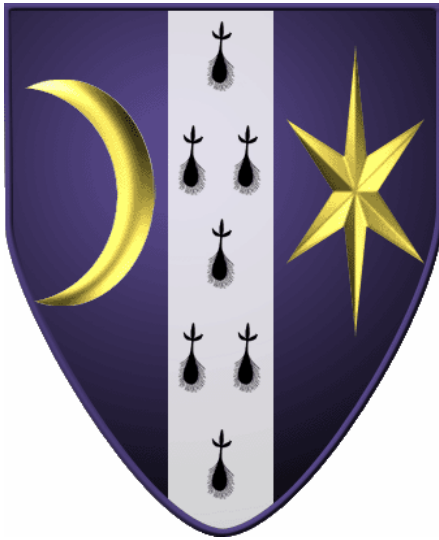


Prelatal Militia

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Description

The Prelatal Army serves as the backbone of martial defense from external threats. The Prelatal Army combats foreign armies, barbarian and humanoid raiders, and bandits. There are several branches within the Prelatal Army including scouts, cavalry, infantry, archers, engineers, and magic support. The structure and make up of the Prelatal Militia mirrors that of the regular services. Player Characters, who meet the minimum requirements, may join the Prelatal Militia as a recruit at first level after having played in a Theocracy of the Pale regional module. Player characters may never join the Prelatal Army.

The Prelatal Militia serves as a reserve of personnel for the Prelatal Army. In times of crisis, officers and enlisted personnel in the Prelatal Militia may be summoned to active duty to support or augment the Prelatal Army. Members of the Prelatal Militia are generally mobilized as separate units commanded by a regular Prelatal Army officer though on occasion they may be used to fill out regular army units. Emergencies in which members of the militia may be mobilized include declarations of war, natural disasters, incursions by especially well organized or numerous raiders or bandits, or special missions requiring unique skills not readily available in the Army.

Branches

While the Prelatal Army is divided into five branches the Prelatal Militia is divided into only four;

Infantry Corps

The Infantry Corps is easily the largest branch within the army. The infantry is almost entirely made up of heavy units. The Army's heavy infantry units are regularly equipped with pikes, light crossbows, and longswords. They typically wear plate armor into combat and carry a heavy shield. A few of the Prelatal Army's infantry are trained as light infantry units; these troops do not normally carry pikes and they wear chain mail while carrying light shields. They are typically deployed to take and keep strategic locations on the battlefield.

Archer Corps

The Archer Corps is a critical component to the efficacy of the army. They are armed with longbows and longswords and carry quivers filled with sixty arrows each. They typically wear scale mail armor and have bucklers for use if they are engaged in melee combat. They are typically deployed with the infantry as these two branches work in tight unison.

Cavalry Corps

The Cavalry Corps are almost exclusively trained as heavy cavalry. For the most part the Lances are heavy cavalry units. They are armed with heavy lances and bastard swords. They typically wear half-plate and carry heavy steel shields into battle. The Lances of some commands differ from this norm due to the terrain they expect to have to fight in. The Lancemen of the Sixth and Seventh Dawn Commands are also trained as light cavalry. The Lancemen of these two commands use light warhorses, instead of the more common heavy warhorses used by the rest of the Prelatal Army's Lances. In the Sixth Command, Lancemen have long since abandoned their lances, finding a sword is better in the heavy forest of the Phostwood; they are armored in chain mail and do not use shields. The lances of the Seventh Command use light lances instead of heavy lances and armor themselves in scale mail and use light shields. The cavalry are trained to provide a shock to opposing forces by charges into the central enemy positions or a superior advantage for Pale forces through quick flanking maneuvers.

Scout Corps

The Scouts are the eyes and ears of the army. They typically work in teams of three to five men instead of the standard march size. They are supplied with studded leather armor and light or one-

handed martial weapons. They specialize in information gathering, tracking, and reconnaissance. However, their primary task is to gather information with a secondary objective of not being seen. Due to the nature of the scouts' mission (spying, lying, and masquerading for example), they are frequently chaotic in nature. This can result in suspicion (though not disrespect) from the other branches of the Army. The Scout Corps has recently incorporated the Trailblazers, an organization for rangers, into its ranks. This has made them an even more formidable force.

