



Thunderhead
Games

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MERCENARIES OF BLUFFSIDE BLUFFSIDE WEB ENHANCEMENT

Bluffside plays host to a large number of mercenary companies, all vying for lucrative contracts protecting fat merchants and their caravans from the depredations of local bandits. Well, perhaps not all of them. Mercenaries have only one thing in common: they all want to be paid to fight. As for the rest of it, each company has different ways about them. Some are strict and disciplined and keep their soldiers in line, while others rampage across the surrounding countryside, looting and burning as they go. Most mercenary companies will stick to the contract, which normally includes a clause for surrendering in the face of overwhelming odds. There are a few, however, who will switch sides for a chest of gold, all previous contracts forgotten. Such occurrences are rare, as word gets around and no one would hire such a company.

Why even take the risk? Why not just stick with a militia and conscripted armies? Mercenaries train or fight all year. They are good, or they don't last for long. They know advanced tactics and always take advantage of flanking, higher ground, special attacks and whatever else they can. Militia, while dedicated because they are defending their land, only train a small part out of the year, and only fight when necessary. They

know enough to move carefully so they won't provoke attacks of opportunity. They may have training in one martial weapon. Conscripts are cannon fodder and, while numerous, can be easily intimidated into fleeing the battlefield. Often enough, they have had only the simplest training and cannot make effective maneuvers. In their ignorance, they provoke attacks of opportunity and do not take conscious advantage of things like flanking or higher ground.

Every Mercenary Company has a standard — a flag by which they are known and by which they know each other. Standards are used to signal large movements, keep the troops focused, and identify the company. Companies with poor reputations may disguise their true identity by flying another's colors, but this is a risky venture as the insulted company will seek vengeance.

This web enhancement for **Bluffside: City on the Edge** features four mercenary companies: Armadillo Company, the Cat Squad, Henley's Raiders and the Black Troop. Each has a reputation well-known to the others. They have a truce of sorts while within the environs of Bluffside, imposed by the authorities of the city to keep order in the land. The last mercenary company to violate the truce, Kallon's Blues, was ban-

ished from the valley and all its members forbidden from returning, ever. This banishment was enforced by the other four companies, as ordered and paid for by the Council.

War Games

Every year, after the harvest is in, the fields outside of Bluffside play host to a week-long tournament of martial games. Every mercenary company headquartered in Bluffside, and a few from outside the valley as well, comes to compete on the field of honor, pitting their martial skills against each other for the thrill of victory and the pleasure of the crowd. Since this is also a prime time for invading armies to try their hands at taking plump, fully-loaded targets, the Council encourages the local mercenaries to have full complements on hand throughout the festival.

Armadillo Company has won three out of the last six tournaments. The other three were each won by a different competitor. In all, Armadillo Company has won nine tournaments, and looks to cap with ten this year.

Mercenary Companies of Bluffside

The following four mercenary companies have strongholds in the fields outside of Bluffside proper.



Armadillo Keep

Key
F2

Type of Establishment:
Mercenary Headquarters

Description of Establishment: This small, fortified building is home to a successful mercenary company under the banner of the Armadillo. The keep has a small, well-kept moat surrounding the perimeter, and there are guards at the gate and drawbridge at all times. The drawbridge is never left open, and visitors must hail the guardhouse to gain entrance. Visitors must leave all weapons in the guardhouse and submit to inspection by a spellcaster (either cleric or paladin) for magic. Known for their successful defenses of several locations, Armadillo Company fights under the command of Garrick Luthorson.

Armadillo Company is a tightly-disciplined squad of trained fighting men. Prospective employers should contact Luthorson by messenger and arrange for an appointment before approaching the keep. Casual visitors are kept waiting in the guardhouse, at the mercy of whatever officer is in charge. Commander Luthorson is a busy man and cannot often make time in his schedule for unannounced visitors.

Male human
Ftr8/Mer4, hp 90.

Owner: Garrick Luthorson.

Description of Owner: Garrick Luthorson is a large, brawny warrior known for his strong sense of honor and personal courage. He is also a very skilled warrior, the equal of any on the field, and is known to lead his company fearlessly into battle, heading any charge. He attracts followers effortlessly to his banner, and keeps a standing force of at least 200 warriors, in addition to his personal followers. He can be hired for any honorable cause, and will fulfill any contract to its full spirit.

Garrick is a regular at Dine Divine (TD1) and Heavy Metals (M4).

Garrick Luthorson: Male human Ftr8/Mer4; CR 12; Medium-size humanoid; HD 12d10+24; hp 90; Init +4 (Improved Initiative); Spd 20 ft.; AC 23 (+11 *full plate*, +2 *small steel shield*; touch 10, flat-footed 23; armor check penalty -6); Atk +17/+12/+7 melee (d8+4, 19-20/x2, +1 *demonbane (evil outsiders) longsword*) or +17 melee (d8+6, 19-20/x3, +1 *keen heavy lance*) or +13/+8/+3 ranged (d8+2/x3, 110 ft., masterwork composite mighty [+2] longbow); SA Battle tactics; SQ +2 leadership score; AL LN; SV Fort +13, Ref +4, Will +5; Str 16, Dex 10, Con 14, Int 11, Wis 8, Cha 14.

Languages: Common.

Battle tactics (Ex): 1/day for 2 rounds loan one of feats to followers.

Skills and Feats: Climb +4, Craft (armorsmithing) +5, Craft (weaponsmithing) +5, Diplomacy +4, Handle Animal +10, Knowledge (architecture & engineering) +2, Listen +1, Ride (horses) +12, Sense Motive +1, Spot +0; Weapon Focus (heavy lance), Weapon Specialization (heavy lance), Leadership, Team Fighting, Mounted Combat, Trample, Ride-by Attack, Spirited Charge, Improved Initiative, Iron Will, Combat Reflexes, Weapon Focus (longsword).

Possessions: +2 *amulet of health*, +1 *cloak of resistance*, +1 *demonbane (evil outsiders) longsword*, +3 *full plate*, +1 *keen heavy lance*, masterwork composite mighty [+2] longbow, +1 *moderate fortification small steel shield*, 20 +1 *arrows*, heavy warhorse.

Cohort: Garrick and Armadillo Company once helped repel a goblinoid invasion from dwarven lands, showing great courage and intelligence in the process. As a result, the dwarven king instructed one of his high guards to send his promising young son to serve at Gar-

rick's side. Brok Goldenaxe is that son, and a curious addition to Garrick's retinue.

Brok is a regular at the Quarry (MD6).

Brok Goldenaxe: Male dwarf Ftr11; CR 11; Medium-size humanoid (dwarf); HD 11d10+22; hp 82; Init +4 (+2 Dex, Improved Initiative); Spd 15 ft.; AC 21 (+2 Dex, +9 *full plate armor*; touch 12, flat-footed 19, armor check penalty -5); Atk +15/+10/+5 melee (d10+7, 18-20/x3, +1 *keen greataxe*); SQ Dwarven traits; AL LG; SV Fort +9, Ref +5, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 8.

Languages: Common, dwarven.

Dwarven traits (Ex): Darkvision 60 ft., stonemasonry, +2 save vs poison, spells and spell-like effects, +4 dodge bonus vs giants, +1 attack vs orcs and goblinoids, racial skill bonuses.

Skills & Feats: Climb +7, Craft (armorsmithing) +8, Handle Animal +4, Jump +7, Ride (horses) +7; Cleave, Combat Reflexes, Great Cleave, Improved Critical (greataxe), Improved Initiative, Power Attack, Quick Draw, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 *full plate armor*, +1 *keen greataxe*, warpony, misc. coins.

