

GRMN-03

The Militia Games

A One-Round D&D LIVING GREYHAWK[®]

Gran March Regional Adventure

Version 1.0

Round 1

by Joe Masdon

Every year during Needfest, the militia companies of Gran March come together outside Hookhill to practice their martial skills and test their battle readiness. Recently, the Militia Council has agreed to open up the Games to outside participants, though some veterans might not take kindly to outsiders in their Games. During the celebration and mock violence, observant contestants might catch wind of murder in the air. Let the Games Begin.

The Militia Games is a series of mock battles and contests of martial skill. Players are strongly encouraged to create Gran March veteran PCs who are interested in learning about the various Militia Groups (meta-organizations) available. PCs who would be unwilling to participate in mock combats are strongly discouraged. This is an introductory Living Greyhawk module set in the Gran March and is intended for 1st level PC's only.

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.

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*.

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

This module will provide PCs new to Gran March with an introduction to the region's militia companies, and their massive annual competition, the Militia Games. Players are strongly encouraged to play PCs who are Gran March veterans who would be interested in learning about militia companies. PCs can be members of a militia company already, but the scenario is intended to introduce both the meta-organizations and the Games. Any military type character, including active duty Gran March soldiers and veterans from neighboring allied countries will also fit in very well. If players do not want to play former or active military PCs, it is still recommended that PCs be willing to

compete in mock combats. The majority of the scenario focuses on the competitions of the Games and the PCs are given the opportunity to participate. The Militia Games is a very large gathering of very battle-hardened individuals that spend much of the year preparing to compete in these events. There is almost no chance that a first level PC will even come close to winning any of these competitions, but winning is not important. Competing well and earning respect through effort will be rewarded for PCs who are interested in militia meta-organizations. The Militia Games can be run as an interactive for all levels at conventions in the future.

DMs are encouraged to read the Militia Companies Meta-Org document that is posted to the Gran March Website: <http://granmarch.living-greyhawk.com/metacampaign.htm>.

For DMs who do not have the access or inclination to read the entire document, the following passage summarizes the function of the militia companies in Gran March.

Excerpt from Militia Companies Version 3.0 by Pete Winz and the Gran March Triad

General Organization Notes

The military tradition has been a part of Gran March culture since its founding nearly six centuries ago. Every able-bodied male is expected to serve in the active military (or suitable equivalent) for up to seven years, but even beyond that term of service is the expectation that they will continue to maintain their equipment and battle readiness so long as they are fit to fight. In order to meet this requirement, local militias were formed. Membership in a militia company is not necessary to maintain the legal requirement of combat readiness, but militia companies have taken on an additional role of social clubs over the years and membership is often a sign of status and prestige.

Philosophy and Credo

While each company has its own approach to fulfilling its mission, all were formed to maintain the combat readiness of Gran March's veterans and this purpose guides every company. In support of this mission, militia companies have regular muster days to check their rosters, train, and maintain their equipment. Over the years, militia companies have also become a source of local pride and training days have taken on some social functions as well. Families frequently gather for picnics and other activities while the soldiers train.

Important Dates, Holidays & Ceremonies

During the week of Richfest, militia companies are put on alert to supplement the Army while it is under strength following Mustering Day (see the Gran March Military Document for additional details). The other significant festival for militia companies occurs during Needfest, when the annual Militia Games are held outside of Hookhill.

In generations past, the Militia games were limited exclusively to members of Gran March Militia companies. During the Greyhawk wars, many veterans were recalled to duty, more soldiers were dying in action and many active-duty soldiers stayed in the army longer. In more recent years, Gran March forces have been lost to the fighting in Geoff against the giants. As the pool of veterans shrank, so did the Militia Games. A few years ago the restrictions on competing were eased a bit to allow unaffiliated veterans to compete as well. This not only helped keep the participation in the games respectable, it also gave the unaffiliated veterans exposure to the militia companies. The Militia Games became an opportunity for militia companies to recruit new members. The militia companies get to watch potential recruits in action to determine whether or not they tend to distinguish or embarrass themselves.

Very recently, and quite by accident, the games were opened to non-military and non-veteran Gran March participants. There is much disagreement among the companies about the value of allowing "just" anyone to compete. It began two years ago as a friendly argument between Colonel Watcher Ivan Von Bloodgore, Immovable Bullette from the Company of the Red Dragon and Captain Alton Stanmore of the Yeoman militia. While traveling through the Yeomanry, Colonel Bloodgore teasingly remarked to his old friend Captain Stanmore that it was a shame that he could not bring a couple of files of pikemen to the Militia Games in 591 CY to compete in the Hold the Bridge competition. He remarked that the Marchers could show the Yeoman how to really hold ground. Six months later, Captain Stanmore surprised Colonel Bloodgore and the Games officials by showing up with 15 men ready to compete in the Hold the Bridge competition. There were some flustered objections, but Colonel Bloodgore felt obligated to live up to his unwitting obligation. The Yeomen were his guests, and they had traveled too far to be disregarded. Many of the Games organizers protested "dirtying the Games" by allowing outsiders to compete. The Colonel masterfully and diplomatically overcame all objections by sneering at the objectors and saying, "Scared?" The Yeomen were allowed to compete, though a very large target loomed on their tabards. The two files were placed in the lottery drawing along with all other files. Hordes of spectators crowded the competition area to

cheer against the Yeomen. Both files did extremely well, much to the irritation of many Marchers, but to the great delight of many old soldiers that just enjoyed seeing a great fight. One of the Yeoman files held against 28 assaults until a file from the Steadfast Pike militia company finally dislodged them. The cheers that went up when the Yeomen were knocked off the bridge were not for the victors; it was a show of great admiration for the determined outsiders. That Steadfast Pike file went on to win the Hold the Bridge competition that year, repelling 44 assaults. The Yeoman file finished in 8th place, and received an invitation to return in 592 CY.

The organizers of the Militia Games decided that having a great show was more important than just keeping the games closed. But they did not want just anyone participating in the games. Even more importantly, they did not want whole Battles of outsiders entering Gran March to march on Hookhill. Rules for outsiders competing were established. The heads of the Militia companies are each allowed to issue one invitation to outsiders to compete. These companies generally invite militia groups that are similar to their own from allied countries (i.e. The Arrowstorm Militia Company have twice invited the Longbowmen of Geoff to send up to ten men to participate.). Additionally, individuals that come to the Games alone or in small groups may request permission to compete even if they are not veterans or invitees. This is a hazardous way to spend a week, though. Freelance competitors who show up without being invited are generally allowed to participate, but they are always targeted for quick elimination. The militia companies have no desire to have some unknown show-off win even a single victory. Even active duty Gran March soldiers are targeted for elimination as the militia members do not want a bunch of “young greenspears” showing up their elders. But the militia companies are always on the lookout for promising young soldiers that will be veterans themselves in a few years. All Gran March active duty soldiers must compete using non-military time units. Additionally, the marshals have the authority to determine that a participant is simply unfit for competition. Little old ladies, murderous barbarians or anyone who will cause serious harm or be harmed is rejected. Hopefully, none of the PCs will fall into the category of being unfit to compete. If a PC is a veteran, he will be allowed to compete, even if he appears old and frail or dangerously violent.

Adventure Summary

The PCs have a chance to meet each other in line, waiting to enter the Games area. From there, they will be shown the schedule and location of events. They are welcome to compete in any events they wish, though there will be some encouragement to compete in the Hold the Bridge competition, and the Joust as well. The Games is a four-day event, so there is no need for PCs to try everything in a single day. This gives PC spellcasters an opportunity to refresh spells if they wish, and subdual damage will heal at a rate of one point per hour.

NPCs will greet any Gran March veteran PCs with the very common opening line, “Where did you serve?” or “What unit were you with?” PCs might want to choose the battle they served with from the summary on Appendix 7. Bear in mind that the battles move around some, so the battles serving in the Army of Retribution (in Geoff) were not formed up as an army 10 years ago. Some flexibility should be used in discussing PC history. Remember also that no PC would have been in the 1st Battle, the Commandant’s Own.

Hold the Bridge

Designed for groups of eight (file). PCs looking to compete will find another group of non-affiliated competitors looking to form a file (as many as needed to make eight). If the PCs show no interest in approaching the Hold the Bridge competition, they will be sought out by a group looking for help in forming a file of eight. The first fight should be easy, but it gets increasingly difficult, as there are only one-minute rest breaks between fights.

Joust

Individual competition. PCs will be told the rules of the competition and rented a mount if needed. This competition becomes difficult quickly, but PCs have a chance to make a name for themselves here. PCs should be eliminated on the first day, but they might make it through a few rounds.