Engineer Corps

The Prelatal Militia has no Engineer Corps.

Organization

The Organization of the Militia is also different from the Prelatal Army. Most notably there are no officers only enlisted and NCO's. In the event the Militia is called up all officer positions are filled by regular Army officers.

Infantry and Archer Corps organization

Description	Composition	Leader
March or Brace	10 men (0-1 medic*)	Corporal, Sergeant
Company (March, Brace, or Combined)	10 Marches or Braces, (100 men)	Lieutenant, Captain
Legion (March, Brace, or Combined)	10 Companies, (1000 men)	Major, Colonel

Cavalry Corps organization

Description	Composition	Leader
Lance	4 Men	Corporal, Sergeant
Post	5 Lances, (20 men)	Lieutenant, Captain
Banner	5 Posts, (100 men)	Major, Colonel

*Roughly 25% of marches and braces have a medic. This is a person who has some skill in first aid (i.e. Heal skill).

Scouts organization

The Scouts have no true organization as they are assigned task as the Army sees fit. They often work alone or in teams of two or three. The rank structure is identical to the Infantry.

Culture

The Prelatal Army is one of the best-disciplined, well-trained armies in all of the Flanaess. What it lacks in size, it makes up for in tactics, bravery and skill. The soldiers are trained to follow orders without hesitation. This behavior, so thoroughly drilled into them, enables them to be a highly effective fighting force.

Much like the Army the Militia members come from all backgrounds, ranging from poor farms to rich merchant families. However completely unlike the Army which consists of full time soldiers most Militia members make a living as adventures. Owing to the Militia's part-time status and less frequent work as a team (only two weeks each year), the Militia is not as well disciplined as the regular army. But thanks to the high level of fighting experience present in the Militia they are often as effective as the more disciplined Army.

Compensation

While in the Prelatal Militia, members of the volunteer force receive no pay unless they are called to active duty in the Prelatal Army. At such time they receive the same pay and benefits as are provided to regular Army forces. However Militia members do not receive free medical care for life or a monthly stipend as regular Army members do.

The Militia and other Organizations

Ultimately the Prelatal Militia is under the command of Celestial General Sloan Burgos just as the Prelatal Army is. Direct command of the Militia members however is by the regular Army Commander of the unit the member is assigned to. Aside from the militia the Pale Patrol and Pale City guards also fall under the auspices of the Prelatal Army. The Militia has no formal ties to either of these groups.

Accomplishments

The Prelatal Army has earned the fear and respect of all that might oppose it on the battlefield. Its soldiers have even demonstrated their fierce resolve against the likes of demons and giants. Their devotion to the Pale, their advanced training, and their skill at arms and tactics have allowed them to surpass in ability nearly every other military fighting force in the Flanaess.

Since the Prelatal Army's inception shortly after the Emancipation, it has never suffered defeat in any major battle or campaign. The Militia all understand that it is their duty to uphold the hard won reputation and history of the Army.

Challenges

Members of the Prelatal Militia have another challenge. When acting for the authorities of the Theocracy on foreign territory, a member of the Prelatal Militia may be captured by opposing forces. If a member of the Militia is caught without full uniform when acting in any capacity for the Theocracy, that person may be executed as a spy. This obviously represents a significant hazard for members of the Militia. Many such persons engaging in missions for the Pale do not wear or even carry their military uniforms to avoid being identified as Pale agents.

Player Characters as Prelatal Militia

Player characters may join the Prelatal Militia as Archers, Cavalry, Infantry, or Scouts. The characters are considered to be members of the Pale Militia. They are required to provide a minimum amount of time in initial and ongoing annual training. Players should remember that though their character may have a rank they have no more standing than any other citizen in the government and that they actually hold no rank in the Army unless on active duty.

Uniforms

Militia members may not wear their uniform unless they are on active duty. However each Militia member is given a tabard and a rank pin that they may wear while inactive.