Garrick Luthorson's Followers

Warriors (28): Male human War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0 (+0 Dex); Spd 30 ft.; AC 15 (+3 studded leather armor, +2 large metal shield; touch 10, flat-footed 15, armor check penalty -3); Atk +2 melee (1d8, 19-20/x2, longsword), or +1 melee (1d8, 19-20/x3, heavy lance); AL LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride

(horses) +4; Mounted Combat, Weapon Focus (longsword).

Possessions: Studded leather armor, heavy lance, longsword, large steel shield, misc. coins.

Warriors (2): Male human War2; CR 1; Medium-size humanoid; HD 2d8; hp 9; Init +0 (+0 Dex); Spd 30 ft.; AC 15 (+3 masterwork studded leather armor, +2 masterwork large metal shield; touch 10, flat-footed 15, armor check penalty -1); Atk +3 melee (1d8, 19-20/x2, longsword), or +3 melee (1d8, 19-20/x3, masterwork heavy lance); AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +5, Intimidate +4, Ride (horses) +7; Mounted Combat, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork heavy lance, longsword, masterwork large steel shield, misc. coins.

Warrior (1): Male human War4; CR 3; Medium-size humanoid; HD 4d8; hp 18; Init +0 (+0 Dex); Spd 30 ft.; AC 17 (+5 masterwork chainmail, +2 masterwork large metal shield; touch 10, flat-footed 17, armor check penalty -5); Atk +7 melee (1d8+1, 19-20/x2, masterwork longsword), or +7 melee (1d8+2, 19-20/x3, +1 heavy lance); AL LN; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +5, Intimidate +6, Ride (horses) +9; Mounted Combat, Weapon Focus (lance), Weapon Focus (longsword).

Possessions: Masterwork chainmail armor, +1 heavy lance, masterwork longsword, *potion of cure moderate wounds*, *potion of bull's strength*, masterwork large steel shield, misc. coins.

Experts (2): Male human Exp1; CR 1/2; Medium-size humanoid; HD 1d6; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2

leather armor; touch 10, flat-footed 12); Atk +0 melee (1d8/x2, morningstar), or +0 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL LN; SV Fort +0, Ref +0, Will +2; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Craft (blacksmith) +4, Craft (weapons) +6, Craft (armor) +4, Handle Animal +4, Craft (woodwork) +4, Knowledge (nature) +4; Skill Focus (Craft [weapons], Toughness).

Possessions: Masterwork craft tools, morningstar, light crossbow, 20 bolts, misc. coins.

Expert (1): Male human Exp2; CR 1; Medium-size humanoid; HD 2d6; hp 10; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +1 melee (1d8/x2, morningstar), or +1 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL LN; SV Fort +0, Ref +0, Will +3; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Alchemy +7, Craft (weapons) +5, Craft (armor) +5, Craft (woodwork) +5, Knowledge (architecture & engineering) +5, Profession (Siege Engineer) +5; Skill Focus (Alchemy), Toughness.

Possessions: Masterwork Alchemy Kit, Masterwork craft tools, morningstar, light crossbow, 20 bolts, misc. coins.

Expert (1): Male human Exp3; CR 2; Medium-size humanoid; HD 3d6; hp 13; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +2 melee (1d8/x2, morningstar), or +3 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL LN; SV Fort +2, Ref +2, Will +4; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Alchemy +6, Craft (weapons) +6, Craft (armor) +6, Craft (woodwork) +6, Knowledge (architecture & engineering) +6, Profession

(Siege Engineer) +6; Skill Focus (Knowledge (architecture & engineering), Skill Focus (Profession [siege engineer])), Toughness.

Possessions: Masterwork alchemy kit, +1 cloak of resistance, masterwork craft tools, morningstar, masterwork light crossbow, *potion of cure light wounds*, 20 bolts, misc. coins.

Lieutenant: Sir Balthazar Hadrid is a paladin in the service of the Cleansing Light. He has received special dispensation from his church to take training from Garrick Luthorson in the art of war. He leads a small elite force within Armadillo Company; all his personal followers.

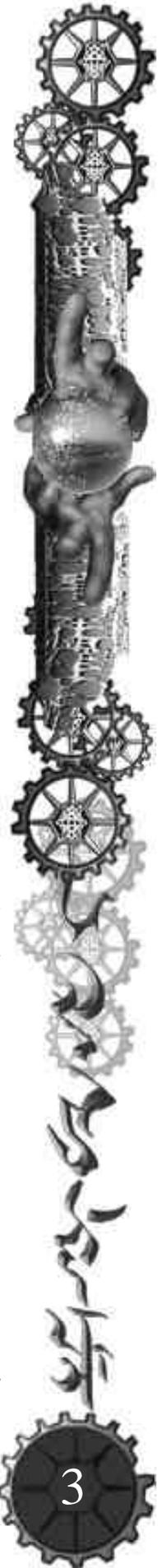
Sir Balthazar is a regular at the Castle of Purification (TD4).

Sir Balthazar Hadrid: Male human Ftr4/Pal2/Mer2; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 60; Init +1 (+1 Dex); Spd 20 ft.; AC 20 (+1 Dex, +8 plate armor, +1 small steel shield; touch 11, flat-footed 19; armor check penalty -7); Atk +14/+15/+10 melee (d8+7/x2, masterwork heavy lance) or +15/+10 melee (d8+5, 19-20/x2, masterwork longsword) or +10/+5 ranged (d8+4/x3, 110 ft., +1 mighty (+3) composite longbow); SA Smite evil 1/day; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage; AL LG; SV Fort +15, Ref +5, Will +5; Str 20, Dex 13, Con 14, Int 13, Wis 12, Cha 17.

Languages: Common.

Skills and Feats: Concentration +7, Craft (blacksmithing) +6, Diplomacy +8, Handle Animal +10, Heal +5, Knowledge (religion) +9, Ride (horses) +13; Weapon Focus (heavy lance), Weapon Specialization (heavy lance), Team Fighting, Leadership, Weapon Focus (longsword).

Possessions: +1 composite mighty [+3] longbow, full plate armor, masterwork heavy lance, masterwork longsword, small steel shield, 4 *potions of cure light*





wounds, *potion of cure moderate wounds*, 2 *potions of fly*, *potion of haste*, *potion of heroism*, misc. coins.

Cohort: Galen has a mission in life: he must guide Sir Balthazar Hadrid around the traps & pitfalls that line the path of a true hero. Sir Balthazar is too trusting, too sincere, too good, and maybe a little too ... stiff. Galen will help him find the fun.

Galen is a regular at the Rooftop Inn (OC7).

Galen: Male human Pal7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 52; Init -1 (-1 Dex); Spd 20 ft.; AC 20 (-1 Dex, +9 *plate armor*, +2 masterwork large steel shield; touch 9, flat-footed 20; armor check penalty -6); Atk +11/+6 melee (d8+3/x2, masterwork heavy lance) or +11/+6 melee (d8+4, 19-20/x2, +1 *longsword*) or +6/+1 ranged (d8+3/x3, 110 ft., masterwork mighty [+3] composite longbow); SA Smite evil 1/day, turn undead; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease 2/week; AL LG; SV Fort +9, Ref +3, Will +5; Str 16, Dex 8, Con 14, Int 10, Wis 12, Cha 14.

Languages: Common.

