

GEO5-1SP

# From the Front

## The Geoff Summer Campaign

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>  
Grand Duchy of Geoff Regional Special Mission

Version 0.1

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Following their victory at Pregmere, the various armies in the Grand Duchy of Geoff waited out the winter. Spring has come, and the snow and ice is a distant memory. Now it is time for the summer campaign. The Liberation of Geoff is at hand. A Grand Duchy of Geoff regional special mission for APLs 2-12.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

For rules questions specific to this document and the LIVING GREYHAWK campaign email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## 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 record-keeping 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.

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

### Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

### LIVING GREYHAWK

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 discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

### LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs

trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help

protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a one-round Regional special mission, set in the Grand Duchy of Geoff. Characters native to Grand Duchy of Geoff pay one Time Unit per round, all others from the Sheldomar meta-region 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check

(DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## Adventure Background

Fresh from their victory at Pregmere, the various armies in the Grand Duchy of Geoff wintered at various locations throughout the Sheldomar Valley. Springtime saw those units move back into position, and now it is time for the summer campaign. Each unit goes about their duties tirelessly. Some units observe and report; others scout then attack. Day after day, brave souls cross the heath of the Grand Duchy pressing the attack against the giants.

## Adventure Summary

Instead of a narrative simply describing the events that takes place prior to the Third Battle of Gorna and GEO5-09 *Citadel of the Sakhut*, the Geoff Triad would like to extend the opportunity for the adventurers themselves to contribute to that story.

As their special mission for the year, players may participate in *From the Front: the Geoff Summer Campaign*, which covers the summer campaign against the Giants in CY 595. This is a very unusual special mission. Instead of the triad writing the event, the players are responsible for finding an author, finding a judge, and reporting the event to the Geoff Triad to receive the AR. The guidelines presented here are to help the players, the authors, and the judges in preparing their own special mission.

Participation in *From the Front: the Geoff Summer Campaign* is completely optional and not required to play any of the Geoff regional adventures or interactives.

## Adventure Guidelines

To participate in the Summer Campaign, you must abide by following guidelines:

GEO5-SP1 *From the Front: the Geoff Summer Campaign* is a one-round special mission event. All RPGA guidelines and rules are in effect for this adventure. This event counts as a player's one special mission per year as per the Living Greyhawk Campaign Sourcebook (LGCS). If a player has already used his or her special mission for the year, he or she cannot play this adventure.

The adventure is limited to one round only and is available to Geoff regional characters and characters from other regions within the Sheldomar meta-region. The core TU and lifestyle rules as give on page 2 still apply.

A group of four to six players must solicit an author to write an adventure for them. The author cannot be one of the four to six players and need not live in the Geoff region. The author must meet the requirements outlined in this document and be in good standing with the RPGA. The adventure does not have to be reviewed or approved by the Geoff Triad, as long as it conforms with these guidelines. The Geoff Triad is not available to author any encounters for this special mission.

The available APL range for the adventure is APL 2 – 12. All players must agree to the APL before playing. The mission can offer a maximum of ¼ XP and ¼ GP of a standard one-round module. It offers no item access. See the Appendix for calculating treasure and XP.

To receive the role-playing experience for this special mission, at least one of the players should summarize the events from the special mission and post to the Geoff On-line Web page at [http://games.groups.yahoo.com/group/Geoff\\_online](http://games.groups.yahoo.com/group/Geoff_online). The account should be a first-person narration.

The PCs should be assisting one of the armies during their campaign across Geoff. For a list of the armies and where they are campaigning see **Allies Available** below.

The special mission must take place within the Grand Duchy of Geoff. This includes Hochoch, Arweth, and the Downlands. For suggestions, see **Locales Available** below.

Authors can use the monsters, templates, classes, items, and spells as listed under **Foes Available** below. Authors cannot directly include NPCs or giants named in Geoff regional narratives or Geoff regional adventures in their encounters.

Authors can have the PCs involved in a variety of encounters involving the campaign against the

giants. For recommendations see **Missions Available** below.

Once the special mission is prepared, this group of players must then find a judge to run the mission for them. The judge must live in the Geoff region (Delaware, Maryland, Virginia, Washington, D.C., or West Virginia). The judge can be the author. The judge cannot be one of the players.

The special mission is not tracked using the RPGA tracking sheet. You will receive no RPGA points for this special mission.

A judge may run a prepared special mission more than once, as long as each run is for a different set of players.

The special mission must be run at a location in the Geoff region (Delaware, Maryland, Virginia, Washington, D.C., or West Virginia).