The Prelatal Army uniform consists of the following:

- The tabard is a simple purple cloth bearing a small Theocracy of the Pale Coat of Arms on the right breast.
- The Militia rank pins resemble the Army ranks pins except they are all set upon a background field of purple;

Recruits get no rank pin

Marchman, Braceman, Lanceman, or Scout: Single silver crescent moon

Senior Marchman, Braceman, Lanceman, or Scout: Double silver crescent moon

Corporal: Single gold crescent moon

Sergeant: Double gold crescent moon

Rules of Conduct

- Must obey all orders issued by the Theocrat regardless of any standing orders.
- Must obey all lawful orders. Orders of an immediate supervisor take precedence.
- Must present himself to the outpost, garrison or barracks superior officer whose jurisdiction he may find himself in, except in situations where discretion is warranted.
- Must show respect for all members in good standing of the Prelatal Army regardless of grade or situation.

Transfers within the Militia

At any time where a member of the Prelatal Militia meets the minimum requirements for another branch of the militia, that person may “apply for a transfer” to that new branch of the militia and the transfer will be effective immediately (as noted on the next regional AR played by that PC). The transfer will occur at the current rank that the individual has achieved and all time spent toward advancement in the previous branch of service will count as service in the new branch.

Promotions

Promotions in each branch of the Militia occur immediately upon play in any Theocracy of the Pale regional module (as noted on the regional AR played by that PC) once the minimum requirements are met for promotion.

Recruit all Corps

Requirement

- Must recognize and respect Pholtus as the patron deity and protector of the Pale.
- The character must state at enlistment which corps they plan on joining and may only belong to one.
- Must be of a non-chaotic alignment, unless planning to join the Scout Corps.

Costs

- One time cost, 2 TUs for basic training
- Yearly cost, 2 TUs in service to the Pale

Benefits

- Access to the following mundane items-
Armor insulation (flask) (FB), crampons (FB), fur clothing (FB), portable hut (FB), ice axe (FB), skis and poles (FB), snow goggles (FB), snowshoes (FB), blunt arrow (RW), signal arrow (A&E), Armor Maintenance Kit (A&E)
- 10% discount on the following items-
Acid, Alchemist's fire, antitoxin, Everburning Torch, Holy Water, Sunrod, Thunderstone, Tindertwig, Bit and Bridle, Military Saddle, Pack Saddle, Saddlebags, Silver Arrows, Silver Bolts, Cold Iron Arrows, Cold Iron Bolts, Smokestick, Spyglass, Tanglefoot Bag
- Access to the following feat -
Distracting Attack (CW)
- Access to the following prestige class -
Tactical Soldier (CW)

Enlisted Braceman

Military Grades

- Braceman
- Senior Braceman, attained after 3 months as a Braceman, promotion must occur after playing a Pale regional adventure

Requirements

- BAB +5
- 3 months as a Recruit, promotion must occur after playing a Pale regional adventure
- Must have one of the following feats: Point Blank Shot, Weapon Focus in a type of Bow.

Costs

- Maintain all Cost and Requirements of a Recruit
- One Time Cost, 1 TU in service to the Pale and training
- Yearly Cost, 2 TUs in service to the Pale and training

Benefits

- Retain all benefits of Recruit
- +4 circumstance bonus to hide
- +4 circumstance bonus to move silently
- +2 circumstance bonus to profession (soldier)
- Access to the following mundane items-
 - Alchemist's arrow (A&E), flight arrow (A&E), thunder arrow (A&E), tumbling bolt (A&E), forester's cloak (A&E), quiver scabbard (A&E), razor ice powder (FB)
- 10% discount on the following items (all masterwork)-
 - Composite Longbow Strength (+1, +2, +3, or +4), Composite Short Bow Strength (+1, +2, +3, or +4)
- Free Standard Upkeep during Pale Regional Events

Enlisted Lanceman

Military Grades

- Lanceman,
- Senior Lanceman, 3 months as a Lanceman, promotion must occur after playing a Pale regional adventure

Requirements

- 3 months as a Recruit, promotion must occur after playing a Pale regional adventure
- Must have 4 ranks in ride
- Must have the Mounted combat feat
- BAB +5

Costs

- Maintain all Cost and Requirements of a Recruit
- One Time Cost, 1 TU
- Yearly Cost, 2 TUs in service to the Pale and training