Skills and Feats: Diplomacy +7, Handle Animal +7, Heal +6, Knowledge (religion) +5, Ride (horses) +11; Mounted Combat, Ride-by Attack, Weapon Focus (heavy lance), Weapon Focus (longsword).

Possessions: +1 *full plate armor*, +1 *longsword*, masterwork heavy lance, masterwork large steel shield, masterwork mighty [+3] composite longbow, 4 *potions of cure light wounds*, *potion of cure moderate wounds*, *potion of heroism*, misc. coins.

Paladin Spells Prepared (2, DC 11 + spell level): 1st—*bless weapon*, *endure elements*.

Special Mount: Lucero (heavy war horse); Large magical beast; HD 6d8+18; hp 45; Init +1 (+1 Dex); Spd 50 ft.; AC 14

(+1 Dex, -1 size, +4 natural; touch 10, flat-footed 13); Atk +7 melee (1d6+4/x2, 2 hooves), +2 melee (1d4+2/x2, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SQ Empathic link, improved evasion, scent, share saving throws, share spells; AL N; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +8, Spot +8.

Sir Balthazar's Followers

Warriors (6): Male human War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +2 melee (1d8, 19-20/x2, longsword), or +1 ranged (1d8/x3, 100 ft., longbow); AL CG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4; Point Blank Shot, Weapon Focus (longsword).

Possessions: Leather armor, longbow, longsword, 10 masterwork arrows, 20 arrows, misc. coins.

List of Regulars:

Father Russell is the leader of the clerics who tend the wounded of Armadillo Company. While not combatants, Father Russell's clerics will defend themselves if necessary. When not out on field duty, Father Russell tends whoever is sick or injured at the keep, but spends most of his time at a nearby hospital aiding the poor. He discovered at an early age a desire to help others, but was steered towards fighting by his demanding father. He was not up to the physical demands of a warrior's life and so inevitably disappointed his family. He was advised by his trainers to seek other ways to serve the Cleansing Light, and so joined the priesthood. Father Russell is a humble, pious man who seeks to

serve in any way he can. He accepts his failure in not living up to his father's, or indeed the Purifier's, ideals. He recognizes that this makes him inferior to the strong, brave warriors around him, but gains a small satisfaction in being able to lend support, through the will of the Cleansing Light, to those with the divine ability to fight.

Father Russell: Male human Clr8; CR 8; Medium-size humanoid; HD 8d8-8; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 *bracers of armor*, +1 *ring of protection*; touch 13, flat-footed 13); Atk +6/+1 melee (1d6/x2, quarterstaff) or +8/+3 ranged (1d4/x2, 50 ft., sling); AL NG; SV Fort +5 Ref +6 Will +9; Str 10, Dex 14, Con 8, Int 13, Wis 17, Cha 12.

Languages: Common, orc.

Skills and Feats: Concentration +6, Heal +20*, Knowledge (Religion) +12, Profession (Herbalism) +10, Spellcraft +8; Brew *Potion*, Lightning Reflexes, Skill Focus (Heal), Toughness. *Heal skill checks gain a +2 bonus from masterwork healer's kit.

Possessions: +2 *bracers of armor*, *Heward's handy haversack*, masterwork healer's kit, *pearl of power* (2nd), 2 *potions of bull's strength*, 4 *potions of cure light wounds*, 4 *potions of cure moderate wounds*, 2 *potions of endurance*, +1 *ring of protection*, misc. coins.

Cleric Domains: Good and Protection

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1, DC 13 + spell level): 0—*create water*, *detect poison*, *light*, *mending* x2, *purify food & drink*. 1st—*bane*, *bless*, *deathwatch*, *magic weapon*, *sanctuary**, *shield of faith*. 2nd—*aid**, *delay poison*, *lesser restoration*, *remove paralysis*, *spiritual weapon*. 3rd—*create food & water*, *daylight*, *dispel magic*, *prayer*, *protection from elements**. 4th—*greater magic weapon*, *spell immunity**, *status*. *Domain spells.

Hooks:

- Armadillo Company is hired for caravan guard duty, garrisoning outposts and policing villages. An adventuring party could encounter this group everywhere they go.
- Any PC showing up well in individual contests at the War Games may draw the attention of Garrick as a possible new recruit.

Cat House

Key
F3

Type of Establishment:
Mercenary Headquarters

Description of Establishment: This large, well-built boarding house is the headquarters of the mercenary company known as the Cat Squad. The building has three stories, with a walled exercise/training yard and an attached stable. They have an onsite blacksmith and various other support functions. Any strangers entering the building or yard will be noticed almost immediately and asked their business. While the Cat Squad are not hostile, they are curious and do not hesitate to ask personal questions. Finding the Cat herself is a matter of asking around until someone admits to having seen her, then following the trail. Visitors are welcome and prospective employers desired. Making an appointment is a futile activity, as Heloise never keeps track of time and has no secretary or administrator to do it for her.

Owner:

Heloise "The Cat" Drennicks

Female half-elf
Ftr6/Mer4, hp 45

Description of Owner:

Heloise "The Cat" Drennicks is a former student of Garrick Luthorson, and his current rival for customers. While she does not have his rigid code of honor, she is known for keeping her word and her sometimes eccentric, but very effective, battle tactics. Her followers are

fanatically loyal and will challenge and fight any who insult her name. Known for her generosity, she has a personal following almost equal to the more famous Luthorson, and keeps a standing force of 100 warriors. If needed, she can quickly attract another 100 warriors from the local area. Heloise is not as particular about honor as Luthorson, which is a point of debate with the two. They are known to clash wherever they meet, which is often at the Dine Divine. Heloise has the edge in any verbal debate, but Garrick has the high moral ground.

Heloise is a regular at Dine Divine (TD1).

Heloise "The Cat" Drennicks: Female half-elf Ftr6/Mer4; CR 10; Medium-size humanoid (half-elf); HD 10d10-10; hp 45; Init +8 (+4 Dex, Improved Initiative); Spd 60 ft.; AC 21 (+4 Dex, +7 *elven chain*; touch 14, flat-footed 17; armor check penalty -1); Atk +10/+5 melee (d8+3, 19-20/x2, +1 *flaming longsword*) and +13 melee (d6+1, 15-20/x2, +1 keen rapier), or +14/+9 ranged (d8/x3, 110 ft., masterwork composite longbow); SA Battle tactics; SQ +2 Leadership score, half-elven traits; AL CG; SV Fort +8, Ref +7, Will +3; Str 10, Dex 18, Con 8, Int 12, Wis 10, Cha 14.

Languages: Common, elven, halfling.

Battle tactics (Ex): 1/day for 2 rounds loan one of feats to followers.

Half-elven traits (Ex): Low-light vision, immune to sleep, +2 save vs Ench, racial bonuses.

Skills and Feats: Diplomacy +6, Handle Animal +7, Jump +13, Listen +2, Ride (horses) +11, Search +2, Spot +5, Tumbling +9; Ambidexterity, Concerted Attack, Improved Initiative, Leadership, Team Fighting, Two Weapon Fighting, Weapon Finesse (rapier), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Boots of striding & springing, +2 *elven chain*, figurine of wondrous power (bronze griffin), +1 *flaming longsword*, glove of storing, +1 keen rapier, 50 +1 arrows, 10 signal arrows, masterwork composite longbow, 2 potions of cure moderate wounds, 2 potions of fly, potion of haste, potion of heroism.

Cohort: Tyna Burns loves to fight. She figured (rightly) that if she hooked up with Heloise Drennicks, she would get to fight almost as often as she liked. When she feels restless, Tyna heads down to the Acedema for a workout. This is her shameful secret, as she knows Heloise would never approve.

