable about tactics and soldiering.

The College of Magic and the established Temples of Pekal willingly give their permission to members to support the army if such is their desire. Spellcasters gain the same benefits, including pay, as equivalent ranks within the army as well as their own specific benefits.

Members of the Spellcasters are frequently referred to by individual titles such as Apprentice, Holder of the White Key, or similar titles based upon their calling. The official titles are listed below.

Spell Specialist (equivalent rank Corporal)

Requirements

- Must meet one of the following admissions standards:
 - Arcane caster who is a member of the College of Magic and an Apprentice or higher of the School of Evocation
 - Arcane caster registered with the College of Magic with:
 - 2 or more ranks in Knowledge (Military Tactics)
 - 1 or more ranks in Knowledge (Military Logistics)
 - Divine caster who is a member of any temple organization in Pekal
 - Divine caster of any good deity with:
 - 2 or more ranks of Heal
 - 1 or more ranks of Knowledge (Military Logistics)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- +2 meta-org bonus on all Con checks to continue running and avoid nonlethal damage from a forced march. This bonus stacks with the Endurance feat.
- +2 meta-org bonus to Diplomacy checks made in a military setting or with military personnel.

- Knowledge (Military Tactics) And Knowledge (Military Logistics) are now considered class skills.
- 10% discount on crafting wands

Spell Sergeant (equivalent rank Sergeant)

Requirements

- Must be able to cast 2nd level arcane or divine spells
- 4 or more ranks in Knowledge (Military Tactics)
- 2 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Specialist

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.
- -5% spell failure when using shields.
- +2 meta-org bonus on Concentration checks
- 10% discount on crafting magic weapons

Spell Commander (equivalent rank Lieutenant)

Requirements

- Must be able to cast 3rd level arcane or divine spells
- 8 or more ranks in Knowledge (Military Tactics)
- 4 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Commander

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- May create scrolls and magic items as an Adept in the School of Evocation or a member of the third tier of their religious meta-org or ally.
- -5% spell failure when wearing light armor.
- +2 meta-org bonus on Spellcraft checks
- 10% discount on crafting magic armor, due to military subsidies.

Spell Master (equivalent rank Captain)

Requirements

- Must be able to cast 4th level arcane or divine spells
- 12 or more ranks in Knowledge (Military Tactics)
- 6 or more ranks in Knowledge (Military Logistics)
- Must have served 20 tours of duty as a Spell Commander

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.

- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- May create scrolls and magic items as a Magus in the School of Evocation or a member of the fourth tier of their religious meta-org or ally.
- -5% spell failure when wearing medium armor.
- +2 meta-org bonus on Knowledge (Arcana) or Knowledge (Religion) checks
- Access to Mithral for item creation.

Army Scouts

Unlike the other Special Branches, the Scouts are chosen from the rank and file in the Legions. Characters must already belong to the military before they can serve in the Scouts, and may choose to move into the Scouts when they meet the requirements. Scouts must continue to serve their full term of 40 tours of duty, although time already spent is credited to them. Scouts gain the same benefits as equivalent ranks within the army as well as their own specific benefits.

Watcher (equivalent rank Corporal)

Requirements

- Must be at least a Corporal in the regular branch.
- 4 or more ranks in Survival
- 2 or more ranks in Spot
- 2 or more ranks in Knowledge (Military Tactics)
- Must have the Track feat.
- Must complete advanced training (2 Activities)

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Corporal.
- +1 to Survival checks in Pekal and neighboring nations
- +1 to Knowledge (Pekal) checks

Spotter (equivalent rank Sergeant)

Requirements

- 6 or more ranks in Survival
- 2 or more ranks in Hide
- 2 or more ranks in Move Silently
- 2 or more ranks in Listen
- Must have either Endurance or Skill Focus (Survival) feat
- Must have served 10 tours of duty as a Watcher

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Sergeant.

- +2 to Survival checks in Pekal and neighboring nations
- +2 to Knowledge (Pekal) checks

Scout (equivalent rank Lieutenant)

Requirements

- 8 or more ranks in Survival
- 4 or more ranks in Hide
- 4 or more ranks in Move Silently
- 4 or more ranks in Listen
- 4 or more ranks in Spot
- Must have served 20 tours of duty as a Spotter

Duties

- Must serve a tour of duty at least once every 3 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Lieutenant.
- +3 to Survival checks in Pekal and neighboring nations
- +3 to Knowledge (Pekal) checks

Advance Scout (equivalent rank Captain)

Requirements

- 10 or more ranks in Survival
- 6 or more ranks in Hide
- 6 or more ranks in Move Silently
- 6 or more ranks in Listen
- 6 or more ranks in Spot
- Must have Woodland Stride or Flawless Stride class ability
- Must have served 20 tours of duty as an Advance Scout

Duties

- Must serve a tour of duty at least once every 2 modules.
- Must obey the orders of any superior officer in any Legion.
- Other duties as ordered.

Benefits

- Standard benefits of a legion Captain.
- +4 to Survival checks in Pekal and neighboring nations
- +4 to Knowledge (Pekal) checks
- Advance Scouts may join the Grey Legion once their tour of duty is complete, provided they meet the qualifications. This serves as filling the invitation part of the requirements.

Pekalese Militia

Tom Abbott

Armies are expensive. They require payment, equipment, lodging, intelligence, and support. Prince Kafen, knowing the saying that an army moves on its belly, decided many years ago to reduce costs by not having all of the army mobile. To do this, he issued a decree that every eligible citizen serve in the militia, a locally organized military supplement.