Targets

Individual competition. Archery target shooting against increasing ranges. PCs who perform well have a chance to make the second day of competition, which will bring notoriety to any PC.

Capture the Flag

A Battle-sized competition. Only full battles (500) compete in this competition, and none of the PCs will

qualify. This competition is not available to PCs, but the DM can describe the event if desired. It is an event that militia units practice during the year and as the biggest group event, it is very prestigious to be on the winning team. The DM should mention that this event is played out on an enormous battlefield overlooked by a wide hill. Watching the competition as entertainment is a great way for PCs to spend a few hours during the four days.

Militia Company Booths

Many militia companies will have wagons, booths, displays and illusionary recreations of some of their greatest victories on the grounds. Most visitors will be treated to a bit of bragging from militia members, but any Gran March veteran PC might be talked to by a recruiter for the companies.

Murder Plot

On the third night of the Militia Games, PCs will overhear a conversation in their camp area between two men. There is a plot to murder Captain Watcher Franz Dragus, of the Company of the Red Dragon during the Grand Melee. PCs can attempt to foil this plot in just about any fashion they desire, including waiting for the Grand Melee and trying to protect Dragus there.

Grand Melee

Individual competition. The last event of the Games, and the PCs have absolutely no hope of winning this event. However, during the course of the scenario, PCs should uncover a murder plot, and will hopefully spend this competition foiling the plot.

Very Important

The combats during the Militia Games are mock battles. As such, there is no expectation that lethal force is going to be used. The DM must make it clear and obvious to the PCs that all competitors are either using padded weapons or striking to subdue. It is the DM's burden to make sure that PCs understand that killing someone during the Games is breaking the law, and will result in criminal proceedings. This information needs to be passed on by NPCs, or out-of-character as needed. Players should not be allowed to misunderstand that accidental killings are a generally accepted risk of competing in the Games.

Introduction

Your travels have brought you to Hookhill, the capital of Gran March. The road you traveled was

a magnificent feat of engineering; 30' wide and paved with millions of small rocks that keep it firm and compact even during the wet season. You passed a few guard outposts along the way, and even a couple of stone bridges that crossed wide streams.

Those outposts and bridges were crowded today, as large groups of armed warriors bearing flags and crests all marched toward Hookhill. The mood from these caravans has been festive and eager as the warriors were all gearing up to compete in the Militia Games. The Grand Marshall of the Games has opened up the competition this year to a limited number of non-militia competitors, and for whatever reasons of your own, you find yourself waiting in a line in a great open field. The walled city of Hookhill can be seen a couple of miles up the road. Beyond the table you stand near, another city has sprung up, this one a city of tents, grand pavilions, wagons and colorful banners whipping in the breeze. There must be thousands of people in this huge clearing, and far away, between some of the tents you see great open fields where warriors are colliding, shooting arrows, and riding horses. There is music in the air, drinking and feasting just ahead and the sounds of makeshift buildings being quickly hammered into place. Standing next to you in line are a number of other people who appear to be taking all of this in for the first time.

Allow the PCs to introduce themselves. After they have met, they will have a chance to register for the Games as competitors. There is no specific event that will throw the PCs into a group, so this is their chance to form up. There are numerous militia NPCs staffing the registration table, and the DM can choose any rank or personality he desires to assist the PCs by passing along a schedule of events and a brief description of the next four days events. There are a lot of people in line, so PCs should not waste time here, just get inside and look around.

Registration

There is a 5 sp entry fee for veterans, militia or not. The entry fee for non-veterans is 1 gp.

All competitors in the Militia Games must wear a tabard to display their affiliation, according to the following:

- PCs who are members of a militia company will be able to report to their militia company staging area to get a tabard with their militia heraldry on it. They will be old, worn, tattered

and used, but they will get more respect than even the nicest non-militia tabard.

- Veterans of the Gran March army will be given a green tabard with the shield of Gran March on it. It will be tattered and frayed at the edges. It is expected that the tabard will be returned after the Games are concluded.
- Veterans from nearby allied countries will be given a white tabard with their country's coat of arms on it. These tabards are hand-drawn and run the gamut from poor quality to barely recognizable. There are tabards available from: Yeomanry, Geoff, Bissell, Keoland, and the Principality of Ulek. There would be tabards available for Sterich and the other Ulek states as well, but since PCs cannot be from those regions, it is moot.
- If PCs are from other regions and have a coat of arms style tabard, they will be able to wear it.
- All other PCs are given an unadorned red tunic. This marks them as unaffiliated, non-veteran participants in the games. It also marks them as clear targets for competitors who take their militia pride very seriously.

See Appendix 2 for the banners that would be on tabards for veterans of Gran March and nearby countries. The DM might want to print multiples of this page and cut out the banners appropriate to PCs and set it in front of them as a reminder of the tabard. It is provided as an aid only, and DMs should disregard the shields if desired.

Each area uses flags to represent the competitors. For all events except the Grand Melee, a flag with the PCs' affiliation (as determined by his tabard) will be placed in the flag stand. Victors get their flag held high on the flag stand while the next group of competitors competes. It is a point of tremendous pride to militia companies to be able to claim that their flag stood point above the competition field all day. This would indicate that the company had a great number of participants and that they were mostly victorious. If a team with differing affiliations forms up to compete in a group competition, the flag is often chosen at random, depending on what tabard is most represented or who among the participants looks most like the leader to the young flag bearers.

Each competition will be coordinated by a militia sergeant and staffed by a number of militia soldiers. The DM should feel free to use whatever militia unit and whatever personalities he feels like for these NPCs.

The overwhelmingly largest militia companies are the community companies, so DMs can always toss together a city and company number without fear of misrepresenting any organization.

The PCs will be arriving after the games have been underway for many hours of the first day. There are still thousands of rounds of competition needed to determine winners of the various games. A large board gives PCs the following schedule (also player handout 1):

You enter the Militia Games grounds and pass many tents where food and ale is being served up. Musicians are playing all over the place and there are so many heavily armed and armored men and women moving around that it looks like you have stumbled into a festive war-zone. Everywhere you look you see groups of armored men and women gathered in groups according to the colors and designs of their tabards. You see large camping areas in the distance, all staked out according to colorful banners flying at the tops of flagpoles. A large pole in the center of this midway catches your eye. Many people are gathered around it, discussing the sign posted on it:

TODAY

Targets (Griffin Field)

Joust (Obleron Field)

Hold the Bridge (the Bridge – Valstier Field)

Capture the Flag (Lower Griffin)

TOMORROW

Same as Today

DAY AFTER TOMORROW

Come back Tomorrow

LAST DAY

Grand Melee (Lower Griffin)

The PCs can decide where to go from here. Just about anyone can help them find the fields of competition, and will wish them luck as they go. Red Tabard PCs will be wished luck, but a sense motive (DC 5) will reveal that the well-wisher appears to be stifling a grin as the wishes are given.

Rumors

PCs can learn the following with a successful information gathering check:

DC 5

PCs can get a description of the various games. It is up to the DM to determine how accurate this information is.

Today is a good day to compete in the Hold the Bridge. The Steadfast Pike guys got held up with some wagon troubles on the road and are still just settling in to camp. They will not be down to the bridge until late today or tomorrow. (True)

(To any red tabard, male PC) The Sisters of No Mercy are relaxing their membership guidelines this year and might take on a male member. You should check on it. (False. And dangerous too)

The Red Dragons won last year. They are favorites to win this year. (True)

Baron Dragus is coming down hard on accidental deaths this year. Anybody who doesn't pad his weapon had better not slip up, or you might go before the Baron himself. (True)

The Raiders (Reickough's Raiders) have lost a lot of guys in Geoff this year. They might not even show up. (True and False – they have many members voluntarily reactivated in Geoff, but some of the group will attend).

DC 10

One of the guys from the Orlane reservists has a special lance that makes him invulnerable during a joust. (False – just sour grapes from a previous year)

Pace yourself during the Games. Trying to do every event in one day will wear you out. (True – and just experienced advice. PCs may not think about this on their own.)