Tyna is a regular at the Acedema (AC1).

Tyna Burns: Female human Ftr9; CR9; Medium-size humanoid (human); HD 9d10+18; hp 67; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+2 Dex, +5 *mithril shirt*, +2 masterwork large metal shield; touch 12, flat-footed 17, armor check penalty -1); Atk +14/+9 melee (d8+6, 17-20/x2, +1 *longsword*), or +12/+5 ranged (d8+2/x3, 110 ft., masterwork mighty [+2] composite longbow); AL CG; SV Fort +8, Ref +5, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Languages: Common.

Feats & Skills: Climb +12, Handle Animal +10, Jump +12, Ride (horses) +13; 10 feats: Dodge, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Rapid Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *longsword*, masterwork mighty [+2] composite longbow, masterwork large metal shield, +1 *mithril shirt*, *potion of bull's strength*, *potion of cat's grace*, 2 *potions of cure serious wounds*, *potion of heroism*, misc. coins.





The Cat's Followers

Warriors (28): Human War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0 (+0 Dex); Spd 30 ft.; AC 14 (+3 studded leather armor, +1 small steel shield; touch 10, flat-footed 14, armor check penalty -2); Atk +2 melee (1d8, 19-20/x2, longsword), or +1 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +4, Intimidate +4, Jump +4; Point Blank Shot, Weapon Focus (longsword).

Possessions: Studded leather armor, light crossbow, longsword, small steel shield, 20 bolts, misc. coins.

Warriors (2): Human War2; CR 1; Medium-size humanoid; HD 2d8; hp 9; Init +0 (+0 Dex); Spd 30 ft.; AC 14 (+3 masterwork studded leather armor, +1 masterwork small steel shield; touch 10, flat-footed 14); Atk +3 melee (1d8, 19-20/x2, longsword), or +3 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL CG; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +5, Intimidate +4, Jump +5; Point Blank Shot, Weapon Focus (longsword).

Possessions: Masterwork studded leather armor, masterwork light crossbow, longsword, masterwork small steel shield, misc. coins.

Warrior (1): Human War4; CR 3; Medium-size humanoid; HD 4d8; hp 18; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +5 masterwork chainmail, +1 masterwork small steel shield; touch 11, flat-footed 16, armor check penalty -4); Atk +6 melee (1d8+1, 19-20/x2, +1 longsword), or +7 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL CG; SV Fort +4, Ref +2, Will

+1; Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Climb +5, Intimidate +6, Jump +7; Point Blank Shot, Weapon Focus (light crossbow), Weapon Focus (longsword).

Possessions: Masterwork chainmail armor, masterwork light crossbow, +1 longsword, 10 +1 bolts, *potion of cure moderate wounds*, *potion of cat's grace*, masterwork small steel shield, misc. coins.

Experts (2): Human Exp1; CR 1/2; Medium-size humanoid; HD 1d6; hp 6; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +0 melee (1d4, 19-20/x2, dagger), or +0 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CG; SV Fort +0, Ref +0, Will +2; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Alchemy +4, Craft (blacksmith) +4, Craft (bowyer/fletcher) +6, Craft (weapons) +4, Craft (leather) +4, Craft (woodwork) +4; Skill Focus (Craft [bowyer/fletcher], Toughness).

Possessions: Masterwork craft tools, dagger, light crossbow, 20 bolts, misc. coins.

Expert (1): Human Exp2; CR 1; Medium-size humanoid; HD 2d6; hp 7; Init +0 (+0 Dex); Spd 30 ft.; AC 13 (+3 masterwork studded leather armor; touch 10, flat-footed 13); Atk +1 melee (1d4, 19-20/x2, dagger), or +1 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CG; SV Fort +0, Ref +0, Will +3; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +5, Craft (bowyer/fletcher) +5, Craft (woodwork) +5, Knowledge (Nature) +5, Ride (horses) +7, Wilderness Lore +7; Skill Focus (Wilderness Lore), Track.

Possessions: Masterwork craft tools, dagger, light cross-

bow, masterwork studded leather armor, 20 bolts, misc. coins.

Expert (1): Male human Exp3; CR 2; Medium-size humanoid; HD 3d6; hp 10; Init +0 (+0 Dex); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +2 melee (1d6/x2, quarterstaff), or +3 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow); AL CG; SV Fort +2, Ref +2, Will +4; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 10.

Languages: Common.

Skills and Feats: Alchemy +6, Gather Information +8, Knowledge (architecture & engineering) +8, Knowledge (Bluffside) +8, Profession (Siege Engineer) +6, Sense Motive +6; Skill Focus (Knowledge [architecture & engineering], Skill Focus (Knowledge [Bluffside]), Skill Focus (Gather Information)).

Possessions: Masterwork alchemy kit, +1 *cloak of resistance*, quarterstaff, masterwork light crossbow, *potion of cure light wounds*, 20 bolts, misc. coins.

Lieutenant: Wren Thorson and his personal followers are the expert scouts of the Cat Squad. Wren prefers Heloise's more mobile tactics and seeks to learn all he can from her. Wren grew up in Waymicol, helping his poor mining family to put food on the table by wandering about setting snares and gathering edible plants. Eventually, however, his father required him to set aside his childish pastimes and join the Bluffside Regulars, in the hopes that his pay as a soldier would benefit the whole family. Within a year of this, however, Wren's father and older brother were both killed in a cave-in, and his mother and two young sisters came to Bluffside.

Wren Thorson: Male human Ftr4/Rgr2/Mer2; CR 8; Medium-size humanoid (human); HD 8d10; hp 44; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *leather armor*; touch

11, flat-footed 14); Atk +12/+7 melee (d8+3, 19-20/x2, masterwork longsword) or +10/+5 ranged (d8+6/x3, 110 ft., +1 composite mighty [+3] longbow); SA Favored enemy – orc +1; AL CG; SV Fort +5, Ref +3, Will +3; Str 16, Dex 12, Con 11, Int 9, Wis 12, Cha 14.

Languages: Common.

Skills and Feats: Animal Empathy +4, Handle Animal +7, Hide +3, Intuit Direction +2, Knowledge (Nature) +0, Listen +3, Move Silently +4, Ride (horses) +6, Spot +5, Wilderness Lore +7; [Tracking], Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Team Fighting, Leadership, Point Blank Shot.

Possessions: +2 leather armor, +1 composite mighty [+3] longbow, potion of heroism, potion of haste, two potions of fly, potion of cure moderate wounds, four potions of cure light wounds.

Cohort: Nijel Binns has been living among humans for several years and has adopted a human-sounding (to him) name in order to be more accepted. Nijel heard of Wren when he first came to Bluffside and sought out this unusual human. He has thus far been pleasantly impressed by Wren's flexible thinking and almost elven care for his natural surroundings. Like Wren, Nijel has learned a lot about small-force tactics from the Cat.

Nijel Binns: Male half-elf Rgr7; CR7; Medium-size humanoid (half-elf); HD 7d10+14; hp 52; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 studded leather; touch 13, flat-footed 14); Atk +9/+4 melee (d8+2, 19-20/x2, +1 longsword), or +11/+6 ranged (d8+1/x3, 110 ft., masterwork composite mighty [+1] longbow); SA Favored enemy (giant +2, goblin +1); SQ Half-elven traits; AL CG; SV Fort +6, Ref +5, Will +3; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Languages: Common, elven.

Half-Elven Traits (Ex):

Low-light vision, immune to sleep, +2 save vs Ench, racial bonuses.

