

NYR1-01



Mail Call

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Dennis Holmdahl

With Assistance of Team Nyron, the Kingdom of Nyron Development Team

It is six years after the Greyhawk Wars. The rebuilding of the Kingdom of Nyron is continuing. It has been hard work for everyone, including you and your fellow members of the Kingdom's Militia. It has been boring, backbreaking work, and anything new would be a welcome change. It looks like you will be getting that chance. You have been given a new temporary assignment—delivering the mail!

An adventure for 1st-level characters.



Visit our Website at:
www.wizards.com/rpga

DUNGEONS & DRAGONS, D&D, GREYHAWK, ROLE PLAYING GAMES ASSOCIATION and RPGA are registered trademarks owned by Wizards of the Coast, Inc. LIVING GREYHAWK and the D20 system logo are trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. Any reproductions or unauthorized use of material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This scenario is intended for organized play use

only and may not be reproduced without approval of the RPGA Network.

© 2001 Wizards of the Coast, Inc. All rights reserved.

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 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Tier Structure

This is the introductory scenario for the Kingdom of Nyronid Living Greyhawk Campaign. It is a non-tiered scenario designed for 1st-level characters that have not played any other Nyronid scenarios.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Notice to DMs and Con Co-ordinators.

Before for you run this scenario and other Living Greyhawk Nyronnd Scenarios, please contact the Nyronnd Triad to get a copy of the Nyronnd Judge's Kit.

This kit will include additional background for the Kingdom's major NPCs, historical data, current events, crime and punishment, and other useful information.

This information will be constantly updated, so it is important to get this information with every new scenario. It is important to understand that the Nyronnd Judge's Kit is only for the campaign judges and not for player consumption.

To receive the Nyronnd Judge's Kit contact the Nyronnd Triad at NyronndTriad@aol.com, and ask for the kit of the scenario you are running.

Adventure Summary and Background

Judge Introduction

This scenario is designed to introduce players to the Kingdom of Nyronnd. During the scenario, the PCs will discover some basic information about the kingdom, find out some of the problems facing the kingdom, and how they fit into the Kingdom's structure.

This scenario was intentionally written to run short of the standard four-hour time slot, allowing extra time for assistance in the creation of new Living Greyhawk characters.

This adventure takes place during the month of Fireseek (midwinter) Common Year (CY) 591. The Greyhawk Wars have been over for almost six years. Nyronnd is a land nearly destroyed by the physical, emotional and monetary costs of the wars. Major roadways remain in ruin, making travel difficult. In some provinces trade is nearly impossible.

A year ago, when starvation was commonplace and the threat of rebellion was murmured in almost every tavern hall, King Lynwerd I initiated a number of radical policy reforms designed to heal his wounded nation and improve the well being of the country. These reforms included a general restructuring of Nyronnd's internal political boundaries. He also trimmed the size of his court, releasing from service some 397 "functionaries," three standing chamber orchestras, a 30-boy choir, several dozen clerks, eighteen archivists, and a well-known and extremely popular talking bird from the Amedio Jungle. And it is rumored the Reformer King has only just begun.

At the heart of the Justcrown Province is the fortress-like walled city of Rel Mord, capital of all Nyronnd and center of learning and culture in the east. Rel Mord stands alone as the only settlement of note in the large province, which extends some distance west across the Duntide River to encapsulate the King's hereditary lands.

Lynwerd does not keep a sizable standing army within the

province. Because of lowered taxes, and because many in Nyronnd view their young king as a source of new hope for their nation, once empty barns and farmsteads now brim with activity. The people of Justcrown remain poor, but they now have the will to endure the present times and live through hard but promising times, for King and country.

Lynwerd is trying desperately to foster his reputation as a reformer, and in truth has done much to heal the wounds caused by his father. The people of Justcrown, though they grumble as much as elsewhere, know that because of Lynwerd their lives will be better than they were before.

One of Lynwerd's current reforms is the return of the Royal Mail Service to active duty after a long period of dormancy. With its return, communications have been reestablished between the capital and all major nobles.

All the player characters begin the scenario as members of the Militia of the Kingdom of Nyronnd (See Judges Handout 1 for specifics about the Militia). The PCs will be taken away from regular duty in order to help with the newly revived Royal Mail Service.

Important Judge Notice

The Nyronnd Campaign is a dark campaign. Times here are hard. The government must be stern in order to maintain order. This is a lawful good country, with emphasis on lawfulness. PCs may learn to understand that there are consequences for unlawful actions in Nyronnd. Characters who step out of line will be punished. This includes any crime they are caught committing. Information about crimes in Nyronnd and their specific punishment is in the Nyronnd Judge's Kit.

Adventure Synopsis

Roll Call

The PCs gather for morning physical training and are "volunteered" for special duty.

Sergeant's Office

The PCs are temporarily assigned to the Royal Mail Service to deliver mail down the river Duntide.

Quartermaster's Office

The PCs receive any gear they need for the trip south and find out some information about the current state of the Kingdom.

The Docks

The PCs are given the mail and are introduced to the captain and crew of the *Long Haul*. Their river journey gets underway.

First Stop, Swan Bore

The PCs get a taste of what the country is like from this town. They deliver the first packet of mail.

Second Stop, Adrean's Landing

This town is a new project supported by the Baroness of Woodwych. The PCs deliver more mail, learn more about the region and get jumped in an alleyway.

Third Stop, Arnford

While delivering the third bundle of mail, the PCs learn more local history.

What's That Hanging in That Tree?

The PCs see a tree with several men hanged from it. When the PCs investigate, they are attacked by a pack of Dire Rats.

Conclusion

One of two possible endings: if they obeyed all the rules, they get mustered out; if they didn't obey all the rules, punishment awaits.

Introduction

It is early Fireseek (midwinter) in the Common Year 591. Almost five years have passed since Lynwerd I was crowned King and a little more since the Greyhawk Wars ended.

Like many able-bodied citizens of the kingdom, and those wishing to become citizens, you are doing your mandatory service in the Kingdom's Militia.