The Dog Soldiers plan to ride Hell Hounds in this year's Capture the Banner competition. (False – just someone having fun)

Angerthelm's Axe has a file looking to take on the record set by Steadfast Pike's unit 6 (last year's champions) at Hold the Bridge (51 charges). Word is that a new dwarf has joined the company – nobody knows his name – who is almost immovable when he gets set. (True)

Encounter One

Hold the Bridge (appendix 3)

As you approach Valstier Field, you hear a rousing cheer from the large crowd that surrounds an open space. As the applause dies, you get closer and see a group of eight men on a 10 foot wide, 20 foot long wooden bridge just down the hill. The bridge spans a small lake that three muddy figures are struggling to trudge out of. Five men, all wearing blue tabards are helping the muddy forms pull free of the lake. Two of the men on the bridge are lying on the railing, rubbing their sides and gasping for breath. The other six are standing unsteadily on the bridge, rubbing arms, ribs and heads, all struggling to steady their breathing and their legs. On the far side of the bridge flies a banner of a green eagle flying across red field, with a stylized 13 across the bottom (13th infantry file, Shibolet). The banner matches the tabards worn by the eight injured men on the bridge. A young boy on the near side of the bridge quickly erects a banner of a rampant golden lion on a blood red field with a 4 in the upper right hand corner (4th infantry file, Lortmils) on a pole beside the bridge. There are eight men in very clean blood red, lion rampant tabards readying longswords on this side of the bridge. A single blast from a horn sounds, and the eight men on the bridge struggle into formation while the other file advances 20 feet. The injured file from Shibolet set themselves halfway across the ridge and the Lortmils file stops 10' away from the edge of the bridge. A second blast sounds, followed by a great warcry from the Lortmils file that is taken up by many of the spectators. The challengers charge the bridge, and the two files slam into each other.

If the PCs watch for a while, they learn the rules of Hold the Bridge.

- One group starts on the bridge and holds it against as many waves of challengers as possible.
- When a challenging file dislodges the defenders, that group becomes the defenders.

Victory is claimed by the challengers if:

- All defenders are knocked out or knocked from the bridge, either backward or off the edges.
- At least half of the challengers reach the far side of the bridge, even if there are active defenders still on the bridge.

- Everyone is knocked out except at least one challenger who makes it to the other side of the bridge.

Victory is claimed by the defenders if:

- All challengers are knocked out.
- All challengers are knocked off the sides of the bridge. Challengers that get knocked backward off the bridge are allowed to resume the assault.

A defending group only has one or two minutes to rest after winning the bridge before another file of challengers charges. The sergeant marshal blows the horn at one minute, and if a challenging group is not ready to attack, they lose the advantage. The horn is not blown a second time to signal the charge until the challenging group is at the ready position. Obviously, being ready not only keeps things moving, it also gives attackers the advantage if the defenders are trying to do any healing. The one minute time period usually winds up being a little longer as crowd celebration and body removal can slow things down. Almost anything goes here, but weapons are blunted and killing will incur the typical penalties.

If the PCs are actively looking to participate, they will realize very quickly that they are not a complete file (8 members) and they could add a couple of fighters. Looking around, they will find other small groups that are looking for a group of 4-6 soldiers to add to their groups. The DM should feel free to create whatever personalities he feels will be appropriate to mesh with the PCs. Older fighters, young upstarts, or surly dwarven pikemen are all appropriate options. The NPCs that join the PCs will have the same basic combat stats (see Appendix 3), regardless of their personalities, race or age. Regardless of the NPCs' personalities, the PCs will be the ones to determine tactics for the group. It is a good idea for the DM to simply give the PCs the stats for the NPC spearmen to run in addition to their PCs.

The NPCs will remind the PCs that no killing is condoned here, so weapons have to be blunt padded and spells should not be used to kill.

The first charge the PCs make will be against a severely wounded, fatigued group. Hopefully, they should be successful in the charge. The next few charges will be from increasingly stronger, increasingly colorful challengers. Eventually they will fall, as all groups do.

See Appendix 3 for the Hold the Bridge NPCs.

This mock battle can grind to a boring halt if the DM does not keep things moving. Once a rhythm is established, the combat tends to move very smoothly, but taking too much time to contemplate every move will make this battle slow and dreary. The DM should not waste time trying to make the NPC tactically perfect. Allow the NPCs to make small tactical errors if needed for the sake of keeping a rapid pace. Encourage PCs to move very quickly as well. It is a chaotic blur of motion and close quarters impact; it should feel that way.

It will be difficult for PCs to earn much prestige here, as it is a simple matter of attrition and the PCs have very little in the way of reserves. A PC group that survives against four charges will gain a small amount of notoriety. PCs have to be having a good time at this competition to make it to four charges. There is a fail-safe that will prevent the module from getting stuck at this competition (see Appendix 3).

Encounter Two

The Joust (appendix 4)

The thunder of hooves on straw-covered earth speeds into a blur of hammering sound that ends in a sharp explosion of wood on steel and bone. A roar from the crowd goes up, mostly covering the sound of a metal clad body falling gracelessly into a heap on the dirt. You approach and see a single rider on horseback with a broken lance held high in the air trotting along the fence before a roaring crowd. A banner showing a black horse running across a green field (Ban Tarnak's Lancers) is raised at the flag stand. There are men helping an armor clad fellow to his wobbly feet, while another rides up to the loose horse. The crowd calms, and many minutes later, two more men thunder down the field to try to unhorse each other.

It is easy to find the registration table. Remember that the militia sergeant will try to talk the PCs out of it if they do not look capable. However, any PC wearing a red tabard (non-veteran) who looks inept will be happily encouraged to "Get on out there and show us what you got Son!" When the PC's flag is placed on the flag stand, the audience will look to see who is competing. A red flag will draw some snickers and great interest, but no rude comments.

PCs without mounts can rent a light warhorse or warpony for 2 gp. Saddles are military saddles (+2 to

ride checks to stay in the saddle). There are no riding dogs available.

Participants are “rounded up” in large groups and informed of the following rules:

Ride directly at (alongside) each other. There is a wooden rail and each contestant is expected to stay close to his side of the rail. Running in circles is not part of the competition.

Participants can use lances or any other melee weapon they wish. The lances are blunted and should not kill. If a PC wants to use a weapon other than a lance, it will be taken and padded. The marshal will drop the flag to signal the charge. Do not charge before the flag drops.

Do not aim for the head (not that it matters).

Do not aim for the horse.

Dodging is allowed, but stay on the horse.

After each pass, go to the end of the field and ready yourself. Signal your readiness.

You will pass until one is unhorsed, unconscious, or yields, in that order.

If the match is going on for a long time, the marshal can call a break at his discretion. The marshal will announce the rules of the break at that time. (This will not be a problem for this module, but PCs will be told this anyway).

You must knock your opponent from his mount to count it as unhorsing.

Magic that impacts the opponent is not permitted. Magic that provides personal enhancement is allowed. Invisibility and similar, blatant evasive magic will be booed viciously by the crowd.

Attempts to pull, trip, or drag an opponent off his mount will be ruled crass and unsportsmanlike, resulting in disqualification. In the joust, you KNOCK your opponent from his mount using a weapon.

Game Mechanics

Because the only game mechanic for staying in the saddle if struck is a DC 5 ride check, rules are included for this module to simulate the effects of deliberately slamming into another rider with a weapon to knock him out of a saddle. The idea behind the joust is simple: knock the other guy out of the saddle. If the PC tries to do something shady, the audience, and the

marshal, will recognize that the PC is trying to bend the rules. The DM should respond accordingly.

Explain all of the mechanics to the players before beginning. Players should be given a fair chance to adjust their PC's tactics to conform to the mechanics that are being used.

Initiative is simultaneous. Because the competitors wait for a signal, they are assumed to go on the same initiative turn. No competitor will be considered flat-footed.

Controlling a mount in combat requires a ride check if the PC attempts to do so with his knees (DC 5). Using a weapon in one hand and a shield in the other requires the PC to guide the horse using his knees. If the PC fails the ride check, the horse does not move. The PC can still attack, but there is no charge bonus and flailing away on an unmoving mount will get laughs from the crowd.

Competitors with reach get to attack first. If one competitor is using a heavy lance and another is using a great sword, the 10' reach weapon attacks first. Do not use attacks of opportunity.

If a competitor does not have the feat Ride-by-Attack, he stops where he attacks.

There will be a ride check required based on the damage done (DC 5 + damage/3).

All damage is subdual.

Critical hits are a part of this contest. The lances are designed for subduing, as padded weapons, so critical hits can be scored.

Determine what each contestant needs to hit the other (do not necessarily announce this). Remember to add +2 to hit and -2 to AC for those who are charging.

Declare all feat usage and special combat maneuvers (power attack, combat expertise, etc.). The DM does not need to announce the NPC's intentions, but should decide prior to rolling the dice.

Determine new to-hit rolls based on feats or combat tactics.

Both contestants roll to hit.

If a hit is scored, roll damage.

A contestant who is hit needs to make a ride check (DC = 5 + damage/3, round down).

Example – A jousting is lanced for 28 points of damage. The DC to remain in the saddle is 5 + (28/3 = 9 1/3, rounds down to 9) = 14 to

remain in the saddle. Obviously, this should be more damage than PCs should be able to handle in this module, but a PC might get lucky against a much stronger foe, and the foe with 30 hit points could still be unhorsed.

