



Thunderhead
Games

<http://www.thunderheadgames.com>

Hall of Healing

A Bluffside Web Enhancement for Characters of All Levels

Written by Becky Glenn

Interior Art: V. Shane

Hall of Healing

Key
TD13

Type of Establishment:
Temple

Description of Establishment: This large wood and stone construction is both expensive and well maintained. Staffed by clerics of Alurene, this place of mercy and compassion heals the injured and treats the diseased. While these services are not free, they are reasonable to the good, law-abiding folks of Bluffside. The church charges all good-aligned citizens of Bluffside 10% less than the price listed in Core Rulebook I for healing spells cast in the Hall of Healing. Neutral citizens or good-aligned travelers from outside Bluffside are charged the listed prices. Neutral travelers are charged 50% over the listed prices, and evil creatures are forbidden entry. Paladins in service to Alurene, and the Hall of Healing specifically, stand guard throughout the day to prevent evil from entering the premises.

Normal healing through herbs and bed rest is available freely for all comers, except those of evil alignment.

Owner:

Helene Narkiss, Female human
High Priest of Ctr14, hp 70.
Alurene.

Description of Owner: The high priest of Alurene in Bluffside, Merciful Helene Narkiss strongly believes in sharing the healing touch of Alurene with the deserving needy. She also fanatically believes that those who have strongly renounced the goodness of Alurene by following a path of evil should be shown the error of their ways by being denied healing.

In this she has the strong support of several other clerics and the paladins who guard the Hall of Healing. Her only real opposition, and something of an irritant as well, is Melanye, a wandering healer who goes about healing anyone who asks for it, for free!

Helene Narkiss is highly respected, both for her power and her dedication to the causes of good and law. She sets policy for the Hall of Healing, directed by her interpretations of Alurene's will. At this time there is no one in the church hierarchy with the will or backing to oppose her. She is a regular at the Golden Lantern (OC6), where she socializes with the other elite of Bluffside. Helene is 40 years old.

Helene Narkiss: Female human Ctr14; CR 14; Medium-size humanoid; HD 14d8+14; hp 70; Init +1 (+1 Dex); Spd 30 ft.; AC 19 (+1 Dex, +4 *bracers of armor*, +4 *ring of protection*; touch 15, flat-footed 18); Atk +11/+6 melee (1d8/x2, masterwork morningstar); SA Tum undead 9/day; AL LG; SV Fort +12, Ref +5, Will +17; Str 11, Dex 12, Con 13, Int 14, Wis 23, Cha 23 (Helene's statistics have been adjusted for her age).

Skills and Feats: Concentration +5, Diplomacy +16, Heal +11, Knowledge (Arcana) +7, Knowledge (Bluffside) +5, Knowledge (Nobility & Royalty) +7, Knowledge (Religion) +7, Listen +8, Profession (Herbalist) +10, Ride (horses) +6, Stry +7, Spellcraft +7; Brew Potion, Craft Rod, Craft Wondrous Item, Great Fortitude, Iron Will, Scribe Scroll.

Cleric Domains: Healing and Good

Cleric Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/4+1/2+1; DC 16 + spell level): 0-level—*create water* x2, *light* x4. 1st—

bless water x3, *cure light wounds**, *detect evil* x3, *protection from evil*. 2nd—*augury*, *calm emotions*, *cure moderate wounds**, *delay poison*, *lesser restoration* x2, *zone of truth* x2. 3rd—*create food & water*, *cure serious wounds**, *dispel magic*, *helping hand*, *remove blindness/deafness*, *remove curse*. 4th—*cure critical wounds**, *discern lies* x2, *divination*, *neutralize poison*, *restoration*. 5th—*commune*, *greater command*, *healing circle**, *mark of justice*, *raise dead*. 6th—*greater dispelling*, *heal**, *heroes' feast*, *word of recall*. 7th—*greater scrying*, *holy word*, *regenerate**.

*Domain spells

Possessions: +4 *bracers of armor*, +4 *cloak of charisma*, *pearl of power* (4th), +4 *periapt of wisdom*, +4 *ring of protection*, masterwork morningstar with hollow head to hold holy water, misc. coins.