You have been luckier than most, for you have been stationed near Rel Mord, the capital city of Nyronnd. Most of your duties have included rebuilding roads and bridges. You have also been involved in skirmishes against local bandits. For much of your stint in the militia, you have been living in barracks with several hundred other militia members.

On cold nights you and other militia members huddle around fires and discuss the various stories and rumors that circulate Rel Mord. Common topics of conversation include talk about fabulous rewards for those who find the King's traitorous brother or anyone who uncovers the mystery of the King's fiancée's illness. There is also great interest in the preparations for the celebration marking the fifth year of the King's reign that will take place in mid-summer. You also have noticed that many other Militia members have been sent out of the capital recently on other assignments. Some have been gone for months.

Encounter 1: Roll Call

At the crack of dawn the militia members meet on the parade ground for morning physical training. A long-term professional soldier is guiding the PCs in the morning exercises. You should role-play him like most movie drill sergeants.

A tall man, roughly 40 years in age stands before you. You have learned in your time in the Militia that Drill Sergeant Miles is

not a man to mess with. He has been a member of the King's Army for over 20 years and is one of the toughest men you have ever met.

Sergeant Miles (male human War10; hp 60; AL LN; Feats: Weapon Specialization (longsword), Weapon Specialization (unarmed strike))

Personality: A long-term professional soldier. He is a no-nonsense type and will not take any kind of insubordination from those he oversees. He saw much in the Wars and knows the importance of training and preparedness.

Appearance: He is 6 feet tall with a crew cut. Even at 40, he is lean and well toned. His clothing is clean and well pressed.

"Alright, you lazy sacks of crud, it's time to exercise! On your stomachs and give me 20. Count it out! (Wait to finish pushups.) That was terrible. You've been slacking off again. Jumping jacks! Keep going until I tell you to stop."

For fun, you can make the actual players do some exercises. Get them moving, just like basic training. When it's time to move on, the PCs will notice a Knight of the Realm walk into the compound. Someone with the Diplomacy skill can identify him (DC10) as a Knight of the King's Royal Horse.

You see a Knight of the Realm speak to one of the militia officers standing on the edge of the parade grounds. That officer then signals to your sergeant to join him. After a brief conversation, the sergeant salutes and returns to the front of your ranks. He calls you all to attention. He selects 5-6 people to come forward. *
"You will meet at my office right after lunch, where you will be given your new assignments. Any questions?"

*Judge can pick characters at the table and make it look like it is random.

The sergeant doesn't really expect anyone to ask any questions. But if they do, he tells them no specifics other than when and where to meet, and that the "volunteers" should not be late. He emphasizes that he has issued a direct order. If need be, remind the PCs that they live in a monarchy. They are here to fulfill their duty, and each know they must follow orders, or suffer military punishment.

After they are issued orders from the sergeant, the PCs will go back to their morning regimen, which, as it is winter, includes snow removal and knocking down dangerous icicles. Allow the "volunteers" to get to know each other at this point.

Encounter 2: Sergeant's Office

Ask if they all come on time. Read the following to PCs who arrive just before one:

The sergeant's office door is closed. The tower bells ring one hour past highsun. Voices can be heard coming from behind the door. The sergeant is not alone.

The PCs can eavesdrop with a successful Listen skill check (DC10). If they make the check they will hear:

But Sarg! Isn't that a long way to go downriver during the winter? Yes, but at least they get a chance to get out of the capital for a few weeks or so. Fresh air never hurt anyone.

Lucky stiffs. I wish I could get a cushy assignment like that (said sarcastically).

Shut up corporal, or I'll have you sent to the Flinty Hills! Dismissed!

At this point the corporal exits the office. Any PC listening at the door that doesn't make a successful Dex check (DC10) are caught eavesdropping. The corporal reacts only by muttering under his breath about military behavior. The corporal will then tell the PCs to go on in, the sergeant is waiting for them.

As the PCs enter they see Sergeant Miles, sitting behind a small wooden desk looking at some paperwork.

"Good, you are here. Stand easy. You have been temporarily assigned to the Royal Mail Service. You will assist in delivering mail to several locations downriver. You are assigned to Captain Lingold, of the keelboat Long Haul. The Long Haul will leave at tomorrow morning at 9 bells, from pier 2, dock 3. You are expected to be there at 8 bells. You will be given the mailbags at the docks prior to your departure. Now, are there any questions you have about your new assignment?"

Here is a list of possible questions and answers.

1. Why are we doing this?

Because those are your orders. Do you have a problem with that, soldier?

2. Who is giving us the mailbags?

A representative of the Royal Mail Service will bring them.

3. Where are we going?

Downriver, didn't you hear me? The Royal Mail Service will give you directions as to where you will deliver the mail.

4. How long will we be gone?

The mission should take several weeks, given good river conditions and weather. Make any arrangements necessary to be gone for that amount of time.

5. What is our job?

You are to make sure that this mail is given only to designated individuals in the addressed location, and make sure it all arrives safely.

6. Who is this Captain Lingold?

The keelboat and its captain are part of this Kingdom's Navy. You will be under his partial command while on the keelboat. His word is law, except when it comes to the delivery of the mail. Any other questions about the captain will elicit the following response from Sergeant Miles: "I am a member of the Army, son; I don't deal with the Navy".

7. What's in it for me/What's my payment?

You're what! Soldier, you are in the Kingdom of Nyron'd's militia. This is your sworn duty to King and country.

8. How will we get back?

Follow the captain's orders, and you will have no problem getting back.

9. What can you give us for preparation?

I have been given orders to give you each a pack of gear. This gear includes a backpack with a waterskin, basic rations for two weeks, 50' hemp rope, a winter cloak, a large sack, and a bedroll. Here are your requisition forms so you can pick up this gear at the quartermaster's office. Also, you will be given a voucher for 25 gold nobles total for your group. It is to be used at the quartermaster for other items for the trip. He will tell you what is available. It is dated today and will not be valid after today.

10. Can we talk to Captain beforehand?

No. His keelboat is not due to arrive until early tomorrow morning, when he'll take on fresh supplies and pick you up. Right after that, the Long Haul sets out again.