Determining a Winner

If neither foe is unhorsed, they go again if they can signal readiness.

Unconscious contestants cannot signal readiness, and therefore, do not continue.

If only one contestant is unhorsed, the contestant who remains unhorsed is the victor, even if he is knocked unconscious.

If both are unhorsed and conscious, they go again.

If both are unhorsed and knocked unconscious, the first man to stand is declared the winner. This is the Militia Games and combat veterans put great faith in the “last man standing or first one to get up” theory of winners. Neutral third parties try to rouse both contestants. In game terms, a medic rushes to each contestant and contestants are considered to regain one hit point per round. The first one who would normally recover enough hit points to be in positive hit points wakes first.

Contestants who try to trip, grapple or entangle their opponent are given one warning to joust, not wrestle. The idea is to knock the other guy down.

Any contestant who argues that tripping should be allowed is given the chance to face the Firestorm Militia Company contestant who is arguing that a lightning bolt should be allowed as a lance.

There are many ways that a PC can earn respect from the militia companies in the joust competition.

Just performing well in a pass or two is respectable.

Actually advancing to a second or higher round will gain some respect from those spectators in attendance during the PCs’ jousts.

Winning a competition by unhorsing an opponent while being knocked out but remaining in the saddle gains respect and a bit of reputation from more than just the spectators who were present.

Two contestants knocking each other unconscious in a pass is very rare, and an often talked about event. The first contestant to stand after such an event is usually treated with increased respect, even if he is a red

tabard. Such an event would be talked about and repeated for a couple of hours, so a few militia company recruiters might have heard about that PC.

For NPC joust competitors, see Appendix 4.

Encounter Three

The Targets (appendix 5 if needed)

You hear the humming of bowstrings and the sharp snap of crossbows as you approach Griffin Field. You see dozens of archers and crossbowmen standing at a firing range, drawing, aiming, and firing, each at their own pace, 200 feet downrange at targets tacked to hay bales. The targets are black spots, not much bigger than a man’s fist, painted on brown hide. Each archer fires three shots and stops. The sergeant whistles all stop, and the archers step back from the range. Many of the archers appear to have done well shooting the targets, and many flags are raised downrange, indicating that about half of the contestants scored at least one hit on a target. At three of the hay bales, three white flags are raised, indicating three hits for each of those contestants. There is some applause and congratulations for those who hit at least one, and the sergeant motions those shooters on to the next range. Those that failed turn and move away, most muttering under their breath and examining their bows for some unseen flaw that must have caused their failure.

The PCs can join in most any time. Twelve contestants shoot at one time. Any ranged weapon is permitted. The rules are:

The target is diminutive in size, giving it a +4 size bonus.

Though it is considered to be stationary with a zero dexterity, disregard the –5 dex penalty. It makes the target entirely too easy to hit.

The cow hide target and hay bale have to be hit hard enough to stick, giving it a +1 natural armor bonus.

Base AC of the target is 15, modified for range.

Contestants must fire three shots in fairly rapid succession. This means at least one shot every other round.

One hit is all that is required to move to the next round.

The targets are moved back 50’ for every following round. The AC of the target stays 15, modified by range. The penalty is –2 for each range increment beyond the first.

Examples:

A composite long bow has a range increment of 110 feet. For a target at 300 feet, the range penalty is -4 because it is between the second (220) and third (330) range increment.

A long bow has a range increment of 100 feet. For a target at 300 feet, the range penalty is -6 because it is between the third (300) and fourth (400) range increment. The third range increment begins at 300 feet, not after it.

The following range increments apply for common missile weapons:

Long Bow	100
Short Bow	60
Composite Long Bow	110
Composite Short Bow	70
Heavy Crossbow	120
Light Crossbow	80
Sling	50

While hand-hurled weapons are permitted, it is virtually impossible to compete at the extreme ranges with these weapons. Projectile missile weapons have a maximum range of 10x range increment, and hand hurled weapons have a maximum range of 5x range increment. These range increments and limitations can be modified by the feat Far Shot, the weapon enhancement Distance, and other possible effects. Consider these effects in computing range penalties.

If any of the PCs are doing well, they will be allowed to shoot through five rounds on the first day of the competition (200, 250, 300, 350 and 400 feet). All contestants who succeed at 400 feet will be invited to come back in two days for the final round. Any PC who makes it to the fifth round will be greeted by the other shooters in their group before the 400 feet target shooting begins. Many of these archers know each other, and have competed against each other for years. They will all be from different militia groups, but as archers, they all have a kinship that permeates the rivalry. Unlike the Lancers and the Bridge Holders, these competitors are not actually hitting each other, so they can afford to be amiable. They will be pleased to meet a new competitor, and want to know where they are from, etc.. The DM should create any personalities he feels appropriate to a group of skilled archers. If a PC makes it through the 400 foot shooting round, he

will be among the top 200 shooters in the Militia Games.

For the first two days, the first round of Targets competition will continue for distances up to 400 feet. On the third day, all contestants who made it to the second and final round are asked to come back. This time, there will be a large crowd gathered to watch. Range begins at 500 feet. Targets are moved back 100 feet after every round, up to a maximum distance of 1,500 feet. At 1,500 feet, competitors shoot rounds until they miss. Recall that PCs without a way to extend the range on their missile weapons will only be able to shoot 10 range increments before the arrows fall short. It is nearly impossible that a PC could make it to this range in this scenario, but this is the only event where a PC could conceivably advance to the final round. If a player is freakishly lucky enough to roll at least one 20 out every 3 rolls, then put him in the finals. At 1,500 ft, the target is effectively AC 31 for a heavy crossbow shooter with Far Shot. Shooters without Far Shot could only shoot out to 1,200 feet. At 1,500 feet, there will still be 5 NPC militia members remaining in the competition. See Appendix 5 for stats on these NPCs.

PCs who perform well in this competition using a bow (not crossbow) will gain the attention of the Arrowstorm Militia Company. Any Gran March veteran PC who conducts himself respectably will probably receive an invitation to join the Arrowstorm Militia Company.

Encounter Four

Militia Groups (appendix 1)

As you make your way around the Militia grounds, you find a huge area where colorful wagons and tents attract hundreds of spectators. Banners fly from every tent and wagon, proclaiming the territories of dozens and dozens of different militia companies. Through the crowd at one wagon you hear the barking of dogs and see a banner of a rampant dog on a red field (The Dog Soldiers). From one tent with a banner of a red skull on a black background (Brothers in Chaos) you hear deep, garbled singing peppered with sporadic outbursts of yelling. Most people seem to be gathered near a red and silver pavilion flying a banner of a red dragon on a white background (Company of the Red Dragon). There is a stage set up near this massive tent where a shimmering image of a great battle is taking place. The crowd is mesmerized by the spectacle of magic before them. On a 20' round stage, a miniature recreation of last

year's Capture the Banner final is being replayed to the delight of the crowd. A group carrying a banner of blue is racing back toward a fortress that is flying a white flag with a red dragon on it. The crowd is cheering madly. Also nearby is a wagon that is showing a magical display of a group of women dressed in tabards of a bloody sword on a beige field holding a bridge against all challengers (Sisters of No Mercy).

The DM has complete control over which militia groups to make available to the PCs unless the PCs are looking for a specific company. The DM should take into consideration any veteran PCs in the party when looking at the available companies. There are dozens of militia companies, but most of them are community companies, and they are not actively recruiting like some of the more colorful, named companies.

A PC who is interested in a militia company will generally be met with some interest by a militia recruiter. A PC who has already done well at any of the contests might be actively recruited.

A Quick Summary of the Named Militia Companies is provided for easy reference. Appendix 1 describes the banners of each company and lists membership requirements.

A List of the Named Companies is provided for easy reference:

Angerthelm's Axe –dwarves
Arrowstorm Militia – archers
Ban Tarnak's Lancer – cavalry
Brothers in Chaos – chaotics/barbarians
Company of the Red Dragon – elite
Dog Soldiers – halfling and gnome dog riders
Firestorm Company – arcane casters
Reigkough's Raiders – scouts
Sisters of No Mercy – female
Steadfast Pike – infantry spearmen
Tarlington Horse Archers – cavalry archers

All of the militia companies have time unit expenditure requirements. Some have monetary or minimum skill requirements. The meta-org write-up details the requirements for each member. If the DM has the Meta-org book at the table and can determine if a PC meets the requirements when talking to a company

representative, the DM allow the PC join the militia company during this module. Recall that being a veteran of the Gran March army is required for membership in any of the companies.