When the judge is ready to run the mission, the judge can request the special mission AR from the Geoff Triad for this event. Send requests to [ma\\_triad@yahoo.com](mailto:ma_triad@yahoo.com) and please allow 7 days for us to process the request.

All requests must have the following information:

- Name and RPGA numbers of the players,
- The names of the characters,
- The APL of the special mission,
- A brief summary of the foes faced (one or two paragraphs),
- Which army the PCs allied with,
- And what locations used.

The Geoff Triad will accept requests starting October 1, 2005. All requests must be received by 12 a.m. November 16, 2005. Late submissions will not be accepted.

## Allies Available

There are five major armies in Geoff during the Summer of CY 595. The author is welcome to attach the PCs to any of these armies:

- **Gran March Arm of Retribution and Judgment.** The Gran March armies number more than 5,000. While they no longer have the brilliant commander Alicia Helenasdotter, they are a very capable force. They are heading south from Pregmere toward Oytmeet.

- **Gyric Army of Liberation.** The Army of Liberation is composed of the three veteran bragadi and led by the wily Morgan Hazeleye. They number about 2,500. They are heading south to Oytmeet along with the Gran March armies.
- **Keoland's Army of Reconciliation.** Also known as the Keoish Royal Standarads, this enormous force of 15,000 men is pushing west from Aberglain, through the Stark Mounds, to Gorna. They are facing serious opposition from the giants.
- **Melwyn's Irregulars.** This force is lead by the legendary (and not as dead as he was) Melwyn Greatarm. His force consists of 300 or so Gyric warriors and about 1,000 wood elves sent by Darlon Lea. Darlon, himself, assists from time to time. The Irregulars are striking north toward Dersyth and the Isle of Rhun.
- **Yeoman Army of Freedom.** The 2,500 Yeomans have been in Geoff since CY 591. They are a veteran force, led by Captain Baldric, who doesn't care to be marching beside the Keoish, but does so for the moment. They are heading west to Gorna.

## Locales Available

The Summer Campaigns rage across a good part of Geoff throughout the summer. The authors have numerous locales from which to choose for the battles. Below are some suggestions for locales where major battles will take place.

- **The Approach to Gorna.** The giants have set up rings of defenses that must be stripped away before Gorna can be besieged. The city is near the mountains, so the giants can quickly bring in reinforcements. The giant forces consist primarily of goblins, hobgoblins, trolls, ettins, and stone giants. The Army of Reconciliation and the Army of Freedom will be involved in the fighting here.
- **The Bridges of Oytmeet.** The Oytmeet guards the crossing of the Oyt between the Hornwood and the Oytwood. These heavily fortified bridges need to be taken in order to cut the northern supply line to Gorna. The giant army here consists mostly of fire giants and goblins. The Armies of Retribution and Judgment will be involved in the fighting here.

- **The Green Hills of Dersyth.** Dersyth is the cantreval seat of Gwyrth Bryn -- one of Geoff's two northern-most cantrevi. The area is overrun with frost giants and ogres. The liberation of Dersyth opens up a path to the Isle of Rhun. Melwyn's Irregulars will be involved in the fighting here.
- **The Scouring of the Lea.** The Lea was an old shepherding town and the giants have converted it to their use. Hill giants abound, and the wide-open heath is overrun with goblin worgriders. The Army of Liberation will be involved in the fighting here.

Araul Anterth (and its cantreval seat of Tycha), the Hornwood, Ystad Cloer (and its cantreval seat of Pwyst's Rhyd), and Melgorn are not available as locations for this special mission.

## Foes Available

The author of the special mission may use foes drawn from the giant armies to challenge the PCs.

If it is not listed here, the author cannot use it. There are no exceptions.

- All sources: any animal (dire or otherwise) or vermin found in Geoff (a temperate climate that is wooded and hilly).
- *Monster Manual*: barghest, bugbear, chimera, displacer beast, elemental (air, earth, fire, and water), any giant (except storm), ettin, frost worm, gargoyle, genie (any), gnolls, goblins, golem (any), hellhound, hobgoblin, hydra, manticores, mephit (any), ogre, ogre mage, orc, owlbear, remorhaz, rust monster, salamander, troll, winter wolf, worg, wyvern.
- *Monster Manual II*: breathdrinker, chain golem, dread guard, giant (fomorian, forest, mountain), nethersight mastiff, runic guardian, tempest.
- *Monster Manual III*: chraal, cinder swarm, elemental (storm), gnoll (flind), goblin (forestkith), golem alchemical, gloom, mud, shadesteel, gulgar, mastodon, ogre (skullcrusher), omnimental, slaughterstone behemoth, slaughterstone eviscerator, troll (cave, crystalline, forest, mountain, war).
- *Fiend Folio*: death dog, flame snake, giant (bog).
- *Complete Arcane*: grue (any), elemental monolith.