List of Regulars

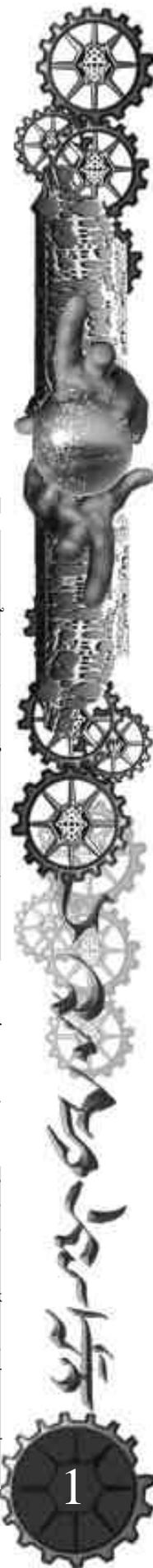
Healing Staff: At any given time there are half a dozen other clerics of Alurene present at the temple. There are also a dozen adepts and 20 healers and nurses. All have at least some skill in either Heal or Profession (Herbalist) and are under High Priest Narkiss' command.

Cleric of Alurene: Human Ctr1; CR 1; Medium-size humanoid; HD 1d8+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk -1 melee (1d8-1/x2, morningstar); SA Tum undead 5/day; AL LG; SV Fort +3, Ref +1, Will +4; Str 8, Dex 12, Con 13, Int 10, Wis 15, Cha 14.

Skills and Feats: Diplomacy +4, Heal +8, Knowledge (Religion) +2, Profession (Herbalist) +6; Scribe Scroll, Skill Focus (Heal).

Cleric Domains: Healing and Good

Cleric Spells Prepared (3/2+1; DC 12 + spell level): 0-level—*create water*, *detect poison*,





mending. 1st—*bless water, comprehend languages, cure light wounds*.*

*Domain spells

Possessions: ceremonial robes, morningstar, misc. coins.

Cleric of Alurene: Human Cl3; CR 3; Medium-size humanoid; HD 3d8+3; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 10); Atk +1 melee (1d8-1/x2, morningstar); SA Turn undead 5/day; AL LG; SV Fort +5, Ref +3, Will +6; Str 8, Dex 12, Con 13, Int 10, Wis 15, Cha 14.

Skills and Feats: Diplomacy +4, Heal +12, Knowledge (Religion) +5, Profession (Herbalist) +7; Brew Potion, Scribe Scroll, Skill Focus (Heal).

Cleric Domains: Healing and Good

Cleric Spells Prepared (4/3+1/2+1; DC 12 + spell level): 0-level—*create water* x2, *detect poison, mending*. 1st—*bless water* x2, *comprehend languages, cure light wounds*.*. 2nd—*cure moderate wounds**, *delay poison, lesser restoration*.

*Domain spells

Possessions: Ceremonial robes, +1 *cloak of resistance*, masterwork healer's kit, morningstar, *potion of cure light wounds, potion of cure moderate wounds*, misc. coins.

Cleric of Alurene: Human Cl5; CR 5; Medium-size humanoid; HD 5d8+5; hp 27; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 *ring of protection*); touch 12, flat-footed 15); Atk +3 melee (1d8-1/x2, masterwork morningstar); SA Turn undead 5/day; AL LG; SV Fort +6, Ref +3, Will +8; Str 8, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills and Feats: Diplomacy +5, Heal +15, Knowledge (Religion) +5, Profession (Herbalist) +8; Brew Potion, Scribe Scroll, Skill Focus (Heal).

Cleric Domains: Healing and Good

Cleric Spells Prepared (5/4+1/3+1/2+1; DC 13 + spell level): 0-level—*create water* x2, *detect poison, light, mending*. 1st—*bless water* x2, *command, comprehend languages, cure light wounds*.*. 2nd—*cure moderate wounds**, *delay poison, hold person, lesser restoration*. 3rd—*cure serious wounds**, *dispel magic, remove disease*.

*Domain spells

Possessions: Chain shirt, +1 *cloak of resistance*, masterwork healer's kit, masterwork morningstar, 3 *potions of cure light wounds, 2 potions of cure moderate wounds, +1 ring of protection*, misc. coins.

Adept: Human Adp1; CR 1/2; Medium-size humanoid; HD 1d6; hp 3; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4, 19-20/x2, dagger);

AL NG; SV Fort +0, Ref +0, Will +2; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 11.

Skills and Feats: Alchemy +6, Heal +6, Profession (Herbalist) +4; Skill Focus (Alchemy), Skill Focus (Heal).

Adept Spells Prepared (3/1; DC 10 + spell level): 0-level—*create water, cure minor wounds, purify food and drink*. 1st—*sleep*.

Possessions: Dagger, masterwork healer's kit, misc. coins.