Benefits

- Retain all benefits of Recruit
- +4 circumstance bonus to handle animal
- +4 circumstance bonus to ride
- +2 circumstance bonus to profession (soldier)
- Access to the following mundane items -
 - Flotation bags (A&E), great scimitar (A&E), heavy plate (RS), quick escape enhancement (A&E), riding straps (A&E), extreme steel shield (RS), extreme wooden shield (RS), gauntlet shield (RS), rider's shield (RS)
- 10% discount on the following items -
 - Masterwork Barding (all types), Feed, Masterwork Full Plate, Masterwork Heavy Steel Shield, Heavy Warhorse, Masterwork Heavy Wooden Shield, Masterwork Lance, Light Warhorse, Masterwork Longsword
- Free Standard Upkeep during Pale Regional Events

Enlisted Marchman

Military Grades

- Marchman
- Senior Marchman, 3 months as a Marchman, promotion must occur after playing a Pale regional adventure

Requirements

- 3 months as a Recruit, promotion must occur after playing a Pale regional adventure
- Must have one of the following feats: Combat Expertise, Dodge, Power Attack, or Weapon Focus any melee weapon
- BAB +5

Costs

- Maintain all Cost and Requirements of a Recruit
- One Time Cost, 1 TU
- Yearly Cost, 2 TUs in service to the Pale and training

Benefits

- Retain all benefits of Recruit
- +4 circumstance bonus to swim
- +4 circumstance bonus to climb
- +4 circumstance bonus to jump
- +2 circumstance bonus to profession (soldier)
- Access to the following Mundane items -
 - alchemist's arrow (A&E), bladed gauntlet (A&E), great crossbow (RS), fast-donning straps (RS), heavy plate (RS), quick escape enhancement (A&E), razor ice powder (FB), steel tower shield (RS)
- 10% discount on the following items (all masterwork)-
 - breastplate, chain shirt, flail, full plate, glaive, greatsword, heavy steel shield, heavy wooden shield, longsword
- Free Standard Upkeep during Pale Regional Events

Enlisted Scout

Military Grades

- Scout
- Senior Scout, 3 months as a Scout, promotion must occur after playing a Pale regional adventure

Requirements

- 3 months as a Recruit, promotion must occur after playing a Pale regional adventure
- Must either have the Track feat or be able to find a DC 25 trap (have the ability and the bonus on Search to do so).
- BAB +5

Costs

- Maintain all Cost and Requirements of a Recruit
- One Time Cost, 1 TU
- Yearly Cost, 2 TUs in service to the Pale and training

Benefits

- Retain all benefits of Recruit
- +4 circumstance bonus to survival
- +4 circumstance bonus to search
- Access to the following Mundane items-
 - Sun lenses, alchemist's arrow, flight arrow (A&E), thunder arrow (A&E), tumbling bolt (A&E), forester's cloak (A&E), quiver scabbard (A&E), razor ice powder (FB)
- 10% discount on the following items-
 - Masterwork Chain Shirt, Masterwork Composite Longbow, Masterwork Composite Short Bow, Masterwork Thieves' Tools, Thieves' Tools,
- Free Standard Upkeep during Pale Regional Events

NCO - Corporal all Corps

Requirements

- 6 months as a Senior Braceman, Lanceman, Marchman or Scout, promotion must occur after playing a Pale regional adventure
- BAB +7

Costs

- Maintain all Cost and Requirements of Enlisted
- Yearly cost, is 1 TU in service to the Pale and training

Benefits

- Retain all benefits of Enlisted
- +2 circumstance to bluff
- +4 circumstance bonus to gather information
- +4 circumstance bonus to sense motive
- Additional +1 circumstance bonus to profession (soldier) checks (or +3 total)

NCO - Sergeant all Corps

Requirements

- 6 months as a Corporal, promotion must occur after playing a Pale regional adventure
- BAB +9

Costs

- Maintain all Cost and Requirements of Corporal
- Yearly cost, is 1 TU in service to the Pale and training

Benefits

- Retain all benefits of Corporal
- Additional +2 circumstance bonus to bluff (+4 total)
- Additional +1 circumstance bonus to profession (soldier) checks (+4 total)
- Free Rich Upkeep during Pale Regional Events
- Special –

All Pale Militia Sergeants are given a 20 acre plot of land. The location of this land varies depending on what is available at the time of promotion. This land may be exchanged for a small residence or business in a Pale city if the Sergeant wishes.

Contact the Pale Triad for information on this.