Of special note for this section – two militia companies, the Company of Red Dragons and the Brothers in Chaos, have special requirements for membership that can be met with this scenario. This does not guarantee membership, but it provides a chance to meet certain unusual requirements.

Encounter Five

Murder Plot

The PCs will be given a place to stay among the dozens of other non-affiliated competitors on the parade grounds. There is drinking and music well into the night, but eventually, everyone makes their way to the large cluster of tents and goes to sleep. Four and six person tents are erected in rows and are available for rent. The tents are tall (5'-6'), making a reasonably effective maze for someone standing among the campgrounds. For simplicity, assume that the PCs are in one tent or two tents next to each other. Rent is included in lifestyle cost. Make sure that the PCs understand that the camping area is huge, and hundreds of tents are lined up in military fashion. It forms an orderly maze. At all hours of the night, competitors are wandering through the tent grounds, talking, resting, or just walking off soreness. No one sets guards and there is no sense of need for active guarding at night.

On the eve of the Grand Melee, while the PCs are in their tents, a secret meeting will take place among the tent maze, just outside their tent. The DM should modify the encounter as needed to allow the PCs to overhear a clandestine meeting without being seen themselves. If there are PCs sitting outside the tents on guard by moving the secret meeting away a bit, but have the sound travel downwind. If all PCs are happily sleeping in their tents, then have them make listen checks (DC 5 to wake up enough to hear what is being said). If one PC specifically does not participate in the drinking and feasting and returns to the tent early, have that PC overhear the conversation under the idea that the assassins are slightly careless because they think that everyone is still in the main area feasting. The DM should also have If PCs find a way to make their area secret-meeting-proof, then the meeting takes place somewhere else and the PCs do not hear what is being planned. DMs should try to keep it realistic, but allow the PCs to overhear if it is possible.

Your (sleep/watch) is interrupted by the sounds of a whispered voice coming from the darkness.

“Do you have the dagger?”

“Of course I have the dagger. Be cautious, the venom is already inside it. Is Dragus in tomorrow’s melee?”

“Of course. He has to compete. I am entered as well. Amid the chaos, it will be easy to do the job.”

“Excellent”

There is a very hushed sound of movement, and then everything is quiet again.

The two voices sound like human males. One of the voices (the one that brought the dagger) was slightly accented (listen check DC15 to recognize Baklunish), but the other voice had no discernable accent. The DM should set it up so the PC(s) just barely hear the exchange and have no chance to see the two conspirators. The conversation and exchange should seem to take place either a couple of tents away from the PC, or in the dark, depending on whether or not the PC has darkvision and was outside a tent or not.

No matter how quickly PCs can get to the position where they think the voices are coming from, they will find no one there. There will be people passing among the tents at all times, and there will be no tracks that the PCs have any hope of finding and following. The DM should treat it as if the two people having the conversation were not actually at the campgrounds, even though the PCs clearly hear the conversation.

The players might be distressed by this incredible stroke of coincidence that a secret meeting between an assassin and his contact is occurring near sleeping tents and is loud enough to be heard. They might also find it conveniently cliché that there was no way to locate the speakers. Do nothing to discourage the players from drawing the conclusion that it all seems too convenient, but encourage them to mull it over as PCs, not as players. But the DM should do nothing to help them conclude that it is more than a conveniently ill-placed conversation.

The PCs have a great number of options available to them at this point. They can:

1. Do nothing. In this case, Watcher Captain Franz Dragus, Noble Falcon of the Company of the Red Dragons, nephew of Baron Dragus (Hookhill is in the Dragus Barony) is assassinated tomorrow during the Grand Melee by an assassin’s poisoned dagger.
2. Go to the authorities. Watcher Captain Dragus will be called to them and removed from the Grand Melee, foiling the assassination attempt.

3. Try to find out who this Dragus person is. Many people can tell them that the Dragus that is competing in the Grand Melee is a captain in the Company of the Red Dragons and the nephew of the Baron.

After finding out who he is, they could go to the Company of the Red Dragon. If the PCs traveled the Midway, they might already know Lt. Darrow of the Red Dragons (appendix 1). The Company will take the PCs’ story seriously, especially if the PCs have conducted themselves well during the Games. Capt. Dragus is a strong, direct personality, but respectful to all. He is grateful to the PCs for their efforts and will not treat them as outsiders or enemy competitors. He will ask the PCs to give him a few minutes while he “checks into a few things.” He will send a few people to do a rapid investigation of the PCs. If the PCs have distinguished themselves in the competitions, he will be even more willing to listen to them. Capt. Dragus is smart, strong and capable. He inspires this behavior in those that follow him. The DM should play him as chivalrous and bold, yet prone to thinking in terms of team solutions rather than individual achievement. Captain Dragus will entertain various possible solutions:

He might withdraw from the Grand Melee, but he does not want to. He is a very capable fighter and is confident in his ability to resist both assassination attempts and poisons. Additionally, he would prefer to draw the assassin step out into the open, and participating in the Grand Melee is the best way to do that.

He will compete, but be alert for bared daggers. Such weapons are uncommon for the Melee, and bared blades are more uncommon than not. The Company will want the PCs to be alert for such a weapon as well. They will have all of their members try to be alert, but they cannot put a group around Dragus, as that will make it look like the Red Dragons are trying to violate the spirit of the Grand Melee and fight as a group. See the Militia document for details on group treatment during the Grand Melee.

Dragus has no idea who would be trying to assassinate him. He will pass the information to his Uncle, the Baron, in case there are multiple assassinations being planned.

If the PCs have gone to the Red Dragons and offer to help watch out for Captain Dragus during the Grand Melee, they will learn that the Captain plans to take a potion of anti-toxin prior to the event, and has a couple of other militia members watching out for the dagger wielding assassin as well. He will also arrange for the

PCs to have anti-toxin as well if they are going to help protect him. This will not come into play as the assassin will not waste the poison on the PCs, but they don't know that. He will make sure than the PCs know that anti-toxin is not perfect, and there is still some risk. Go to the Grand Melee.

Encounter Six

Grand Melee and Conclusion

The Grand Melee can have 3 possible endings.

1. The PCs reported what they knew about the assassination plot and Dragus was protected without them being actively involved with protecting him during the melee.
2. The PCs never reported anything about the assassination attempt, and Dragus does not know about the assassin.
3. The PCs enter the Grand Melee agreeing to help protect Dragus.

Option One and Two

The morning was beautiful and the air was crisp. The mood on the grounds this morning was drastically different than the last three days. Tension is strong, and everyone is filled with a dangerous, nervous energy. You gather with a veritable army of other competitors for the Grand Melee. A huge ring, 500' around holds more warriors, wizards and rogues than you can count. Thousands of spectators watch from the fields around. There is some ceremony on a platform far away from you and then a horn is blown. Weapons are drawn, spells are cast and everyone takes a ragged breath. A second horn sounds long and deep, and chaos erupts around you. There are swords, hammers, shields, elbows and fire. Screams and rage buffet you all about.

Pause for effect...

You awaken to see the kindly face of a cleric of Pholtus, ringed by sunlight. The sound of swords on shields and fireballs can still be heard in the distance. The priest smiles kindly, looks up to someone you cannot see and says, "This one will be all right." He pats you gently, then rises and moves to another unmoving body. The melee rages on for the better part of an hour until one man stands victorious over the field of thousands. Sitting just outside the ring with others who were defeated, you

find that there is an odd kinship now between you and these maniacs you were brawling with earlier. They stand, shake hands all, and promise revenge against each other next year amid smiles of goodbye.

Add the following for Option Two

Sadly, as the crowd is dispersing to break down tents and campsites, word circulates about a death that occurred during the Grand Melee. Rumors say that the Baron's nephew, Captain Dragus of the Red Dragons was killed during the Melee. It is a sad note to end the Militia Games on, but many of the veterans sadly shrug it off as a danger of competing in the melee.

Option Three

The morning was beautiful and the air was crisp. The mood on the grounds this morning was drastically different than the last three days. Tension is strong, and everyone is filled with a dangerous, nervous energy. You gather with a veritable army of other competitors for the Grand Melee. A huge ring, 500' around holds more warriors, wizards and rogues than you can count. Thousands of spectators watch from the fields around. You take positions that allow you to keep Capt. Dragus in sight, all the while scanning the crowd for a competitor wielding a dagger. There is some ceremony on a platform far away from you and then a horn is blown. Weapons are drawn, spells are cast and everyone takes a ragged breath. A second horn sounds long and deep, and chaos erupts around you. There are swords, hammers, shields, elbows and fire. Screams and rage buffet you all about. You dodge and duck most fights, working to keep Dragus in sight.