Skills & Feats: Climb +4, Animal Empathy +5, Hide +6, Listen +4, Move Silently +8, Search +2, Spot +4, Wilderness Lore +9; Improved Initiative, Point Blank Shot, [Track], Weapon Focus (longsword).

Possessions: +1 longsword, 20 masterwork arrows, masterwork mighty [+1] composite longbow, +1 studded leather, misc. coins.

Ranger Spells Prepared (2, DC 11 + spell level): 1st—*entangle*, *magic fang*.

Animal Companion: Stealth; Male owl; CR 1/4; Tiny animal; HD 1d8; hp 4; Init +3 (+3 Dex); Spd 10 ft., fly 40 ft. (average); AC 17 (+3 Dex, +2 size, +2 natural; touch 15, flat-footed 14); Atk +5 melee (1d2-2/x2, 2 claws); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +20, Spot +6*; Weapon Finesse (claws).

Skills: *Owls receive a +8 racial bonus to Listen checks, and a +14 to Move Silently checks. They receive a +8 racial bonus to Spot checks in dusk and darkness.

Animal Companion: Shadow; Male wolf; CR 1; Medium-size animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); Atk +3 melee (1d6+1/x2, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite).

* Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Trip (Ex): A wolf that hits with a bite attack can attempt to

trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

List of Regulars:

Amelia Bellerose sees to the well-being of the Cat Squad.

Amelia Bellerose: Female human Drd6; CR 6; Medium-size humanoid; HD 6d8; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +2 masterwork leather armor, +1 amulet of natural armor, +1 ring of protection; touch 13, flat-footed 14); Atk +3 melee (1d6-1, 18-20/x2, scimitar) or +6 ranged (1d4/x2, 50 ft., sling); SQ Nature sense, woodland stride, resist nature's lure, wild shape 2/day; AL N; SV Fort +5 Ref +4 Will +8; Str 8, Dex 14, Con 10, Int 13, Wis 16, Cha 12.

Languages: Common, druidic.

Nature Sense: A druid can identify plants and animals (their species and special traits) with perfect accuracy. The druid can determine whether water is safe to drink or dangerous.

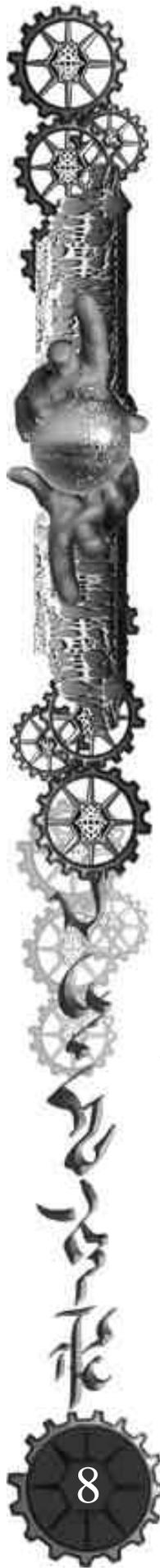
Woodland Stride: A druid may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

Trackless Step: A druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure: A druid gains a +4 bonus to saving throws against the spell-like abilities of feys.

Wild Shape (Sp): A druid gains the spell-like ability to polymorph self into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the stan-





standard use of the spell, however, the druid may only adopt one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

Skills and Feats: Animal Empathy +6, Concentration +5, Diplomacy +6, Handle Animal +6, Heal +10, Knowledge (Nature) +6, Profession (Herbalist) +14, Spellcraft +6, Wilderness Lore +8; Brew Ingestibles, Craft Powders & Dusts, Craft Wondrous Item, Skill Focus (Profession [Herbalist]). *Heal skill checks gain a +2 bonus from masterwork healer's kit.

Note: Brew Ingestibles and Craft Powders & Dusts are new item creation feats in **Alchemy & Herbalists**, a d20 sourcebook from Bastion Press. If you do not have access to this book, replace these feats with Brew Potion and one other feat of your choice.

Possessions: +1 amulet of natural armor, masterwork healer's kit, +1 ring of protection, misc. coins.

Druid Spells Prepared (5/4/4/3, DC 13 + spell level): 0 – create water, cure minor wounds x2, detect poison, know direction. 1st – cure light wounds x2, entangle, magic fang. 2nd – chill metal, flame blade, heat metal, speak with animals. 3rd – cure moderate wounds, greater magic fang, speak with plants.

Animal Companion: Beau; Male dire badger; CR 2; Medium-size animal; HD 3d8+12; hp 25; Init +3 (+3 Dex); Spd 30 ft., burrow 10 ft.; AC 16 (+3 Dex, +3 natural; touch 13, flat-footed 13); Atk +4 melee (1d4+2/x2, 2 claws), -1 melee (1d6+1/x2, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Rage; SQ Scent; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +4, Spot +6.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Animal Companion: Skye; Male advanced eagle; CR 2; Medium-size animal; HD 3d8+6; hp 19; Init +1 (+1 Dex); Spd 10 ft., fly 80 ft. (average); AC 12 (+1 Dex, +1 natural; touch 11, flat-footed 11); Atk +4 melee (1d4+2/x2, 2 claws), -1 melee (1d6+1/x2, bite); Face/Reach 5 ft. by 5 ft./5 ft.; AL N; SV Fort +5, Ref +4, Will +3; Str 14, Dex 13, Con 14, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6*.

Skills: *Eagles receive a +8 racial bonus to Spot checks during daylight.

Hooks:

- During the off-season, the Cat Squad hires out to the Council to patrol the valley outside the various district walls. This gives the Regulars a break from their tedious duty, and ensures brisk competency in the local guard for this brief period. Criminals beware.

Fort Henley

Key
F4

Type of Establishment:
Mercenary Headquarters

Description of Establishment: Fort Henley is a small, sturdy stone and wood tower surrounded by a stone and earth-work wall. The owner, Kyle Henley, is a well-known mercenary leader who has also named his company, Henley's Raiders, for himself. He wants there to be no uncertainty as to who owns and operates the mercenary company and their properties. Henley's Raiders is a competent force composed mostly of half-orcs and humans, with a few odd-balls thrown in. Most of the top officers and

ranking enlisted are half-orcs. Many got their start as bandits on the road to Perten, often recruited by the Raiders guarding a caravan. As former bandits, Henley's Raiders have a unique insight into the tactics used by such groups, and use this to their advantage in conflicts.

Aside from his personal followers, Kyle keeps a force of 120 mercenaries on hand at all times. He can quickly build up his force through recruitment in any area within a few day's march of Bluffside.

Male half-orc
Bbn2/Ftr4/Mer3,
hp 60.

Owner of Establishment: Kyle Henley.

Description of Owner: This dashing half-orc has learned through hard years of struggle to always get it in writing. Henley has one virtue in that he stays bought. Aside from that, he'll take any job so long as the contract is clear. He will do nothing without a contract, and he will follow that contract to the letter. If the customer was thinking something else when he wrote his requirements, too bad. Kyle does not twist the words of his contracts – he interprets the writing literally, using as reference his large library containing extensive volumes on languages, their grammar, origins and syntax. Many a customer can get in trouble using words with a common meaning that mean something entirely different by the classical definition.