Answer any other questions in the same curt tones. The sergeant doesn't know many details of the mission. He is a man who gives orders and expects that his orders will be followed. Feel free to play up the stereotypical animosity between army and navy. The sergeant doesn't know why his troops are being requested, but is annoyed about losing men to other commands. Still, he doesn't question the authority by which the order was given. He doesn't know or really care what's in the mail.

Once the PC's have asked their questions, they are given their requisition forms and voucher, and are dismissed to get their gear from the Quartermaster's office and are given the rest of the day to prepare for the trip.

Encounter 3: The Quartermaster

This is a role-playing encounter. The PCs are here to get the gear the sergeant told them about.

When they arrive, they find a sign on the Quartermaster's office that reads: "Closed for Lunch." They can wait and read a message board set up beside the door, or they can come back

later. Notices on the message board including announcements of promotions, deaths, births and other proclamations, including the following (See Player's Handout 1):

- **Wanted:** Volunteers for long-term assignment with the River Patrol. Volunteers without family will be considered first.
- **Wanted:** Information leading to the capture of the King's Traitorous Brother, Prince Sewarndt. Rewards are based on the quality of the information.
- **Notice:** Serve your kingdom and make money too! Become a licensed adventurer. Details available at the Office of the Bailiff-General.
- **Notice:** Increased occurrences of banditry near the Gnatmarsh and Celadon borders. Road construction patrols in this area should be constantly on the watch for bandits.
- **Wanted:** Dead or alive. The former Baron of Woodwych, Bastrayne. The ex-baron is a short man with flaming red hair and noticeably pudgy fingers. Reward: 10,000 Nyron nobles (i.e., 10,000 gp).

Once PC's have had the chance to read a few of the notices, the Quartermaster returns with a package in hand.

Quartermaster Slate (male human War5; hp 25; AL N; Skills: Diplomacy +8, Profession (scribe) +10) Appearance: He is a short, portly balding man.

Personality: He walks purposefully. He is fazed by little, and believes there is no problem that can't be fixed by an avalanche of forms and paperwork, or a simple bribe.

The Quartermaster returns from his lunch and gives you a quick nod. Removing the sign from the door, he unlocks it and goes inside. Following him, you enter a roomy office that is filled with crates, boxes and file cabinets. At the center of this organized chaos is a large desk. The Quartermaster goes behind the desk, and sits in an equally large chair—"Do you have your requisition forms filled out?"

The PCs can now request their packs. When the PCs ask about available gear, (see Player Handout 2). You may role play this, or give the PCs the list.

After procuring their supplies the PCs have the rest of the day/night to prepare.

Encounter 4: The Docks

Make it clear to the players that their characters should arrive at the dock on time. If the PCs are late, the adventure ends—they missed the boat.

As you approach the dock, you see a tall elven man in the livery of the Royal Mail Service. Beside him is a pair of pages. He notices your approach. "Well you must be my new post officers."

He then pulls out a scroll and reads each your names. As you acknowledge your name, he makes a mark on the scroll and nods. When he is satisfied that all his new post officers have been accounted for he motions to the pages, who set 13 tagged canvas bags in front of you. Written on each tag is a name, position and city.

"This is a fairly easy job that even you Militia types can handle. You will deliver these bags only to the people to whom they are addressed. See? Very simple."

"I have one last formality—Do you swear to protect these bags of mail and keep them safe and deliver them to the proper authority, in the name of the King and the Kingdom of Nyron?"

He will ask the question to each PC. Any that do not so swear are asked a second time in a severe tone. If they don't get the hint and swear, they are immediately dismissed, and are not allowed on the adventure. If a player refuses to take the oath, have that player vote and leave the table.

"Here is the manifest for the bags and the locations and the people you will deliver them to (Player Handout 3). You will have each postmaster sign for the bags they receive. You will then pick up any mail that needs be delivered back to Rel Mord or to any remaining stop you have en route. Is that understood? (A pause, as the elf waits for a response) Good. Then it's time to introduce you to Captain Lingold."

The PCs will then be introduced to the Captain.

Captain Lingold (male human War8; hp 47; AL LG; Skills: Profession (sailor) +10; Feat: Leadership)

Appearance: Large, barrel-chested, muscular but not overweight, with Black hair, and a black beard. Wears his Navy uniform proudly, and works at a neat appearance at all times.

Personality: Lingold is a jovial, yet focused man, eager to get to the job at hand. His black beard and hair give him the look of a classic pirate, but he resents any implication of illegal activity. He is not happy to be stuck on this river duty, as he would prefer to track pirates on Relmor Bay. He treats the PCs with proper military courtesy, but with a slightly superior manner. His position as Royal Navy captain puts him socially above the PC militia members, and he is conscious of his position at all times.

The Captain grants permission for the PCs to come aboard. Then he introduces them to the first mate. The first mate then shows the PCs where they will stay above and below deck. The first mate will determine if any of the PCs have any useful skills for river travel (Profession: sailor, Use Rope, Profession: cook, etc.).

First Mate Joel Brown (male human War5; hp 28; AL LG; Skills: Profession (sailor) +6, Use Rope +6)

Appearance: The first mate has a slight build, with brown hair, blue eyes and a beard.

Personality: A quiet, efficient man who follows orders well.

The Long Haul is a keelboat 50' long and 15' wide. It's currently crewed by 8 sailors, including the captain and first mate and not counting the PCs. Flat-bottomed; the Long Haul is propelled by a large, single sheet square sail, and has one bank of three oars on each side that are used for additional propulsion when needed. The center and forecabin of the boat are filled with cargo, covered by tarps and then topped with wooden planks. The main galley and cabins are to the rear of the boat. Downstairs is a 15-ft. by 15-ft. area. This is the common area that is also used as sleeping quarters. There are 10 hammocks hanging on the walls (remember, the crew takes turns at watch so everyone is not asleep all at the same time). The room holds some supplies, a low table and two benches, the personal gear of the crew and cooking supplies. There is a small door that leads to the cargo bay, which allows the crew to inspect or retrieve goods as needed. There is no lock on this door. This is where the PCs are told they can stow the mailbags. Upstairs the 15-ft. by 15-ft. area is divided into two rooms. One is the captain's quarters and the other belongs to the first mate. PCs looking for privacy can find some room in the cargo area.