At this point, stress to the PCs that most of their attention is being spent on keeping padded hammers and maces off of their skulls (circumstance penalties to the spot check). But amid the chaos, the PCs will have a chance to spot the assassin's dagger.

Within five minutes of starting, the assassin moves toward his target. He is a swarthy man with the slightest hint of Baklunish features. He will be carrying a padded longsword in one hand and fighting defensively, moving toward Dragus. As he gets close to Dragus, he will draw a black bladed dagger in his other hand. His plan is to get close enough to barely break Dragus's skin with the assassin dagger. He is

counting on the virulent poison in the dagger (Fort save DC 24, 2d6 Con drain) to knock Dragus out with the initial damage (due to subdual damage he may have already taken) and the secondary damage to kill him while he lies there unconscious amid the chaos. PCs have a chance to see him with the dagger when he is 30' away. Because of the chaos of the battlefield, he can only get 10' closer each round. The following DC's apply to the spot check:

At 30' – DC 20

At 20' – DC 15

At 10' – DC 10

Contact – DC 5

PCs who see the man should shout warnings, scream for help, try to let Dragus know where the assassin is or take some other useful action. Let them know that running to intercept the man would incur a dozen attacks of opportunity. If a PC winds up fighting the man, he tries to just move past them (mobility, high AC, etc.). He will not use the dagger on a PC because he has limited doses and does not wish to waste it. It is possible that the assassin will not immediately be aware that the PC is deliberately incepting him. The assassin will use his padded weapon to fight off the PCs until he can determine that he has been revealed. At that point, he will abort the attempt and try to flee. Between the PCs and Capt. Dragus, they should subdue the assassin.

Assassin: Male human Rog8; CR 8: Medium-size humanoid (human); HD 8d6+16 hp 50; Init +3 Spd 30 ft; AC 17 (touch 14, flat footed 13); Atk +9/+4 melee(1d6+1/x2, short sword (padded)); AL LE: SV Fort +4, Ref +11, Will +3; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +13 Bluff +10, Climb +7, Disguise +14, Escape Artist +13, Hide +11, Intimidate +10, Jump +9, Listen +9, Move Silently +11, Search +7, Sense Motive +7, Sleight of Hand +11, Spot +9, Tumble +11. Dodge, Mobility, Weapon Finesse, Lightning Reflexes.

Possessions: Padded short sword, leather armor, +1 ring of deflection, adamantite poisoned dagger.

Captain Dragus: Male Fighter Fig8; CR 8: Medium-size humanoid (human); HD 8d10+16 hp 82; Init +1 Spd 30 (20) ft; AC 23 (touch 11, flat footed 22); Atk +14/+9 melee(1d8+7/x2, +2 long sword); AL LG: SV Fort +8, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +8, Craft -arms +3, Craft -armor +3, Diplomacy +4, Handle Animal +6, Intimidate +5, Ride +14, Swim +8. Mounted Combat, Weapon Focus (Longsword), Ride-by Attack, Spirited Charge, Power Attack, Cleave, Weapon Specialization (longsword), Great Cleave, Leadership.

Possessions: +1 Full plate armor, +1 Heavy steel shield, +2 longsword.

After defeating the assassin:

The smash of weapons and armor washes over you again and you are swept apart from each other. You awaken to see the kindly face of a cleric of Pholtus, ringed by sunlight. The sound of swords on shields and fireballs can still be heard in the distance. The priest smiles kindly, looks up to someone you cannot see and says, "This one will be all right." He pats you gently, then rises and moves to another unmoving body. The melee rages on for the better part of an hour until one man stands victorious over the field of thousands. During this time you have learned that Capt. Dragus is alive and is isolated with the Company of the Red Dragons and his uncle, the Baron. He has sent word to you asking that you wait for him near the Grand Melee.

Sitting just outside the ring with others who were defeated, you find that there is an odd kinship now between you and these maniacs you were brawling with earlier. After the champion is crowned, you all stand, shake hands all, and promise revenge against each other next year amid smiles of goodbye.

As you are packing up, Captain Dragus seeks you out. "Thank you. Your warning saved my life and I will not forget it. I abandoned the Melee and dragged the assassin with me outside the ring. He was already dead when I went to examine him. A second assassin perhaps, watching the first? I don't know. We are looking into it. Either way, I hope to see you here again next year. Shall I look for you across the fields at the jousts?" He smiles warmly and shakes your hand. With your permission, I would like to share the wealth taken from the killer with you in appreciation for saving my life.

What Captain Dragus tells the PCs is true. Some unseen hand poisoned the assassin. Perhaps the assassin's contact who spoke just a little too loudly outside the PC's tent has deeper plans, perhaps an unknown third party was involved. That mystery remains for another scenario. If permitted, Captain Dragus shares the wealth of the assassin with the PCs.

The End

Experience Point Summary

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

Encounter One

Participate in the Hold the Bridge Competition

90 xp

Encounter Two

Participate in the Joust Competition

90 xp

Encounter Three

Participate in the Targets Competition

90 xp

Encounter Six

Participate in the Grand Melee

90 xp

Story Award

Foiled the murder plot:

45 xp

Discretionary roleplaying award

45 xp.

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: Conclusion

L: 0 gp; C: 450 gp; M: 0 gp

Total Possible Treasure

L: 0 gp; C: 450 gp; M: 0 gp - Total: 450 gp

Special

Influence Point with Captain Watcher Dragus of the Company of Red Dragons. This favorable influence may be used to satisfy the invitation requirement for joining the Red Dragons. PCs that pursue squiring for the Knights of the Watch should also note a favorable influence with Watcher Dragus.

Membership into the Brothers in Chaos. The PC has defeated _____, a Brother in Chaos in single combat, and can join that militia group as soon as all other requirements are met (fees, etc.)

Appendix 1 – Militia Companies

Angerthelm's Axe

PCs will see a group of very stern looking dwarves eying the crowd. All of the dwarves are wearing some sort of axe. They will speak to anyone, but dwarves will get more attention.

Heraldry/Symbol

A steel axe upon a black field.

Group Requirements

To join Angerthelm's Axe, a person must:

- Have proficiency in some type of axe (including urgrosh).
- Be a dwarf.

Arrowstorm Militia

Most of the company members here are wearing leather armor and have a bow nearby or in hand, showing visitors, especially youngsters, something about bows or arrows.

Heraldry/Symbol

A sheaf of black arrows on a red field.

Group Requirements

To join the Arrowstorm Militia, a person must:

- Have bow proficiency (shortbow, longbow, composite shortbow, composite longbow)

Ban Tarnak's Lancers

All of the militia company members here are wearing extremely ornate armor and tabards. There are many horses here as well and youngsters are being shown how to mount and guide horses.

Heraldry/Symbol

A black running horse on a green field.

Group Requirements

To join Ban Tarnak's Lancers, a person must:

- Have 4 ranks in Ride
- Be proficient in some type of lance

Brothers in Chaos

No one is actually “manning” this tent. Most of them are inside drinking and singing. They will not degenerate into a brawl though, as they all know that they are being observed for trouble.

Heraldry/Symbol

A red skull on a black background.

Group Requirements

To join the Brothers in Chaos, a person must:

- Defeat a member chosen at random in single combat (this scenario allows for a PC to challenge a Brother in Chaos to gain admittance). See Appendix 6 for the randomly chosen Brother. If a PC wins, note it on the AR and that he may join whenever he pays the annual dues.

Community Companies

These groups are everywhere, and if a PC expresses an interest in a certain community, feel free to create it.

Heraldry/Symbol

Community companies have many different heraldic devices. Most involve a symbol for their community and a unit number.

Group Requirements

To join a community company, a person must:

- Live in or near the community in question. This should be noted on the PC’s character sheet.

Company of the Red Dragon

The Company of the Red Dragon has the largest tent in the area, and has multiple elaborate illusions that recreate company victories through the years. No PC in this scenario will qualify for membership in the Company of the Red Dragon, but it is possible to gain notice of one of its members. Lieutenant Darrow will talk with the PCs a bit, especially if one of them did well in the joust. Lt. Darrow is one of the high level opponents available to PCs whose dice are lucky enough to take them into a higher round. He may also be significant if the PCs try to solve the murder plot later in the scenario. The company members will talk amiably to any PC, but they are very busy and since none of the PCs meet their requirements, they will not spend a great amount of time on the PCs.

Heraldry/Symbol

A red dragon on a white field.