Kyle Henley: Male half-orc Bbn2/Ftr4/Mer3; CR 9; Medium-size humanoid (orc); HD 2d12+7d10+9; hp 60; Init +1 (+1 Dex); Spd 80 ft.; AC 18 (+1 Dex, +7 breastplate; touch 11, flat-footed 17, armor check penalty -3); Atk +15/+10 melee (1d12+9, 18-20/x3, +1 keen great axe); SA Rage 1/day; SQ Battle tactics, fast movement, half-orc traits, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +11, Ref

+3, Will +1; Str 19, Dex 12, Con 13, Int 10, Wis 8, Cha 14.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Handle Animal +3, Intimidate +7, Intuit Direction +4, Jump +26, Ride +9, Wilderness Lore +2; Cleave, Improved Critical (great axe), Leadership, Mounted Combat, Power Attack, Team Fighting, Weapon Focus (great axe), Weapon Specialization (great axe).

Possessions: +2 cloak of charisma, +2 gauntlets of ogre strength, boots of striding & springing, +1 keen great axe, +2 breast plate, misc. coins.

Followers of Kyle Henley

Warriors (10): Half-orc War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0 (+0 Dex); Spd 20 ft.; AC 14 (+4 scale armor; touch 10, flat-footed 14, armor check penalty -4); Atk +3 melee (1d12+1, 19-20/x2, greataxe), or +1 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Climb +3, Jump +3; Weapon Focus (greataxe).

Possessions: Greataxe, light crossbow, scale armor, 20 bolts, misc. coins.

Warrior (1): Half-orc War2; CR 1; Medium-size humanoid; HD 2d8; hp 9; Init +0 (+0 Dex); Spd 20 ft.; AC 14 (+4 masterwork scale armor; touch 10, flat-footed 14, armor check penalty -3); Atk +5 melee (1d12+1, 19-20/x2, masterwork greataxe), or +2 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Climb +3, Jump +4; Weapon Focus (greataxe).

Possessions: Masterwork great axe, light crossbow, masterwork scale armor, 20 bolts, misc. coins.

Cohort: Sharana Henley is actually Kyle's half-sister. They were sired on the same human woman by different orc fathers. The only person who was ever kind to Kyle was his sister, who shared the disgrace of his human blood. When he had established himself in Bluffside, he returned to his tribe, the Two Fisted Clan, and took his sister away. He had to challenge and kill her mate, an orc named Klak

Sharana has several spirits bound to her service in the form of fetishes. Abbreviated rules for this ability are included along with the fetish descriptions.

Sharana Henley: Female half-orc Shaman 8; CR 8; Medium-size humanoid (orc); HD 8d8+8; hp 44; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +1 amulet of natural armor, +2 bracers of armor; touch 11, flat-footed 13); Atk +6/+1 melee (1d6/x3, shortspear) or +7/+2 ranged (1d4/x2, 50 ft., sling); SQ Banish spirit, bind spirit, half-orc traits, second-sight, spirit sense 3/day, spirit sight, spiritwalk; AL LN; SV Fort +7, Ref +3, Will +8; Str 10, Dex 12, Con 13, Int 8, Wis 14, Cha 17.

Languages: Common, orc.

Banish Spirit (Ex): The ability to banish outsiders with a roll (d20 + Cha modifier + shaman level) vs DC 10 + HD of outsider. Outsiders banished for 1 day. Spirits leave area for 1 day per level.

Bind Spirit (Su): Bind spirits into items with a Binding roll (d20 + Cha modifier + shaman level). Binds spirit into item or location for a term of service.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Second-Sight (Su): Enter trance and gain knowledge on specific subject (DC 15 + level of

divination spell effect; i.e., *augury, divination, locate object*, etc.). D20 + shaman level, +1 per hour spent in ritual.

Spirit Sense (Ex): Attract or locate spirits in area (d20 + Cha + shaman level vs a DC of 10 + HD of the spirit).

Spirit Sight (Ex): See incorporeal beings.

Spiritwalk (Su): Form an ethereal body.

Skills and Feats: Bluff +10*, Concentration +4, Craft (leather) +4, Diplomacy +16*, Knowledge (Spirits) +4, Sense Motive +7, Spellcraft +4; Skill Focus (Diplomacy), Spirit Affinity, Toughness. *+2 to Cha-based skills from *circlet of persuasion*.

Possessions: +2 cloak of charisma, *circlet of persuasion*, +1 amulet of natural armor, +2 bracers of armor, +1 ring of protection, misc. coins.

Shaman Spells Per Day: (3/4/4/4/1, DC 13 + spell level)

Totem: **Worg:** Granted Power: Gain special Trip ability; Taboo: Eat only raw meat; Spells: 0 - *know direction*, 1 - *pass without trace*, 2 - *animal trance*, 3 - *snare*, 4 - *freedom of movement*, 5 - *righteous might*, 6 - *find the path*, 7 - *repulsion*, 8 - *discern location*, 9 - *shapechange*.

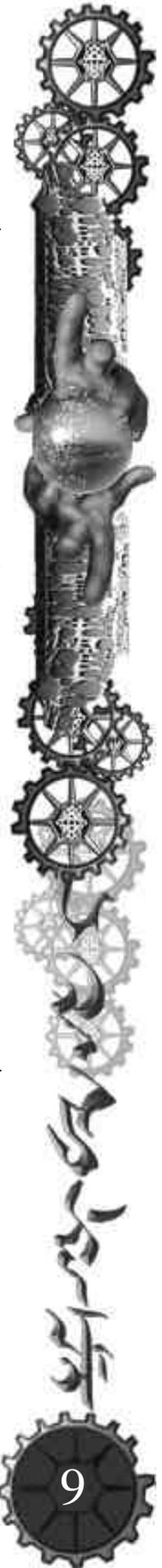
Totem: **Wind of the Plains:** Granted Power: Rebuke/Command air elementals as a cleric of equal level; Taboo: -2 to all skills, attacks and saving throws when underground; Spells: 0 - *ray of frost*, 1 - *endure elements*, 2 - *wind wall*, 3 - *sleet storm*, 4 - *air walk*, 5 - *control winds*, 6 - *chain lightning*, 7 - *control weather*, 8 - *whirlwind*, 9 - *elemental swarm* (air elementals only).

Bound Spirits: up to 14 HD. Sharana has the following spirits bound to her service:

Spell: *Snowball* (CL6, 3 uses, DC 16)

Spell: *Entangle* (CL4, 5 uses, DC 14)

Attack: *Shadow lynx spirit:* CR 4; Medium-size outsider; HD 3d8+12; hp 25; Init +4 (+4 Dex); Spd 40 ft.; AC 15 vs ethereal





creatures (+4 Dex, +1 natural; touch 14, flat-footed 11), 16 when manifested (+4 Dex, +2 deflection; touch 16, flat-footed 12); Atk +4 melee vs ethereal creatures (1d4+2/x2, 2 claws), -1 melee vs ethereal creatures (1d8+1/x2, bite), or +6 melee when manifested (1d4/x2, 2 claws), +1 melee when manifested (1d8/x2, bite); SA Improved grab, manifestation, rake, ride, sneaking leap, spirit touch; SQ Incorporeal, rejuvenation, scent; AL N; SV Fort +5, Ref +5, Will +4; Str 14, Dex 19, Con 19, Int 2, Wis 12, Cha 14.

Skills and Feats: Climb +11, Hide +8, Listen +8 Move Silently +8, Search +8, Spot +8.

Sneaking Leap (Ex): The shadow lynx has perfected a technique of leaping from its hiding place and striking at the most vulnerable spot it can reach. When targets are deprived of their Dex bonus to AC (as when the shadow lynx leaps to attack from a hidden spot, surprising the target), the shadow lynx gets sneak attack bonus damage (+2d6 damage). If it scores a critical hit on this attack, the sneak attack damage is not doubled.