You see the Captain and the first mate readying the boat for travel. Excluding them, you count six other sailors. Goods are being lowered into the cargo hold and covered in tarp to protect them from the elements. Finally, planks are laid over the cargo to allow one to walk freely about the deck. At precisely nine bells, a whistle pipes and the Captain gives the order to set sail. All hands work in precise rhythm to push off toward the currents.

Time will pass and the PC's can interact with the crew. The first mail drop is 3 days away. The PCs can get into a work routine, if they wish. Any PCs with useful skills will be found jobs; those without will serve as lookouts or perform menial tasks.

The other six crewmembers will talk with the Militia members, telling them things about the area around the river.

Rumors and news that the PCs may learn on their trip:

- A crucial part of Nyrond's famed Nesser-Franz River system, the Duntide River brings goods from as far as Womtham and the Flinty Hills to the capital. From Rel Mord south, the river can sustain ocean-going ships, which grants access to the markets of the south and west.
- The people hated the old Baron of Woodwych and are glad that he is no longer in power, though they blame the nobles for not realizing he was a traitor sooner.
- Baron Bastrayne, the region's former administrator, fled Nyrond with wagonloads of gold he had extorted from his people and denied the crown. No one knows where he went.
- The King had to come in and pay a visit to Woodwych to put down a bold revolt by the Woodwych nobles.

- The new Baroness, Verin Talnith, exiled all those nobles and sacked most of the former Baronial Guard, much to the relief and joy of her new subjects.
- The King's fiancée, while travelling to the capital, fell ill. No one has seen her since. Some believe she died, poisoned by Sewarndt, or that she is in some demon-enchanted sleep.
- Demons are still haunting the Almorian lands. Travel down the Flessern River is dangerous at best.
- There is still a pirate problem in Relmor Bay. No one knows for whom they work for. Some believe the pirates are working for the Scarlet Brotherhood, sent to prey on Nyrond's people and resources. Others say they are southern nobles out making an illicit fortune.
- Beware of travel around the Gnatmarsh—those people just aren't right.
- I once saw a two-headed marsh troll. "It was this big" (arms held out real wide).
- I heard there was a lich's sunken tomb somewhere in the swamp.

The mailbags

When the players have the time to examine the mailbags, they find the mailbags are heavy and sealed with a normal wax seal. If the PC's open the bags, they will find a number of wax-sealed envelopes, rolled up posters, pamphlets and bills. If they open up the posters, they will find an assortment of wanted (preferably alive) posters of the King's traitorous brother, each adorned with a detailed drawing of his face. Other posters announce the week of Richfest as a celebration of the 5th year anniversary of King Lynward's inauguration. The bills include listings of new laws; one sanctioning licensed adventurers. The envelopes are sealed in wax stamped with the King's crest. Some are addressed to people with minor titles, others to local officials, such as the mayors.

If the PC's decide to open the sealed letters, remind them that opening a private message with the King's seal is a punishable crime. If PCs persist on opening them, they will find these letters contain invitations to local minor officials to attend the inauguration celebration at the nation's capital. PCs who can read Common and have ranks in Forgery (DC10) will be able to tell that these letters are form letters and were not all written by the same hand. This is normal for minor court documents, but the players may or may not realize that.

If the Captain catches a Militia member tampering with the mail, he will not say anything the first time but will make a report to the Mail service when the boat returns to Rel Mord. If caught a second time the PC will be put under arrest and kept manacled on board for the duration of the adventure. Crewmembers who may catch the PCs tampering with the mail will ask what they are doing and, if the PCs are not convincing enough, the actions are then reported to the Captain.

If a Postmaster finds any of the wax seals broken, he will with more diligence. If the PCs tampered with the mail, the penalties are severe. The postmaster of the town will go to the Captain of

the Long Haul and secretly report the PCs. The captain takes notes and keeps a closer eye on the PCs, recording every infraction. Upon return to Rel Mord, the captain reports the PCs to the militia for disciplinary action (see conclusion).

PCs who had the foresight to bring sealing wax can reseal the bags with a little difficulty (Forgery DC 15). Envelopes that have been opened may be resealed at a greater difficulty (Forgery DC 25). All these checks are to be made by the Judge and the failures will not be revealed to the players.

Encounter 5: First Stop, Swan Bore

If the Captain or any of the crew is asked about the first stop they can get the following information:

Swan Bore is a market town located on the Duntide River. This town of 2,400 people is named after an extraordinary event that occurs regularly on the first day of Growfest each year, along a stretch of the Duntide for some three miles north and ten miles downriver. A large wave, some eight feet high, moves downriver, and on its crest ride great black-breasted swans, honking and whooping. Traditionally, this was the first day of a great market festival and kicks off a week of feasting. During the festivities, markets are strewn across the entire town. Merchants, traders and charlatans from all over the Flanaess converge on Swan Bore.

Merchant families of considerable influence and power administer Swan Bore. Overall the town is still recovering from the Wars and the former Baron. Trade has not returned to pre-War levels.

After an uneventful three days on the river, the town of Swan Bore finally comes into view. There is a feeling of excitement from the crew as they begin readying the keelboat for docking. The keelboat bumps gently into the dock. A Customs Official from the city boards and welcomes the Captain and asks his business. Lingold produces a bill of lading and asks to speak to the harbor master to gain authorization to unload his cargo. He then points at you and tells the Customs Official he has Royal Mail Service carriers with him. Before you depart he warns you that the keelboat will sail at 2 bells, and that you had better be back in time. The Captain then excuses himself and goes to visit the harbor master. The Customs official asks you to state your business.

The PCs may answer the Customs official however they wish. The only answer that will get a favorable response is the truth. When they say they have mail from the capital, and to whom they will deliver it to, the Customs official will give precise directions to the Postmaster. The PCs can then carry the appropriate mailbags to the city's post office.