Group Requirements

To join the Company of the Red Dragon, a person must:

- Be invited to join and pass a vote of the Membership Board. The invitation to join is represented by an Influence Point with an existing NPC member. The vote of the Membership Board is affected by a number of factors.

o The Membership Board will approve applicants with two or more of the following qualifications:

Member of Gran March noble family

Knight of the Watch (not Knight of Dispatch)

Officer

Non-Commissioned Officer of rank Staff Sergeant or above

Awarded four or more medals for valiant Army service

Base attack bonus 8+

One additional Influence Point with a member of the Company (may be applied multiple times)

o The Membership Board will more closely examine applicants with the following factors (such applicants will need to meet one additional requirement from the above list for each of the items below that applies):

Dwarf

Female

Born outside of Gran March

o The Membership Board will deny applicants with any of the following disqualifications:

Convicted criminal

Barbarian

Half-orc

Recipient of a black mark from a member of the Company

Dog Soldiers

The sound of barking is heard from this area as the PCs approach, and the crowd gets distinctly shorter. The company recruiters will be polite to medium sized PCs, but children that want to touch the dogs and small sized dog-riders will get most of the attention here.

Heraldry/Symbol

A rampant dog on a red field.

Group Requirements

To join the Dog Soldiers, a person must:

- Have 4 ranks of Ride (Dog).
- Be size Small.

Firestorm Company

This dark and foreboding tent is generally avoided by most spectators. There will only be one or two company members present (the company is not very big), but that member will certainly be a capable wizard or sorcerer of respectable level. First level spellcasters that meet the membership requirements will be met with genuine interest.

Heraldry/Symbol

Raindrops of fire falling from a black cloud on a blue field.

Group Requirements

To join Firestorm Company, a person must:

- Be able to cast damaging burst, cone, cylinder, or spread spells.
- Take the Subdual Substitution feat as soon as possible after joining (new members will not be allowed to participate in the Militia Games until this feat is taken, although attendance at drill and the Games is still mandatory).

Reickough's Raiders

There is no tent set up here. The banner is propped against a tree, with a small group of scruffy looking men sitting around. There will be quite a few people talking to these men that are wearing tabards of other militia companies. Most of the Raiders were scouts in various battles, and they are talking with old army buddies. They do not actively recruit, but they will talk with the PCs.

Heraldry/Symbol

A short sword over a green fir tree against a gray field.

Group Requirements

To join Reickough's Raiders, a person must:

- Have served in the Scouts or Pathfinders.

Sisters of No Mercy

A large tent with many armed women looking severely at all passersby. They have a programmed illusion of some of the company's best moments over the years, including some Hold the Bridge conflicts, and the year a Sister captured the Banner for the collective Battle. A female PC will be talked to, and men will be treated politely, but obviously not recruited.

Heraldry/Symbol

A bloody sword on a beige field

Group Requirements

To join the Sisters of No Mercy, a person must:

- Be female

Steadfast Pike

PCs will see a simple wooden building that looks like it was slapped together overnight by tireless workers. Most of the members of this company are serious, and not easily shaken.

Heraldry/Symbol

A silver hedgehog upon a green field.

Group Requirements

To join the Steadfast Pike, a person must:

- Have proficiency in longspear
- Have either the Endurance or the Toughness feat

Tarlington Horse Archers

As the PCs approach this area, they see a large corral has been set up and youngsters are being shown how to ride and shoot a small crossbow (no arrowhead) from the back of a walking horse. There is a long line of 9-14 year old boys and girls.

Heraldry/ Symbol

A white crossbow on a black field.

Group Requirements

To join the Tarlington Horse Archers, a person must:

- Have a +3 net attack bonus with crossbow
- Have 4 ranks of Ride

Appendix 2 – Tabard Designs



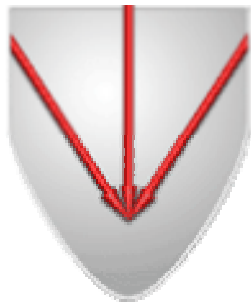
Bissel



Geoff



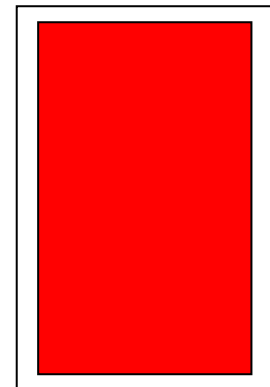
Keoland



Yeomanry



Principality of Ulek



Unaffiliated



Gran March



Gran March



Gran March

Appendix 3 – Hold the Bridge

Friendly NPCs

These are the stats for the NPCs that are willing to join the PCs to make a complete file. The stats represent first level human fighters. If the DM feels that it is appropriate to use dwarves, elves or half-orcs to mesh with the party, modify the ability scores accordingly. Let the PCs run the friendly NPCs along with their PCs.

Pikemen (2-4) Male Human Ftr 1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 30 (20 chainmail))ft; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+3/X3, longsword) or +3 melee (1d6+2, short sword); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Profession soldier – pikeman) +2, Ride +4; Combat Reflexes, Endurance, Weapon Focus (longsword).

Possessions: Longsword, short sword, chainmail

Pertinent Stats to give PCs so they can run the NPC pikemen:

AC 16

HP 12

Init +1

Atk +4 (longsword 1d8+3), +3 (shortsword 1d6+2)

Combat Reflexes, Endurance, Weapon Focus Longsword

If the DM makes the NPC pikemen a race other than human, modify the stats accordingly and take away the Endurance feat.

Defending NPCs

This is the group that is defending the bridge when the PCs attack. They have already held the bridge against two assaults and are feeling pretty shaky. Notice that there are only five of them still standing and all of them are injured (subdual). Otherwise, the stats are the same as for the friendly NPCs, just for simplicity. DM can make up a banner if the PCs care.

Pikemen (5) Male Human Ftr 1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 4 (down from 12) each; Init +1; Spd 30 (20 chainmail))ft; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+3/X3, longsword) or +3 melee (1d6+2, short sword); AL LN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Profession soldier – pikeman) +2, Ride +4; Combat Reflexes, Endurance, Weapon Focus (longsword).

Possessions: Longsword, short sword, chainmail

Their tactics are simple; hope that the enemy charges so they can get attacks of opportunity as they rush through the longsword's threatened area, then draw short swords in the front rank while the second rank fights over the shoulders of the first rank with longswords. Those in the second rank fighting over the first rank suffer a –4 to hit because the first rank provides cover for the PCs. If the PCs do the same tactic, they will have a cover penalty to overcome as well.

First Wave of Attackers

If the PCs seize the bridge, they will have two minutes to prepare for being charged. The attackers are not in position like they should be. The attackers are inexperienced warriors from the Brothers in Chaos, and their tactics are atrocious. They will charge right at the front line, suffering any readied actions (such as setting the spear to receive a charge) and incurring any attacks of opportunity.

Brothers in Chaos (8) Male Human Ftr 1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 30 (20 chainmail)ft; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+3/X3, battleaxe swinging two-handed); AL CN; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Ride +4; Power Attack, Endurance, Weapon Focus (battleaxe).

Possessions: Longspear, short sword, chainmail

Second Wave of Attackers

If the PCs are still hanging in there, they will have one minute to prepare for being assaulted. This wave is organized and ready. They will move up to longspear range, attack, then close in the next round, drawing swords. They are from the Sisterhood of No Mercy.

Sisters of No Mercy (8) Female Human Ftr 2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +1; Spd 30 (20 chainmail)ft; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+2/X2, longsword) or Atk +5 melee (1d8+3/X3, longspear); AL LN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Profession (soldier – infantry) +2, Ride +5; Power Attack, Endurance, Weapon Focus (long sword) Weapon Focus (longspear).

Possessions: Longspear, short sword, chainmail

At this point, it is up to the DM to determine how much fun the PCs are having holding the bridge. If the PCs hold against the second wave and the players are enthusiastic about their success, the DM can continue having waves that are identical to the second wave (change the name and appearance of the attacking militia company) attack until the PCs are dislodged. Or, if time is short and the PCs and it is time to move on, go to the Final Wave below.

Final Wave of Attackers

When this group steps up, the crowd makes the “Oooo” noise that tells the PCs that they are in trouble.

Firestorm Militia Company (8) Male and Female Humans Wiz and Sorc 10-12; CR 12; Medium-size humanoid (human); HD varies; hp varies each; Init +1; Spd 30 ft; AC varies (will not matter) ; Atk does not matter; AL LN; SV does not matter; Str 10, Dex 14, Con 14, Int 10 or 18, Wis 10, Cha 10 or 18.

Skills and Feats: Does not matter; Improved Initiative, Spell Focus – evocation, Subdual Substitution.