Notes: The Shaman is a variant core class. The Spirit Template is a new creature template that can be added to any corporeal creature except outsiders and undead. Both are fully detailed in Thunderhead Games' upcoming release, **Dry Land: Empires of the Dragon Sands**.

Lieutenant: Kyle likes to keep things in the family, and thus his lieutenant is his half-brother. Ohk has been following Kyle around since he was a toddler and learned all he knows about fighting from his impressive half-brother. He is in the process of learning to lead others in battle, and has even attracted a few of his own personal followers, as well as a bloodthirsty barbarian who has sworn blood-oath to him.

Ohk: Male half-orc Ftr6/Mer1; CR 7; Medium-size humanoid (orc); HD 7d10+14; hp 52; Init +0 (+0 Dex); Spd 20 ft.; AC 19 (+6 *chainmail*, +3 *large metal chield*); touch 10, flat-footed 19, armor check penalty -5); Atk +12/+7 melee (d10+6, 19-20/x2, +1 *bastard sword*) or +8/+3 ranged (d8+3/x3, 110 ft., masterwork composite mighty [+3] longbow); SQ Half-orc traits; AL CG; SV Fort +9, Ref +2, Will +1; Str 17, Dex 10, Con 14, Int 10, Wis 8, Cha 12.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Jump +10, Ride +10; Cleave, Power Attack, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Leadership, Team Fighting.

Possessions: +1 *bastard sword*, +1 *chainmail*, +1 *large steel shield*, 2 *potions of cure moderate wounds*, *potion of heroism*, masterwork composite mighty [+2] longbow, 20 arrows, misc. coins.

Followers of Ohk

Warriors (5): Half-orc War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 4; Init +0 (+0 Dex); Spd 20 ft.; AC 14 (+4 scale armor; touch 10, flat-footed 14, armor check penalty -4); Atk +3 melee (1d12+1, 19-20/x2, greataxe), or +1 ranged (1d8, 19-20/x2, 80 ft., light crossbow); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Climb +3, Jump +3; Weapon Focus (greataxe).

Possessions: Greataxe, light crossbow, scale armor, 20 bolts, misc. coins.

Cohort: Gerd will one day be a great hero. This he knows because his mother whispered it in his ears every day before he was weaned. Ohk will show him

the way. Gerd may not be a Henley, but he comes from a long line of great orc heroes. All of his ancestors died gloriously in battle, and he hopes to someday live up to their legends.

Gerd: Male half-orc Bbn5; CR 5; Medium-size humanoid (orc); HD 5d12+10; hp 42; Init +1 (+1 Dex); Spd 40 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 natural; touch 11, flat-footed 15); Atk +9 melee (1d12+5/x3, +1 *greataxe*); SA Rage 2/day; SQ Fast movement, half-orc traits, uncanny dodge (can't be flanked); AL CG; SV Fort +6, Ref +2, Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 6.

Languages: Common, orc.

Half-orc traits (Ex): Darkvision 60 ft., orc blood.

Skills and Feats: Intuit Direction +8, Jump +11, Listen +8, Wilderness Lore +8; Power Attack, Weapon Focus (greataxe).

Possessions: +1 *amulet of natural armor*, +1 *greataxe*, masterwork chain shirt, *potion of bull's strength*, *potion of endurance*, *potion of cure serious wounds*, misc. coins.

Hooks

- Most half-orcs looking for honest work in Bluffside will be referred to Henley's Raiders.
- Sharana Henley is the only shaman in the area and a source of unusual magic items.

Black Fortress

Key
F5

Type of Establishment:
Mercenary Headquarters

Description of Establishment: The Black Fortress is actually a series of bunker-like sod-covered buildings scattered in and around the forested hills north and east of the farmland, just before the serious mountains begin. The buildings are all very nicely camouflaged, difficult to pick out even if you

know they are there. The exact location of the Black Fortress is not commonly known. Those seeking to contact the Black Troop on business may do so at Arms, (NC5) or the Swinging Wench (CH2).

Owner of Establishment: Lyandar Tehl

Male nevae Rog3/Ftr4/Mer1, hp 30.

Description of Owner: A lot of people suspect a lot of things about Lyandar Tehl, leader of the mercenary company known as the Black Troop, but none so far have presented proof either to the Council or the other Mercenary Leaders. Lyandar keeps a deal only so long as it suits him, but always seeks to cover his interests in Bluffside. If he can get away with it, he will betray his current employer for profit. He has a strong association with Arne Swanson, a man in town who hires out guards to visiting merchants and wealthy adventurers. Whenever a job is too large for Arne's resources, he calls upon Lyandar, who cuts him in for a percentage of the profit. If Lyandar sees a chance to betray his employers during the trip, either by killing them without trace and taking their money or arranging a robbery for which he can take no blame, he will do it. His reputation in Bluffside is not too bad yet, but cautious merchants usually hire the most reputable mercenary company they can afford, and the Black Troop is not one of them. Most of Lyandar's business comes from people new to the area.

Lyandar belongs to no associations within Bluffside, though he has been approached by both Umbra Incognita and the Hammers. He prefers to operate independently, however, and keeps all of his operations outside of Bluffside itself so he will not infringe on their territory. The pressure to join continues.

Lyandar is a regular at the Swinging Wench (CH2).

Lyandar Tehl: Male nevae Rog3/Ftr4/Mer1; CR 9; Medium-size humanoid (elf); HD 3d6+5d10-8; hp 30; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (+4 Dex, +3 leather, +2 ring of protection; touch 16, flat-footed 15); Atk +13/+8 melee (1d6+4, 15-20/x2, +1 keen rapier); SA Spell-like abilities, sneak attack +2d6, battle tactics; SQ Light dazzled, evasion, uncanny dodge (Dex bonus to AC), nevae traits; AL NE; SV Fort +6, Ref +8, Will +2; Str 13, Dex 19, Con 8, Int 14, Wis 10, Cha 14.

Languages: Common, elven.

Skills and Feats: Bluff +8, Diplomacy +10, Disguise +8, Forgery +8, Hide +23, Intimidate +10, Jump +7, Listen +8, Move Silently +22, Search +10, Spot +10; Leadership, Martial Weapon Proficiency (rapier), Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier).

Light dazzled (Ex): Abrupt exposure to bright light (such as a *daylight* or *fireball* spell) has a chance to blind a nevae for 1 round and the nevae must roll a Fortitude save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes.

Nevae traits (Ex): Darkvision 60 ft., immune to *sleep* effects, +2 saves vs. spells or spell-like effects, automatically attempt Search check on secret doors within 5 ft., -3 Cha based skill checks when dealing with elves (-6 with drow).

Spell-like abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* (all as Sor 9). DC 10 + spell level.

Possessions: +2 *gloves of dexterity*, +1 *silent shadow leather*, +1 *keen rapier*, +2 *ring of protection*, 2 *potions of invisibility*, 2 *potions of cure moderate wounds*, misc. coins.

Followers of Lyandar Tehl

Thugs (8): Human Thg1; CR 1/2; Medium-size humanoid; HD 1d6; hp 3; Init +4 (Improved Initiative); Spd 30 ft.; AC 12 (+2 leather armor; touch 10, flat-footed 12); Atk +0 melee (1d6, 18-20/x2, rapier) or +0 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SA Backstab +1d4; AL NE; SV F+0, R+2, W+0; Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 11.

Languages: Common

Skills & Feats: Hide +4, Listen +4, Move Silently +4, Spot +4, Tumble +4; Improved Initiative, Point Blank Shot.