Adept: Human Adp3; CR 2; Medium-size humanoid; HD 3d6; hp 10; Init +0; Spd 30 ft.; AC 11 (+1 *bracers of armor*, touch 10, flat-footed 10); Atk +2 melee (1d4, 19-20/x2, masterwork dagger); AL NG; SV Fort +1, Ref +1, Will +3; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 11.

Skills and Feats: Alchemy +8, Heal +10, Profession (Herbalist) +6; Brew Potion, Skill Focus (Alchemy), Skill Focus (Heal).

Adept Spells Prepared (3/2; DC 10 + spell level): 0-level—*create water, cure minor wounds, purify food and drink*. 1st—*cure light wounds, sleep*.

Possessions: +1 *bracers of armor*, masterwork dagger, masterwork healer's kit, 2 *potions of cure light wounds*, misc. coins.

Healer: Human Exp2; CR 1; Medium-size humanoid; HD 2d6; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL NG; SV Fort +0, Ref +0, Will +2; Str 10, Dex 11, Con 10, Int 11, Wis 11, Cha 10.

Skills and Feats: 35; Alchemy +5, Heal +9, Knowledge (Bluffs) +5, Knowledge (Nature) +5, Profession (Herbalist) +7, Profession (Apothecary) +5, Wilderness Lore +5; Skill Focus (Profession [Herbalist]), Skill Focus (Heal).

Possessions: Healer's kit, light crossbow, misc. coins.

Healer: Human Exp4; CR 3; Medium-size humanoid; HD 4d6; hp 14; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 masterwork leather armor; touch 11, flat-footed 12); Atk +5 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL NG; SV Fort +1, Ref +2, Will +4; Str 10, Dex 12, Con 10, Int 11, Wis 11, Cha 10.

Skills and Feats: Alchemy +9, Heal +11, Knowledge (Bluffs) +7, Knowledge (Nature) +7, Profession (Herbalist) +9, Profession (Apothecary) +7, Wilderness Lore +7; Skill Focus (Alchemy), Skill Focus (Profession [Herbalist]), Skill Focus (Heal).

Possessions: Masterwork healer's kit, masterwork leather armor, masterwork light

crossbow, *potion of vision, 3 potions of cure light wounds*, misc. coins.

Nurse: Human Com2; CR 1; Medium-size humanoid; HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6/x2, club); AL NG; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Profession (Herbalist) +5, Profession (Apothecary) +5, Spot +5; Skill Focus (Profession [Herbalist]), Skill Focus (Profession [Apothecary]).

Possessions: Healer's kit, club, misc. coins.

Guard: There are always two paladins of at least 4th level guarding the grand entry portal. In addition, High Priestess Narkiss has instituted a new position called the Orderly, which is basically a guard who keeps order within the temple. There are always a dozen orderlies on site at all times.

Alurene Temple Entry Guard: Human Pal4; CR 4; Medium-size humanoid; HD 4d10+4; hp 26; Init -1 (-1 Dex); Spd 20 ft.; AC 19 (-1 Dex, +8 full plate armor, +2 masterwork large steel shield; touch 9, flat-footed 19, armor check penalty -7); Atk +5 melee (1d8+3, 19-20/x2, masterwork longsword), or +4 ranged (1d8+2/x3, 110 ft., masterwork mighty [+2] composite longbow); SA Smite evil 1/day, turn undead 5/day; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease 1/week; AL LG; SV Fort +7, Ref +2, Will +4; Str 16, Dex 8, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Diplomacy +9, Knowledge (Bluffs) +7, Knowledge (Religion) +1, Listen +3, Spot +6; Alertness, Power Attack, Weapon Focus (longsword).

Paladin Spells Prepared (1; DC 11 + spell level): 1st—*bless weapon*.

Possessions: Full plate armor, masterwork large steel shield, masterwork longsword, masterwork mighty [+2] composite longbow, *potion of bull's strength, 2 potions of cure moderate wounds, potion of heroism*, misc. coins.

Orderly: Human War2; CR 1; Medium-size humanoid; HD 2d8; hp 9; Init +0; Spd 30 ft.; AC 11 (+2 leather armor; touch 10, flat-footed 12); Atk +2 melee (1d6/x2, club), or +3 melee (1d3S/x2, unarmed strike); AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +2, Handle Animal +1, Intimidate +5, Jump +5; Improved Unarmed Strike, Weapon Focus (Unarmed Strike).

Possessions: Club, leather armor, misc. coins.