As you make your way to the Post Office, you see that a number of the buildings are boarded up. These look like storefronts and other business. Many of these with signs stating, "Closed for the Winter Season."

You see the building with the Seal of the Royal Mail Service hanging from the front. You see three old men sitting out front smoking pipes. As you approach, a short round man stands and looks you over.

"Those look like mails, so you must be Postmen, well bring them in here".

He introduces himself as Postmaster Peragrest Mumsmith and his two friends as Welt and Pite.

Postmaster Peragrest Mumsmith (male human Nob2; hp 10; AL LG; *Skills*: Diplomacy +6, Gather Information +6, Profession (scribe) +4)

Appearance: A short little round man about 4 ft. 8 inch; Thinning hair, typical bookkeeper look.

Personality: Very friendly and talkative. Enjoys talking to people outside the area. He is so thrilled that the King has reopened the Post Offices. He was Postmaster here before the mail service was interrupted.

Welt and Pite: (male human Com2; hp 6; AL LG) Two retired farmers.

As the Postmaster opens up the bags he begins to talk sometimes asking for agreement from his two friends. The PCs can learn the following information.

- When the former Baron was still in power, the Postmaster's brother tried to reach Rel Mord with some mail and news of the Baron, but was cut down and murdered just outside of town by some people from the old disbanded militia.
- The townsfolk wish the Baroness had put money into building up Swan Bore instead of founding a backwater town downstream (Adrean's Landing).
- The boarded up stores, well most of them are seasonal, only open up during trade season come this spring. And some are those who went out of business permanently due to the downturn from the Wars.
- The Baroness is coming down hard on any bandits and thieves. Justice is swift.
- Those convicted of thievery will have their hands cut off.
- The Baroness seems very interested in the welfare of her people.
- The Baroness must have loved her son Adrean very much to name a town after him.
- Taxes are still a burden. Always are.
- Don't go out at night, for those who do disappear, rumor is they are caught and sold into slavery.
- The rich nobles are in league with fiends. That's why they are rich.
- The townsfolk fear swans won't return for Growfest, a sign of the legacy left by old king Archbold. They hope Lynwerd's legacy will prove fruitful.

Feel free to play up rumors along these lines. Some may be true some are not.

The PCs will be given two small bags of mail, one for Arnford and one for Rel Mord. The PCs should have no problem returning to the keelboat prior to noon. The mailbags are similar to the others that have been picked up. There are many wax-sealed letters in each, almost all of which are either personal correspondence or dull legal documents.

Encounter 6: Second Stop, Adrean's Landing

Leaving Swan Bore, the land downriver becomes more barren. Farmsteads are burned out or abandoned. On the far-east shore, a large stream feeds the Duntide. A copse of trees stands tall at the southern promontory. Farther downstream, the land consists of low, rolling hills and flat grasslands. The great herds that used to graze here prior to the war are non-existent.

Approaching sunset on the sixth day on the river, the boat rounds a large bend where a small hill to the south forces the river to curve west and then flow slowly around it back to the south. At the widest point in the bend, there is a large rocky outcropping, and beyond it, a small town. The captain informs you that this is Adrean's Landing, a new building project being supported by the Baroness of Woodwych.

Even at sunset, there is activity at the port. People are moving everywhere. The docks are crowded as only two are in working condition. Three others are being built. The south-end of town appears to be up and running, while the north-end of town is under construction. Crowning the town in the shadow of the setting sun is a large hill. The setting sun backlights images of digging or mining equipment atop the hill.

The Captain will not want to stay long, hoping to make Arnford by noon, two days hence. He also doesn't want his crew gambling and drinking this trip; the two activities Adrean's Landing is becoming infamous for.

The harbormaster looks harried, and steers the Captain to the last available spot on the dock. He gives hurried directions to the town hall, quickly mumbling that the mayor is in charge of the mail, as Adrean's Landing has no Post Office. As the PC's leave the boat, they cross a boardwalk into the main section of the new town.

The main street is wide and clean. It is sturdy underfoot, being built of pounded clay. On the north side, a frame for a very large building is going up. The buildings on the south side of the street are mostly complete. At the end of the street, one can see the two-story white building that was described as the town hall. There is a light on in the window. Halfway down the street on a corner of the main street and a smaller side street you see an old grizzled man with crutches to support his severed leg. He calls to you.

"Help a disabled war veteran mates. Lost this leg fighting the fiends in Almor I did. Hard for old Max to find work without his leg."

This is an ambush encounter. The cripple is not as injured as he appears. He is attempting to lure the PCs a few steps into the side street, saying something like he doesn't like others to see him beg. As he draws the PC's in, his buddies will move up from behind him to stand in front of Max, in attempts to intimidate the party.

"Alright folks, just hand over your money pouches and weapons and nobody gets hurt", Max tells the party.

They are just planning to rob the PCs, the basic tactic is they are trying to knock the PCs out and rob them, not kill them. The penalties for robbery are one thing, but the penalties for murder are another.

The Thugs will hold actions to see what the players do. When a player begins with some hostile action, Max will cast *sleep* first (Will save DC13). Then the thugs will attempt to knock out the remaining PCs. Then they will grab what they can and run. Note who has the mailbags and what is done with them. The town guards will show up five minutes after the fight begins and break up the fight. They will release the PCs when they show the manifest for the mail, the mailbags and explain they are with the Royal Mail Service. The guards will take the muggers into custody.

If the Muggers succeed in robbing the party they will take the mailbags, coin pouches and weapons from the militia members. When the City Guard show up, a search of the area will find the mailbags torn open and in an ally nearby, but nothing is missing from the bags. The muggers will not be found.

Crippled Max, male human Ftr2/Sor1: CR 3; Medium-size Humanoid (5 ft. 5 in. tall); HD 2d10+4(Ftr) + 1d4+2(Sor); hp 18; Init +1 (Dex); Spd 15 ft.; AC 11 (+1 Dex); Atks +5 melee (1d6+3 [crit x2], club); AL N; SV Fort +5, Ref +2, Will +3

Str 16, Dex 15, Con 14, Int 13, Wis 9, Cha 14.