Backstab (Ex): This is as the rogue sneak attack ability with the following exceptions: a backstab does less extra damage and cannot be performed against flanked opponents or at range.

Possessions: Leather armor, light crossbow, rapier, misc. coins.

Note: The thug NPC class is fully detailed in **Traps & Treachery**, a d20 sourcebook published by Fantasy Flight Games.

Cohort: One of very few people trusted by Lyandar, Drimble "the nimble" met the nefarious nevae on the darker streets of Bluffside while looking about for business opportunities. The two discovered they had sympathetic personalities and forged the beginnings of a strong bond. The two have worked together for years, and Drimble would no sooner betray Lyandar than he would himself. Drimble is a member of the Umbra Incognita, obeying their orders so long as they do not adversely impact Lyandar. His superiors understand this limitation and will use him only so far. One day, however, it will cost him, as they do not appreciate divided loyalties.

Drimble is a regular at the Swinging Wench (CH2).

Drimble: Male halfling Rog7; CR 7; Small humanoid (halfling); HD 7d6; hp 24; Init +5





(+5 Dex); Spd 20 ft.; AC 19 (+5 Dex, +1 size, +3 *leather*; touch 16, flat-footed 14); Atk +6 melee (1d4, 19-20/x2, short sword), or +11 ranged (1d8, 19-20/x2, 80 ft., light crossbow); SA sneak attack +4d6; SQ Halfling traits, evasion, uncanny dodge (can't be flanked); AL NE; SV Fort +3, Ref +11, Will +2; Str 10, Dex 20, Con 10, Int 13, Wis 8, Cha 14.

Languages: Common, halfling.

Skills and Feats: Balance +14, Climb +12, Escape Artist +14, Gather Information +12, Hide +18, Jump +12, Listen +13, Move Silently +16, Spot +1, Tumble +14; Alertness, Dodge, Mobility.

Halfling traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs. fear, +1 attack with thrown weapon.

Possessions: +2 *gloves of dexterity*, +1 *leather*, *potion of hiding*, *potion of cat's grace*, *potion of invisibility*, 2 *potions of cure light wounds*, misc. coins.

Regulars

Arne Swanson (NC5)

Hooks

- Drimble still harkens back to the innocent days of his youth, when picking pockets kept him occupied all day. One way for a party to develop an instant enemy would be for them to catch Drimble and punish him. Lyandar's anger and subsequent level of harassment will depend on just how harsh the party is. If they merely hand the rogue over to the city guard, Lyandar will probably not bother them at all. If they kill Drimble, Lyandar will seek every opportunity to make their lives miserable without actually confronting them.

Mercenary Leader Prestige Class

In any land where there is conflict there is a need for skilled combatants. Where there is a demand, there is a supply, for the right price. Mercenary Leaders offer a specialized service to the discerning customer. Where justice is absent, it may sometimes be bought.

Mercenary Leaders have elite military forces under their command. They fight and train year-round, in preparation for whatever task offers the most profit. Unlike most militia and all conscripted armies, mercenary forces are in the fight sometimes for glory, sometimes for adventure, sometimes because it is the right thing to do, but always for the money. They are professional soldiers who follow orders and thus are far more effective in battle.

Those who lead these mercenary bands have risen up from the ranks themselves. The fact that they have survived to rise to the top earns them the right to lead, and the respect of their men. Most mercenary bands reflect the code of their leaders. If the leader is a man of honor and courage, the mercenaries under him behave with honor and courage or are not

with his band for long. If the leader is in things solely for profit and cares little for right and wrong, then his men will be the same, doing whatever is necessary to accomplish the job.

All mercenary companies have a standard, usually whatever colors or crest the Mercenary Leader may claim, but sometimes a unique symbol earned by the company in some famous action.

Requirements

To qualify to become a Mercenary Leader, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus, Weapon Specialization, Leadership, Team Fighting.

Class Skills

The Mercenary Leader's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Mercenary Leader prestige class.

Hit Die: d10

Mercenary Leader (Mer)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 Leadership Score, Battle Tactics 1/day
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	Lieutenant
4th	+4	+4	+1	+1	+1 Leadership Score
5th	+5	+4	+1	+1	Inspiring Leader
6th	+6	+5	+2	+2	Battle Tactics 2/day
7th	+7	+5	+2	+2	+1 Leadership Score
8th	+8	+6	+2	+2	Lieutenant
9th	+9	+6	+3	+3	Battle Tactics 3/day
10th	+10	+7	+3	+3	+1 Leadership Score

Weapon and Armor Proficiency: Mercenary Leaders are proficient in all simple and martial weapons and all armor.

Leadership Score Bonus (Ex): The Mercenary Leader gains a bonus to his leadership score, as reflected in the character table. This bonus is added in after all other modifiers, to calculate the character's cohort and followers. Note that no matter what the score, the Mercenary Leader may never have a cohort of his level or higher.

Battle Tactics (Ex): The Mercenary Leader may command his troops to perform a maneuver once each day. This maneuver duplicates the effects of a feat known to the Mercenary Leader. This only affects his personal cohorts and followers. The effects of this maneuver last a number of rounds equal to his Cha modifier. Troops may only perform one maneuver at a time. Beginning a new maneuver ends the benefits from the first one. He gains an additional use of this ability at 6th level, and a third at 9th level.

Example: Chendreth calls for a special maneuver during a battle. Upon his signal, his followers all perform this maneuver, which duplicates Team Fighting. For the next 3 rounds (Cha 16), all Chendreth's followers and cohorts have the use of the feat Team Fighting.

Bonus Feat: At 2nd level the Mercenary Leader gains a bonus feat. This bonus feat may be selected from the following list: Brothers in Arms, Concerted

Attack*, Dodge, Expertise, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Leadership, Mobility, Mounted Combat, Power Attack, Quick Draw, Ride-by Attack, Spirited Charge, Spring Attack, Trample, Two-Weapon Fighting, Weapon Finesse, Whirlwind Attack.

Lieutenant: At 3rd level, and again at 8th level, the Mercenary Leader gains a special Lieutenant. This Lieutenant is a 1st level Mercenary Leader, with followers and cohorts of his own. All fall under the Mercenary Leader's overall command, but still follow their individual leader's direct command. The Lieutenants do not count against cohort and follower limits.

Inspiring Leader: At 5th level the Mercenary Leader gains this feat for free.

New Feats

Inspiring Leader [General]

You work to inspire your followers and cohorts and raise their morale.

Prerequisite: Cha 13+, Leadership.

Benefit: Your cohorts gain a +1 morale bonus to attack and damage and a +2 morale bonus to saving throws versus all fear effects and mind-affecting spells and abilities while you are personally directing their efforts. This bonus will last for up to one minute without additional orders being given. All cohorts and followers within thirty feet

gain a +1 morale bonus to attack and on saving throws versus all fear effects. These bonuses remain in effect for up to one minute if you are dropped in combat.

Note: The Lieutenants of a Mercenary Leader count as Cohorts for the purpose of bonuses granted by this feat.

Team Fighting [General]

You know how to fight as a pair, group, and in formation.

Prerequisite: Base attack modifier of +1 or better.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other. Team members also work together to open up opponent's weaknesses. Team members need to be within each others threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 to hit bonus and a +1 Armor Class bonus. Also, if two people have Team Fighting they can switch carried items as a free action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other guy is loading.

Comment: This feat can be used to model the extra effectiveness of Swiss pike men, Monks fighting together, or Athenian bonded battle partners.



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Inspiring Leader and **Team Fighting** were first published in the

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