Sir Bjarni S'Roth, Sword of the Cleansing Light: Sir Bjarni is closely affiliated with the Hall of Healing, seeing it as his sacred duty to protect these most compassionate healers. He is often found here, when not on his personal rounds. Sir S'Roth has a sacred duty to uphold the good and defend the weak within Bluffside. In a town where the greatest concerns are trade with outside regions, fighting off the humanoid scum, digging up buried treasure and defiling ancient tombs, someone must think of those unable to defend themselves. Sir S'Roth has a very strong sense of chivalry and the right and wrong of things. If he sees any instance of injustice, anyone in need of defense, he immediately takes up the gauntlet. He observes all the forms and is familiar with the local laws of Bluffside, and cooperates with the city guard completely.

Sir Bjarni S'Roth: Male human Pal8; CR 8; Medium-size humanoid; HD 8d10+24; hp 68; Init +2 (+2 Dex); Spd 20 ft.; AC 25 (+2 Dex, +8 *mithril half-plate*, +3 *large steel shield*, +2 *ring of protection*); touch 14, flat-footed 23, armor check penalty -5; Atk +14/+9 melee (1d10+5, 19-20/x2, +2 *bastard sword*), or +12/+7 ranged (1d10, 19-20/x2, 120 ft., masterwork heavy crossbow); SA Smite evil 1/day, turn undead 6/day; SQ Aura of courage, detect evil, divine grace, divine health, lay on hands, remove disease 2/week; AL LG; SV Fort +12, Ref +7, Will +8; Str 16, Dex 14, Con 16, Int 14, Wis 17, Cha 17.

Skills and Feats: Concentration +8, Diplomacy +11, Handle Animal +8, Heal +8, Knowledge (Bluffside) +4, Knowledge (Nobility & Royalty) +4, Knowledge (Religion) +10, Ride (horses) +13, Spot +6; Exotic Weapon Proficiency (bastard sword), Mounted Combat, Ride-by Attack, Weapon Focus (bastard sword).

Paladin Spells Prepared (2/1; DC 13 + spell level): 1st—*bless weapon*, *divine favor*. 2nd—*shield other*.

Possessions: +2 *bastard sword*, *horseshoes of speed*, +1 *large steel shield*, masterwork heavy crossbow, +1 *mithril half-plate*, 2 *potions of bull's strength*, *potions of cure moderate wounds*, *potions of heroism*, +2 *ring of protection*, misc. coins.

Special Mount: **Rostilar:** Male heavy war horse; Large animal; HD 6d8+18; hp 45; Spd 100 ft.; Init +1 (+1 Dex); AC 20 (-1 size, +1 Dex, +6 natural; touch 10, flat-footed 19); Atk +7 melee (d6+5/x2, 2 hooves), +2 melee (d4+2/x2, bite); SQ Empathic link, improved evasion, scent,

share saving throws, share spells; AL LG; SV Fort +7, Ref +5, Will +2; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6; Listen +7, Spot +7.

Melanyie Harte: Melanyie is a common sight in Bluffside. Dressed in homespun, still she stands out from the crowd. Shining white hair and dark brown skin, bright green eyes and delicate elven features make Melanyie a center of attention wherever she goes. A wandering healer, Melanyie never asks if a person is good or evil or whether they have committed crimes of any kind. All she cares is that the person needs her help, and she gives it freely. Melanyie never charges people for her healing, whether she uses her divine gifts or tends them in their sickbed with nothing but herbs. She is criticized harshly by the High Priest of Alurene in Bluffside, the Merciful Helene Narkiss, which she accepts with humility and repentance. But she goes on healing people as she sees fit.

Melanyie is often the target of unscrupulous or desperate persons who abduct her to keep her healing just for them. If a week goes by without her being abducted and rescued, it is remarkable. When she can be found wandering within Bluffside, the chances of her having any healing available are low. Her prayer time is commonly known—high noon—and people will gather about her wherever she happens to be at the time and clamor for her attention. Any party finding Melanyie has a chance at free healing.

Melanyie's Available Healing

d%	Healing Available
01–50	Spent for the day. Try again tomorrow.
51–75	A few first level spells & orisons.
76–85	Bonus spells from the <i>amulet of healing</i> .
86–95	A few mid-level spells as well.
96–99	A potion or two also available.
00	Melanyie is at full capacity and has all her spells available.