- *Frostburn*: frost giant mauler, frost giant spiritshaman, frost giant tundra scout, goblin (snow), golem (ice), woolly mammoth.
- *Sandstorm*: dust twister, mephit (any), sand golem, wasteland troll.

The author may advance or add class levels onto any of the monsters listed above as per the rules in the Monster Manual. The author may use any non-limited character class or prestige class listed in the LGCS. The author may also use any non-limited feat, spell, or magic item.

The author may not use any named giant from the narratives or other Geoff adventures. The author may not use a monolith in the special mission.

## Missions Available

The Summer Campaigns are designed as a way for PCs to participate in the major battles that rage across Geoff during the summer. Authors should construct a special mission to reflect this theme. PCs should be affiliated with one of the armies listed above and be sent on missions to assist the liberation of Geoff from the giants. Some suggested missions are:

- **Capture and Hold.** The PCs are sent to capture and hold an important point, such as a bridge or a hill.
- **Counter-strike.** The PCs are sent to stop a group of giant raiders who are harrying the army's lines.
- **Distraction.** The PCs are needed to create a distraction for an important army operation.
- **Frontal Assault.** The PCs are sent to break a point in the giants' line so that the rest of the army can push through the gap.
- **Hunt and Kill.** The PCs are charged with locating a group of foes and destroying them.
- **Reinforce.** The PCs are sent to reinforce another group of warriors who are losing ground against the giants.
- **Rescue.** The PCs are sent to rescue prisoners of war captured by the giants.
- **Sabotage.** The PCs are sent to destroy resources or equipment of value to the giants.
- **Scouting.** The PCs are sent to scout out enemy positions.

The author should not feel limited to the above suggestions but create missions that suit the abilities of the PCs and the desires of the players.

## Experience Point Summary

Please see **Appendix One** for an explanation of how to handle Experience in this event.

## Treasure Summary

Please see **Appendix One** for an explanation of how to handle treasure in this event.

## Items for the Adventure Record

### Special

**Greenman:** You have given the ultimate sacrifice during the Summer Campaign but have returned to life. As recognition of your living example of the Eternal Circle, you are awarded the Greenman medal. This award grants you a parcel of land sufficient to qualify as for the Geoff folk meta-organization. You may pick the cantrev, but if the land has not yet been liberated, you cannot take possession of it.

**Iron Sickle:** You fell unconscious during the Geoff Summer Campaign from being reduced to below 0 hp in combat. Because of this near brush with death, you are awarded the Iron Sickle medal to symbolize that the hand of the Winter King passed you over. This award grants you one free mug of cider at either the Boar's Other Knuckle in Hochoch or at the Wild Hunt in Aberglain. The Boar's Other Knuckle lets you keep the mug. While one of the Wild Hunt's maids will give you a neck message.

**Silver Griffon:** You have accomplished the mission objectives given to you during the Summer Campaign. Because you have followed orders and fought successfully and competently, you are awarded the Silver Griffon medal. This medal acts as a favor with the leader of the army with who you fought and is the equivalent of a Favor Level D.

### Item Access

There is no item access in this special mission.

## Appendix One

The table below outlines the XP and GP rewards for this mission. The Geoff Triad recommends three combat related encounters. This includes fights and/or traps. Any more than this extends the module run time beyond four hours.

Each combat encounter has an assigned encounter level (EL) based on the collective challenge rating of the NPCs that make up the encounter. The XP cap for the module is based on the number of ELs defined in the table below. Adventures can have additional encounter levels, but the XP does not count towards the adventure rewards and could extend the adventure time beyond four hours. The Geoff Triad recommends that the EL for each encounter range from APL+2 to APL+4.

The total module cannot reward PCs with gold beyond the amount listed in the table below. Keep in mind that loot sells for half value. To determine the total amount of loot available in a module, multiply the number in the table by 6. This number represents the total amount of loot the party can keep once the loot is sold off.

<b>AP L</b>	<b>ELs</b>	<b>XP/EL</b>	<b>Max EL XP</b>	<b>Max EL RP</b>	<b>Max XP Total</b>	<b>Max GP/PC</b>
2	12	7.5	90	22.5	112.5	112.5
4	18	7.5	135	33.75	168.75	162.5
6	24	7.5	180	45	225	225
8	30	7.5	225	56.25	281.25	325
10	36	7.5	270	60	300	575
12	42	7.5	315	78.75	393.75	825