Skills: Bluff +6, Concentration +6 Ride +4, Spellcraft +3, Spot +3, Swim +4; *Feats:* Ambidexterity, Dodge, Expertise, Iron Will, Mobility.

Spells Known (5/3; DC = 12 + spell level) 0 lvl-*detect magic, mending, mage hand, light*; 1st lvl-*sleep, color spray*

Thugs, male human War1 (6): Medium Humanoid (6' tall); HD 1d8 + 2; hp 8; Init +1 (Dex); Spd 20 ft.; AC 13 (+2 leather armor, +1 Dex); Atks +5 melee (1d6+3 [crit x2], club); AL NE; SV Fort +4, Ref +1, Will -2

Str 17, Dex 13, Con 14, Int 8, Wis 7, Cha 9

Skills: Climb +5, Intimidate +1, Ride +4, Swim +5; *Feats:* Weapon Focus (club), Toughness.

Tactics: All the attackers are armed with clubs and will only attack to subdue with a -4 on attack rolls.

After your interlude with Max and his friends you find your way to the Mayor's office at the City Hall. There are a number of lights on inside the building.

Knocking on the door (which is locked, DC15) will bring a servant. He will let the PCs in when he understands they are here to deliver the mail. The Mayor is still up working on plans for his new house. He will politely listen to the PCs and take the mail. He wasn't expecting any mail and will ask the PCs to stop on their way back up river, so he can gather mail to send to points upstream.

Mayor Thodan Talinth (male human Nob3; hp 14; AL LN; *Skills*: Diplomacy +4, Sense Motive +6). He seems to be a very over-worked man with much on his mind.

If the players are successfully robbed he will apologize and will promise to get to the bottom of the robbery and bring the villains to justice.

The PC's will not have a lot of time to learn about the town in any detail, but can find out the following while speaking with the mayor:

- The townsfolk and mayor are grateful that the Baroness has put money toward work efforts, such as Adrean's Landing, ensuring that her people are gainfully employed.
- Punishment of thieves and bandits is harsh and swift.
- The nobles of the region support this project as a shoreline town for entertainment, art and recreation.
- The hill is being carved into a large outdoor coliseum.
- Construction is just beginning and should be done by fall.

Encounter 7: Third Stop, Arnford

The PCs can learn the following from the crew: Arnford is a fishing and ferry town of 3,200 folk, located on the Duntide River. The militia force of 150 is always present, taxing catches of fish and barrels of salted fish that are sold at market. Arnford's once-thriving markets, importing livestock from the southern lands for sale to settlements west and into the Celadon, are now almost abandoned.

The tax burden here during the Wars was so heavy that merchants and farmers turning up with livestock grew used to having half of them confiscated in tithes and no longer travel here. The rich Arnford rolls, cloths dyed with plant extracts from the Celadon, are also a thing of the past. So Arnford is a shell of its former glory.

Two days after leaving Adrean's Landing, the Long Haul arrives at Arnford around noon. A representative of the Bailiff General comes down to greet the Long Haul. Captain Lingold states he has no cargo to unload in Arnford, but that he has representatives from the Royal Mail Service here to deliver Mail. The Bailiff tells you where to find the Postmaster. The Captain tells you that the keelboat will sail at dusk to return to Rel Mord, he then excuses himself and leaves to visit the harbormaster.

The PC's can now carry the appropriate mailbags to the city's post office.

Postmaster Meril Rugila (male half-elf Com5; hp 12; AL NG; *Skill*: Profession (scribe) +6)

Appearance: A thin faced man with a receding hairline and ink stained fingers.

Personality: talks slowly and to the point. He is an extremely boring man. Doesn't show much enthusiasm, except when opening the mailbags to inspect them, even then it isn't much.

Things that can be learned from the Postmaster:

- It's a good thing you aren't merchants. The taxes are unbearably high here. Though not as high as during the Wars. Since many people moved away, there seems to be less to pay the taxes.
- An illegitimate son of the King has surfaced among the witches in the Gnatmarsh.
- Farmland is cheap, but holding it could cost one their life.
- Many of the bandits that used to work the Barony of Woodwych have come this way. They are afraid of the new Baroness.
- Most people have fled the area, either migrating north or towards Urnst lands.
- The immense Gnatmarsh and the land south of the Celadon and west of the Duntide are under the supervision of Count Romadnen Beremen.
- At least the elves of the Celadon Forest like trading with us. And this is one of the ports used to send out that trade.

The PCs will be given two bags of mail, one for Swan Bore and one headed back to Rel Mord. The PCs should have no problem returning to the keelboat prior to noon.

The mailbags are similar to the others that have been picked up. There are many wax-sealed letters in each, almost all of which are either personal correspondence or dull legal documents.

Encounter 8: What's That Hanging in That Tree?

On the trip back upriver, the keelboat is making good time. North of Adrean's Landing on the east side of the river is a convergence of a large stream and the river. At this junction is a mess of trees and bushes that have been brought down the river by the winter storms. The captain slows to look at a tree growing on the head of the promontory point and mutters something under his breath as he points out the tree. You see five bodies are hanging in various states of decay from this tree.

"Damn what do we have here? This doesn't look good," the Captain says out loud, "You Militia men go ashore and check this out. I will have to write a report about this."

At this point the Captain will pull up close to shore so the PCs can launch a small boat to shore.

As you walk up to the tree a wooden sign can be seen nailed to the tree. A message has been printed in the Common tongue: "These men were guilty of banditry and they have been tried and punished by edict of the Baroness of Woodwyck. Let them be a warning to all who defy the Laws of Nyrond."

As you get closer, you see there is not much left of the bodies, they seem to be eaten away a bit by the local scavengers and the clothes are badly damaged.

As you get closer, a number of small furry bodies explode from the brush and attack!

Dire Rat (8): CR 1/3; Small Animal (up to 3' long); HD 1d8+1; hp 5 (each); Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atks +4 melee (1d4, bite); SA disease; SQ scent; AL N; SV Fort +3, Ref +5, Will +3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +11, Listen +6, Move Silently +6, Spot +6; **Feats:** Weapon Finesse (bite).