Melanyie's Sorrowful Secret: Melanyie was once a free-spirited creature living in the vast forests north and east of Bluffside, beyond the mountains. Melanyie was a unicorn, naturally blessed by the goddess with her healing powers. But Melanyie was seen and envied by Gblork, the hateful chief shaman of the massive goblin tribe,

the Shattered Teeth. Seeking to enslave the unicorn, freeing her only to use her healing powers at his command, the shaman devised a diabolical plan to trap Melanyie. Once she was captured, he broke off her horn and changed her form to one more easily bound and intimidated—a half-elf. But the Healer heard the prayers for help from one of her favored children, and a raiding party of adventurers followed a rumor of treasure to the Shattered Teeth encampment.

There is far more of the story to tell, but eventually, Melanyie ended up finding her place in the Gardens of Bluffside, wandering out only to bring the Healer's touch to those in need. The Healer has never lost touch with her favored daughter, and has granted her the special ability to draw forth her lost powers (from the unicorn horn) from the *amulet of healing* that was her gift. Only Melanyie can get these extra powers from the *amulet*. For all others, it functions as per its description.

Because of her suffering, Melanyie has a special empathy for anyone in need. Rather than become embittered by her experience, she has chosen a path of understanding and compassion. When warlords take her captive to make use of her skills, Melanyie ignores the situation and simply goes about and heals the wounded. Eventually, someone comes to the rescue and she can return to healing the needy of Bluffside.

Melanyie is also a regular at the Gardens (OC9)

Melanyie Harte: Female unicorn (*polymorphed* into half-elf) Sor6; CR 9; Medium-size magical beast; HD 4d10+6d4; hp 37; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 *ring of protection*); touch 12, flat-footed 11; Atk +9/+4 melee (1d6/x2, quarterstaff); SQ +3 competence bonus to Wilderness Lore in Garden and home forest, immune to all poisons, charm and hold spells or abilities, low-light vision, spell-like abilities; AL CG; SV Fort +7, Ref +7, Will +12; Str 10, Dex 12, Con 10, Int 10, Wis 21, Cha 24.

Languages: Common, Sylvan.

Skills and Feats: Animal Empathy +11, Concentration +1, Heal +10, Listen +11, Move Silently +6, Profession (Herbalist) +10, Spot +11, Wilderness Lore +9; Alertness, Brew Potion, Scribe Scroll, Skill Focus (Heal).

Sorcerer Spells Known (6/8/7/5; DC 17 + spell level): 0-level—*dancing lights*, *detect poison*, *light*, *mage hand*, *mending*, *prestidigitation*,





resistance. 1st—*charm person, obscuring mist, protection from evil, unseen servant*. 2nd—*continual flame, see invisibility*. 3rd—*tongues*

Spell-like Abilities (Sp): *Detect evil* at will as free action; *teleport without error* 1/day anywhere within Gardens; *cure light wounds* 3/day, *cure moderate wounds* 1/day as 5th level druid with a touch from the *amulet of healing*; *neutralize poison* 1/day as 8th level druid with a touch from the *amulet of healing*

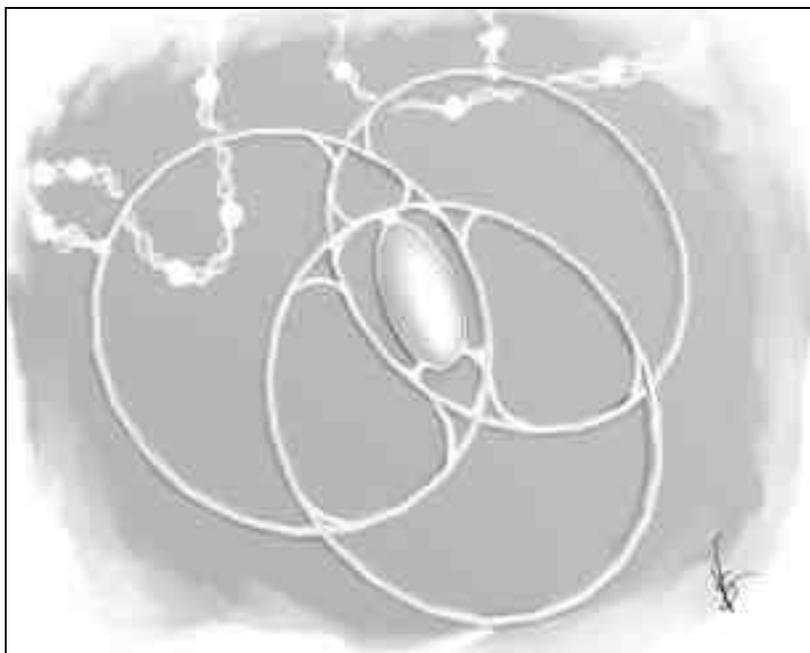
Possessions: *amulet of healing*, +1 *ring of protection*, *ring of warmth*, +1 *cloak of resistance*, *pearl of power* (1st), *everburning torch*, 6 *potions of cure light wounds*, 2 *potions of cure moderate wounds*, 2 *potions of lesser restoration*, quarterstaff.