Possessions: Quarterstaff, Bracers of armor, lots of other toys

A group of old graybeards wearing robes and carrying wands and staves approaches the start point. They will congratulate the PCs on how well they have done so far (sincerely), and if there are any Gran March veteran arcane casters among the PCs, they will tell that PC to come see them at the Firestorm Booth later. They will be very casual and cordial. When the whistle blows to charge, they do not move. They are actually expecting the PCs to politely surrender the bridge, but that's not likely to happen. It has happened in the past competitions, but they will not be insulted if the PCs make a fight of it. Not backing down will improve the PCs reputation. After a few seconds, one of the ones in the back says, "Okay, we don't have all day", and then a 10d6 fireball (DC 24) will go off around the PCs. The Firestorm Company uses subdual substitution on all damaging spells, so the PCs are only knocked out – but they may not know that yet. The DM might enjoy describing the fireball effect as it consumes the PCs, just to watch the distress it causes. If there is a PC still standing, have a sleep spell quickly end this. When the PCs awake, they will see that the Firestorm Company still holds the bridge and will do so for more than an hour.

Appendix 4 – Joust NPCs

For the first opponent for all PCs, use the following NPC, just change militia companies for new opponents.

First Round

Lancer (1) Male Human Ftr 1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 18 (touch 11, flat-footed 15); Atk +3 melee (1d8+2/X3, lance); AL LG; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Profession (soldier – cavalry) +2, Ride +4; Mounted Combat, Ride-by Attack, Weapon Focus (long sword).

Possessions: Lance, heavy shield, chainmail

The lancer will be charging, gaining a +2 to hit, and suffering a –2 to armor class. Remember to double the damage from a charging lance.

Second Round

Lancer (1) Male Human Ftr 3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft; AC 18 (touch 11, flat-footed 15); Atk +6 melee (1d8+2/X3, lance); AL LG; SV Fort +5, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6, Profession (soldier – cavalry) +2, Ride +6; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (long sword), Weapon Focus (Lance).

Possessions: Lance, heavy shield, chainmail

The lancer will be charging, gaining a +2 to hit, and suffering a –2 to armor class.

The addition of Spirited Charge gives the second round lancer triple damage on lance attacks.

Third Round

Lancer (1) Male Human Ftr 6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +1; Spd 30 ft; AC 19 (touch 12, flat-footed 15); Atk +11 melee (1d8+3/X3, lance); AL LG; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Profession (soldier – cavalry) +2, Ride +9; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (long sword), Weapon Focus (Lance), Weapon Specialization (long sword), Dodge.

Possessions: Masterwork lance, heavy shield, masterwork chainmail

The lancer will be charging, gaining a +2 to hit, and suffering a –2 to armor class.

The addition of Dodge allows the third round lancer a dodge bonus against opponents.

In the unlikely event that a PC actually unhorses the third round opponent, the opposition increases sharply in the following round.

Fourth Round

Lt. Darrow, Company of the Red Dragons (1) Male Human Ftr 9; CR 9; Medium-size humanoid (human); HD 9d10+27; hp 97; Init +6; Spd 30 ft; AC 27 (touch 13, flat-footed 24); Atk +15 melee (1d8+7/X3, lance); AL LG; SV Fort +9, Ref +6, Will +3; Str 16, Dex 16, Con 16, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Handle Animal +8, Profession (soldier – cavalry) +2, Ride +17; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (long sword), Weapon Focus (Lance), Weapon Specialization (long sword), Weapon Specialization (Lance), Improved Critical (lance), Trample, Power Attack.

Possessions: +2 lance, +2 heavy shield, +2 mithril full plate.

The lancer will be charging, gaining a +2 to hit, and suffering a –2 to armor class.

If the PC has a reputation for being easy to hit, but hard to dislodge, Darrow will put 3 points into a power attack.

If a PC somehow gets past Lt. Darrow, the crowd is absolutely stunned and will roar approval. Congratulate the PC and throw a few more Lt. Darrow types at him until he is knocked out of the competition. This PC will gain immediate respect and be talked about throughout the games.

Appendix 5 – Targets NPCs

The only significant statistics needed for these NPCs is the die roll needed to hit the target at 1,500 feet, so that is all that will be given here. If a PC lucks into a shoot-out with these NPCs, his dice are incredibly lucky, but the general population will not know that it is freak luck. The PC will be assumed to be a phenomenal archer.

Sgt. Wilkire, (male human) Tarlington Horse Archers. Shooting a heavy crossbow. Needs a 3 to hit the target.

Sgt. Featherfallen (female elf) Arrowstorm Militia Company. Shooting a composite longbow. Needs a 5 to hit the target.

Lt. MacFadyen (male human) Active duty, 15th battle. Shooting a composite longbow. Needs a 6 to hit the target.

Lt. Dryern (male human) Arrowstorm Militia Company. Shooting a composite longbow. Needs a 3 to hit the target.

Captain Gellar (female human) Shibolet 5th Quiver. Shooting a longbow. Needs a 9 to hit the target.

Appendix 6 – Brothers in Chaos

If one of the PCs wants to join the Brothers in Chaos Militia Company, they will have to fight one of the current members (chosen at random) in single combat. This scenario provides an opportunity for a PC to have that single combat. The fight is strictly one-on-one and any interference by other PCs or NPCs will get an applicant and the interfering party kicked out of the area in extremely brutal fashion. All weapons will be padded. Although the Brothers might be more brutal away from the Games, while they are here, they do not want any accidental deaths attributed to them for any reason.

The DM can roll randomly or choose a Brother in Chaos from the ones detailed below:

Uln Foamspitter (1) Male Human Bbn 2; CR 1; Medium-size humanoid (human); HD 2d12+4; hp 22; Init +1; Spd 40 (30) ft; AC 16 (touch 11, flat-footed 15); Atk +6 melee (1d12+4/X3, greataxe); AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +4; Power attack, Weapon Focus - Greataxe.

Possessions: Great axe, hide armor.

Uln will rage immediately and charge the PC on his initiative.

Dirk (1) Male Human Ftr 2; CR 1; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +1; Spd 30 (20) ft; AC 16 (touch 11, flat-footed 15); Atk +6 melee (2d4+3/ X2, spiked chain - reach); AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +4; Close Quarters Fighting, Combat Reflexes, Weapon Focus – spiked chain.

Possessions: Spiked Chain, chainmail.

Dirk will wait to get an attack of opportunity on a PC that passes through an area he threatens with his reach weapon. From there, the fight will be very direct. He will not attempt any trips or disarms, he will attack.

Daisy (1) Female Dwarf Bbn 2; CR 1; Medium-size humanoid (dwarf); HD 2d12+6; hp 24; Init +0; Spd 30 (20) ft; AC 17 (touch 10, flat-footed 15); Atk +6 melee (1d10+3/X3, dwarven waraxe); AL CN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 11, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Jump +4, Ride +4; Weapon Focus – Dwarven waraxe.

Possessions: Dwarven waraxe, chainmail, large shield.

Daisy is just plain mean. She will move directly into melee, hack mercilessly away at her opponent, and spit on them when they fall. She will not rage, as she does not think the “pledge” is worth it.

Appendix 7- Battle Locations

Battle	Location	Special Designation
1	Hookhill	The Commandant's Own
2	Hookhill	
3	Shiboleth	
4	North Border	Patrolling the border
5	West Border	Patrolling the border
6	East Border	Patrolling the border
7	South Border	Patrolling the border
8	Hochoch (Geoff)	Army of Retribution
9	Rush March	Pacification of the Rush March
10	Dim Forest	Pacification of the Dim March
11	Hochoch (Geoff)	Army of Retribution
12	Shiboleth/Hookhill	Patrolling main road
13	Hochoch (Geoff)	Army of Retribution
14	Hochoch (Geoff)	Army of Retribution
15	Thronward (Bissel)	
16	Hochoch (Geoff)	Army of Retribution
17	Bissel	Patrolling
18	Principality of Ulek	Combat Support
19	Hookhill	
20	Buxton's Crossing/Orlane	Patrolling
21	Thronward (Bissel)	
22	Hochoch (Geoff)	Army of Retribution
23	Principality of Ulek	Combat Support
24	Thronward (Bissel)	
25	Hochoch (Geoff)	Army of Retribution
26	Hochoch (Geoff)	Army of Retribution
27	Principality of Ulek	Combat Support
28	Hochoch (Geoff)	Army of Retribution
29	Hochoch (Geoff)	Army of Retribution
30	Shiboleth	

TODAY

Targets (Griffin Field)

Joust (Obleron Field)

Hold the Bridge (the Bridge – Valstier Field)

Capture the Flag (Lower Griffin)

TOMORROW

Same as Today

DAY AFTER TOMORROW

Come back Tomorrow

LAST DAY

Grand Melee (Lower Griffin)