SA: *Disease (Ex)*—those hit by a dire rat's bite must make a Fortitude save (DC 12) or be infected with a plague-like disease (Filth Fever) with an incubation period of 1d3 days. Damage is 1d3 temporary Con and 1d3 temporary Dex.

Tactics: The rats are starving to the point of being crazed and can smell fresh meat. They will fight to the death.

Treasure: After the dire rats are killed, a search of the area reveals three well-used short swords and a pair of serviceable boots.

Conclusion 1

The remainder of the trip upriver will be uneventful. The boat will make one more mail stop at Swan Bore before reaching Rel Mord. Upon returning to the capital, the PCs will (or should) report in to their sergeant and turn in the mail sent to Rel Mord. Here, they will answer to misdeeds, if any, they did along the way, or be congratulated for a job well done. They are then debriefed. If they were caught opening the mail, see Conclusion 2.

After the debriefing, your sergeant gets a more congenial than normal look on his face. He says, "Due to the demilitarization, we are cutting back on the militia forces in this region. You will be mustered out. You have two choices.

"Being on active reserve entitles you to a monthly stipend of 5 Nyrond Nobles (tax free), use of militia barracks and facilities for 2 nobles a week, free access to certain training, and a 25 Nyrond Noble signing bonus. Your responsibilities as a reservist include a total of eight weeks active duty per year to be determined by your commanding officers.

"You can also muster out. Mustering out benefits include a one-time stipend of 100 Nyrond Nobles, tax-free. No other benefits are being given at this time."

Let the PCs decide what they'd like to do, and have them record their decision on their character sheet. For all of the PCs, the following option is now presented to them.

Now that you are leaving full militia service, there are certain things that you must decide. You are being offered the opportunity to become an official Licensed Adventurer of the Kingdom of Nyrond.

Benefits of being a licensed adventure are as follows:

- **Treasure tax reduction:** Only 1/5 of treasures recovered in the Kingdom will go to the Crown rather than the normal 50%. Treasure constitutes, but is not limited to, booty taken from monsters, out of dungeons, crypts, caves, sunken ships, and holes in the ground or wandering Brigands. This tax break does not refer to fees rendered for services.
- The ability to move freely throughout the Kingdom of Nyrond and take mercenary jobs from any freeman.
- The ability to move freely throughout the Kingdom of Nyrond bearing arms.
- The benefit of asking for justice in a Royal Court rather than local jurisdiction.

The Duties

- To provide for the safety and longevity of the kingdom of Nyrond.
- To uphold the laws of the Kingdom of Nyrond.
- To make an accurate accounting of the disposition of treasures retrieved to representatives of the Bailiff-General and pay the proper amount in taxes.
- To report to military officials any movements of the Kingdom of Nyrond's enemies.
- To report to the Bailiff-General any unusual occurrences the PCs discover while adventuring.
- To behave in a manner that is supportive and complimentary of the King of Nyrond.

If a PC agrees to register, a representative of the Bailiff-General signs them in and presents them with two items. The first is a waterproof pouch containing a small ledger for recording treasure inventory and to document tax payments. The second item is a personalized medallion that serves as proof of the PCs status as a licensed adventurer of the Kingdom of Nyrond.

It is not necessary for the PCs to become licensed adventurers; it is something that adds to their fame and prestige.

Conclusion 2: Crime and Punishment

If any PC foolish enough to tamper with the mail is actually caught doing so, they will have failed their mission. Captain Lingold will report the PCs directly to the sergeant, so when the PCs come to check in, they will be placed under arrest. If no particular PC or PCs are shown to have done the crime, the whole party will be held responsible until the guilty party is discovered through confession or magical means (assume that moderate level clerics will be brought in to do this service).

You insignificant sacks of crud! I send you on an important mission and you not only embarrass me, but also place the Captain in peril as a suspected spy. Not to mention that you jeopardized the integrity of the entire Royal Mail Service as well. YOU ARE NOT FIT TO BE SOLDIERS! You will now be turned over to the military police for trial and sentencing.

Tampering of the mail will include, but will not be limited to, any purposeful opening of the mail and breaking the seal of any letters. The return of a normal and confidential mail service is an important matter to the King for a couple of reasons. The King is paranoid of spies. It is important to the restoration of the Kingdom that nobles feel their privacy is respected. Another is the public relations benefit the King is trying to make by restoring pre-war services in the attempt to return to normalcy.

Since the PCs were on official duty with the militia, they will not be eligible for mustering out benefits, and they will be punished for their crimes. PC's will be stripped of all possessions. The punishment is six months hard labor in a work camp. They will be sent to Brackenmore to help clear out areas of the Gnatmarsh.

In game terms, the player character is out of play for 26 time units. After serving their sentences, they may try to become a Licensed Adventurer, but will have to show they deserve the privilege.

For any other crimes that may have occurred, please refer to the Nyronnd Judges Kit.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Four

Swearing to protect the mail	25 xp
Gaining information from the Long Haul crew	25 xp

Encounter Five

Gaining information about Swan Bore	25 xp
-------------------------------------	-------

Encounter Six

Defeating the thugs without killing them	100 xp
--	--------

OR

Defeating the thugs with some killed	25 xp
--------------------------------------	-------

Gaining information about Adrean's Landing	25 xp
--	-------

Encounter Seven

Gaining information about Arnford	25 xp
-----------------------------------	-------

Encounter Eight

Defeating the Dire Rats	100 xp
-------------------------	--------

Conclusion

Delivery of all mail to proper locations with no tampering discovered by the authorities	25 xp
--	-------

Total experience for objectives	375 xp
---------------------------------	--------

Discretionary roleplaying award	0-38 xp
---------------------------------	---------

Total possible experience	413 xp
----------------------------------	---------------

living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Conclusion

Active Reserve:

- 25 Nyronnd nobles (25 gp)
- Room and board in the military compound at 2 Nyronnd nobles (2 gp) per week.
- Monthly stipend of 5 Nyronnd nobles (5 gp)

OR Muster Out:

- 100 Nyronnd nobles (100 gp), tax free

Registered as a Licensed Adventurer

- Water proof pouch containing a small ledger (17 gp, 2 lb., leather and parchment, uncommon)
- Personalized medallion identifying the bearer as a licensed adventurer of the Kingdom of Nyronnd (15 gp, 1 lb., steel, uncommon)

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any

DM Aid #1

The Militia and Royal Mail Service

The Militia

The Militia of the Kingdom of Nyronnd is a military organization whose original function was to serve as levies and replacements for the army. The Militia has been in service for many years but has taken on a new function. After the Wars, King Lynwerd I decided that he must have the ability field a large number of troops relatively quickly to support his regular military units. He also decided that every able-bodied citizen should do several years of government service to help restore the Kingdom after the Wars. Hence he created a new mission of the Militia.