Hooks

- The Hall of Healing is the best place in Bluffside to go for magical or mundane healing. Magic is reasonably priced and mundane healing can be free for the right people.
- Melanyie is always going missing. Sooner or later, an adventuring party that has done enough to earn a reputation will be called in to rescue her.

Amulet of Healing

This minor artifact is a gift from the Healer (Goddess), given only to those who most fervently spread her healing touch in the world. The amulet has the ability to allow any spellcaster—divine or arcane—to spontaneously cast (as the cleric ability) any spell into an equivalent-level healing spell. The amulet grants the wearer the Healing Domain granted power. If the wearer already has this domain he gains an addi-



tional +1 to his effective caster level whenever casting Healing spells. Also, Healing spells cast by the wearer have no maximum limit on healing done (i.e., *cure light wounds* cast by a 7th level wielder will do d8+8 hp healing—or d8+9 if he already had the Healing domain—rather than the normal d8+5). Lastly, the amulet allows the owner to cast one healing spell per day as though under the effect of the Maximize metamagic feat. This does not require the use of a higher-level spell slot.

The amulet, being a divine gift from the Healer, will not permit itself to fall into the hands of evil. Any evil character that handles the amulet or anyone that attempts by force or trickery to take the amulet gains

two negative levels and takes 3d8 points of damage. These negative levels cannot be removed so long as the creature bears the amulet, and are immediately lost when he drops the amulet. Anyone that touches the amulet that ever harmed or attempted to harm the amulet's owner gains two negative levels, which do not go away when the offender drops the amulet. In addition, the offender is marked with a brand upon his forehead in the shape of the Healer's holy symbol. Until he atones, this brand will remain and he may not be healed by magical means.

Caster Level: 18th, **Prerequisites:** Healing Domain, **Market Price:** 90,000 gp.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game

Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that

you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

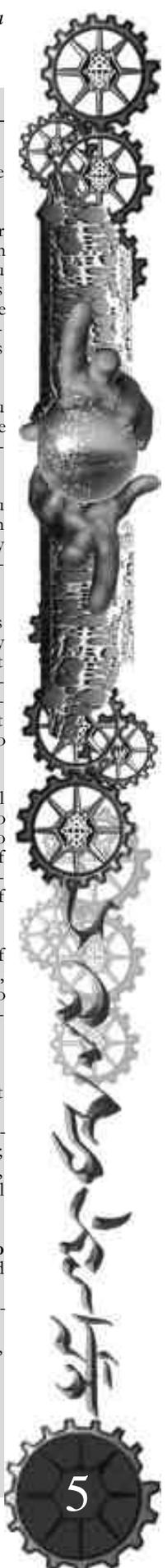
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Interludes: Brief Expeditions to Bluffsides Copyright 2001, Thunderhead Games, Inc.

Bluffsides: City on the Edge Copyright 2002, Thunderhead Games, Inc.

Hall of Healing Copyright 2002, Thunderhead Games, Inc.



Open Gaming Content

Certain portions of this document are Open Game Content (OGC) as defined in the Open Game License and may be reproduced according to its terms. The complete text of the Open Game License can be found at the end of this document.

All Open Game Content is contained within shaded boxes:

Example of OGC material.

Content not contained within a shaded box is not Open Game Content and may not be reproduced in whole or in part.

Artwork is not Open Game Content. If content contained within a shaded box is Product Identity (PI), it will be identified by being bolded.

Walnd: male human Ftr15; hp 169.

In this example, everything with the exception of the NPC's name,

Walnd, is OGC. The name Walnd is PI.

“d20 System” and the “d20 System” logo are Trademarks owned by Wizards of the Coast and are used according to

the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com/d20

Bluffside Online

The Bluffside Netbook is finally here, with over 20 fan-generated POIs. Bluffside is growing every day, and here you can submit your own locations to be placed on the city maps. Visit the Bluffside Netbook at <http://www.thunder-shot.net/bluffside/netbook.htm>.