Each or village is supposed to have its own militia. Many towns are too small to provide a sizeable one, but banding together for the common defense is a logical thing to do when faced with all the threats present in Pecal, so small towns will band together with their nearest neighbors to adequately supply and man a militia platoon or company.

The militia are a supplement to the army in time of war, but are frequently the first line of defense against marauding orcs or bandits. Each militia company is commanded by a Sergeant-at-Arms, who is responsible to the local Honorable or Steel Ribbon.

Locations

Every town in Pecal has at least a small, local detachment of the Militia, even if it's just one person who acts as a runner to call the rest of the nearby militia together. The Militia falls under the command of the town magistrates in time of comparative peace, but reverts to the local Honorable, Steel Ribbon, or military commander in time of war. When responding to the military, the Sergeant-at-Arms initially contacts the legion commander to receive orders.

Roleplaying Summary

The Pekalese militia serves a two-fold purpose. It provides a locally trained, inexpensive supplement to the army, and it serves as catch-all organization for those members of Pecal who need to fulfill their two years of public service, but do not qualify for whatever reason for the Army, Navy, Guard, or any other Municipal Organization. The entry requirements are extremely flexible, since there is a role for almost every person. During a tour, the recruit makes no money, but any necessary equipment (armor for the peasants, weapons, fodder for horses) is supplied, as are tents and food. The one downside of this is that EVERYONE who does not enter another Municipal Organization, the Military, or the College of Magic is expected to serve as a recruit in the Militia. Many characters will "serve" this before their adventuring careers begin, but this is not necessary. Most people only serve two tours as a recruit, but there is opportunity for advancement. Some hardy souls stay on to train the newcomers, keep the roll current, and act as liaison to the military and civil leadership.

Military Ranks

Recruit

Requirements

- Ability to see lightning
- Ability to hear thunder

Duties

- Must serve 2 tours with the Militia. This requires two non-adventuring Activities over the course of the character's first 5 years in the living campaign .
- Must serve if called up to active duty within 1 year after their second non-adventuring activity, as noted on their logsheet.

Benefits

- +1 meta-org bonus to Gather Information checks in Pecal. Since everyone in the country serves at some point, everyone has similar stories and gripes, creating a universal common ground.

Uniquely, this is the only meta-org bonus that stacks with similar meta-org bonuses from other organizations.

Corporal

Requirements

- At least one statistic of 13 or higher
- At least two feats of any kind

Duties

- Must serve one tour every 5 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for activating their squad when ordered to do so by a Sergeant.

Benefits

- +1 meta-org bonus to Knowledge: Pekal checks.
- +1 meta-org bonus to Constitution checks to avoid nonlethal damage from a forced march, starvation, or thirst, and Fortitude saves made to avoid nonlethal damage from hot or cold environments. The long hours on the parade ground and on training marches have toughened a corporal's body.

Sergeant

Requirements

- At least one statistic of 14 or higher
- Must have served at least 10 tours as a Corporal

Duties

- Sergeants must serve one tour every 4 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for activating their platoon when ordered to by a Sergeant-at-Arms

Benefits

- Receive removable sergeant's stripes as a indicator of rank. These indicators must be worn when acting in an official capacity.
- +1 meta-org bonus to Diplomacy checks made in a military setting or with military personnel.
- +2 meta-org bonus to Knowledge: Pekal.
- Once every three tours, a guild member can purchase a Potion of Cure Moderate Wounds from Pekalese government stocks. Stockpiles are found in Baneta, Thetukithido, Bet Rogala, B'Fagido, Nubido, Leboleghido, Wedafido, Tatidu, and Crenolm.

Sergeant-at-Arms

Requirements

- At least one statistic of 15 or higher
- At least 4 feats of any type
- Must have served 15 tours as a Sergeant.

Duties

- Sergeants-at-Arms must serve one tour every 3 modules, noting it on their logsheets. This is a non-adventuring Activity
- Responsible for maintaining patrols throughout their sector (village and surrounding areas)
- Responsible for activating their company when ordered to by a member of the Honorable or the Steel Ribbons.
- Responsible for activating their company (50-100 militiamen) on their own initiative when they judge that their sector is under a direct threat, and to notify their superiors when having done so. It

is considered dereliction of duty to attempt to pass this responsibility upward, and is treated the same as treason. The counter to this is that no Sergeant-at-Arms can be prosecuted for overreacting and assembling the militia for too small a reason. It is judged better to overreact and be ready than to waffle and be destroyed.

Benefits

- Receive removable sergeant's stripes with a crown over the stripes as an indicator of rank. These stripes must be worn when acting in an official capacity.
- May require help from 3 people in any small town, or up to 10 in a larger town, in defense of the town or in the service of Pekal. Service to Pekal is open to interpretation. These people may be from any NPC class in the DMG except the Aristocrat. Help may be in the form of a combat assist, information, acting as a runner, or requisitioning of equipment. Any single item used must be paid for, but may be paid for after the fact. Help may NOT include the loan of money.
- +3 meta-org bonus to Knowledge: Pekal.
- Once every two tours, a guild member can purchase a Potion of Cure Moderate Wounds from Pekalese government stocks. Stockpiles are found in Baneta, Thetukithido, Bet Rogala, B'Fagido, Nubido, Leboleghido, Wedafido, Tatidu, and Crenolm.