Structure-wise, the Militia is under the command of the General of the King's Militia, Nora Prime, who reports to The Royal General. It is treated as a separate entity from the Army and the Navy since it does have a different mission from the regular military. The role of the Militia is threefold; one, to provide support to the military, two, to help rebuild the infrastructure of the kingdom, and three, to provide the citizen's of the kingdom a basic level of martial training to assist the Kingdom in times of war. Regular Military officers and NCOs command the Militia. There are a number of Militia bases around the Kingdom, most in the larger cities and regional capitals. The Militia regiments are always under the King's rule, and not the Regional leaders, a fact some regional leaders are not at all happy with.

Much of what the Militia has done lately has been to help rebuild the infrastructure of the Kingdom, such as roads, bridges and fortifications. In some areas they have been used to do some military work such as bandit control, smuggling details and guard duties. All citizens and those desiring citizenship must

spend at least 2 years in the Militia. Persons are found assignments within the Militia according to their abilities and skills. Since the kingdom needs extensive rebuilding, no one is wasted. A place will be found for all of those who serve. Clerics may have extra duties with the Chaplains. Those with arcane skills will also have those put to good use. Of course, the militia always needs fighters.

The roll of the Militia has a favorable following with most of the powers that be in the Kingdom. The other military branches understand its value. All the leaders of the major religions of the Kingdom approve of the Militia's purpose and encourage their followers to support their Kingdom by doing their civic duty. Since serving in the Militia is a requirement of the Kingdom, those who evade service are subject to punishment as heavy as forfeiture of property or loss of citizenship.

Royal Mail Service

The Royal Mail Service historically has been an important part of the Kingdom due to the large geographic area Nyronnd controls. Almost every town, village and city had a Royal Postmaster (in smaller towns this person may also serve other roles as well). With the use of two major rivers and well-maintained roads, mail could be delivered fairly quickly from most any place in the kingdom. During the Wars, the Royal Mail Service was disrupted because both coin and manpower was thrown into the war effort. The Postmasters were not paid, and roads and Post Offices fell into disrepair. King Lynwerd is using the re-establishment of the Royal Mail Service as a great public relations tool to show that the kingdom is returning to normal. Funds have again been provided to pay for Postmasters and their offices. Routes have again been re-established. Many sections of roads have been rebuilt, thanks to the militia. The shortage of Mail Carriers has forced the king to look to the Militia and other sources to provide adequate manpower to deliver the mail.

Player Handout #1

- Wanted: Volunteers for long-term assignment with the River Patrol. Volunteers without family will be considered first.
- Wanted: Information leading to the capture of the King's Traitorous Brother, Prince Sewarndt. Rewards are based on the quality of the information.
- Notice: Serve your kingdom and make money too! Become a licensed adventurer. Details available at the Office of the Bailiff-General.
- Notice: Increased occurrences of banditry near the Gnatmarsh and Celadon borders. Road construction patrols in this area should be constantly on the watch for bandits.
- Wanted: Dead or alive. The former Baron of Woodwych, Bastrayne. The ex-baron is a short man with flaming red hair and noticeably pudgy fingers. Reward: 10,000 Nyronnd nobles.

Player Handout #2 (Items Available at the Quartermaster's Office)

Item	Cost		
Backpack (empty)	2 gp	Mirror, small, steel	10 gp
Barrel (empty)	2 gp	Mug/tankard, clay	2 cp
Basket (empty)	4 sp	Oil (1-pint flask)	1 sp
Bedroll	1 sp	Paper (sheet)	4 sp
Blanket, winter	5 sp	Parchment (sheet)	2 sp
Block and tackle	5 gp	Pick, miner's	3 gp
Bottle, wine, glass (empty)	2 gp	Pitcher, clay	2 cp
Bucket (empty)	5 sp	Piton	1 sp
Candle	1 cp	Pole, 10-foot	2 sp
Canvas (sq. yd)	1 sp	Pot, iron	5 sp
Case, map or scroll	1 gp	Pouch, belt	1 gp
Chain (10 ft.)	30 gp	Rations, trail (per day)	5 sp
Chalk, 1 piece	1 cp	Rope, hemp (50 ft.)	1 gp
Chest (empty)	2 gp	Rope, silk (50 f.)	10 gp
Crowbar	2 gp	Sack (empty)	1 sp
Fishhook	1 sp	Sealing wax	1 gp
Fishing net, 25 sq. ft.	4 gp	Sewing needle	5 sp
Flask	3 cp	Sledge	5 gp
Flint and steel	1 gp	Soap (per lb.)	5 sp
Grappling hook	1 gp	Spade or shovel	2 gp
Hammer	5 sp	Tent	10 gp
Ink (1 oz. vial)	8 gp	Torch	1 cp
Ink pen	1 sp	Vial, ink or potion (empty)	3 gp
Jug, clay	3 cp	Waterskin	1 gp
Ladder, 10-foot	5 cp	Whetstone	2 cp
Lamp, common	1 sp		
Lantern, bullseye	12 gp		
Lantern, hooded	7 gp		
Manacles	15 gp		

Player Handout #3

Mail Delivery Manifest

Swan Bore,	Deliver 5 bags of mail to Postmaster Peragrest Mumsmith
Adrean's Landing,	Deliver 3 bags of mail to Mayor Thodan Talinth
Arnford,	Deliver 5 bags of mail to Postmaster Meril Rugila