**HENCHMEN**

**SQUIRE MIKE MUGGINS** (Henchman): Butler of Wudchester  
Human, Jack-6, lawful, (Nyrond)—henchman, Morale 19  
Sz M, Mv 30, Save 14, Attack +1  
S-12, I-11, W-12, D-16, Co-10, Ch-9  
2 languages, +3 AC in light armor; Languages: Common, Flan, Baklunish

Skills d8: Pack Hauler, Swapper, Cache, Searcher, Buster, Double Dagger, Stab and Run, First Aid, Ambush 3, Grenadier, Dagger Surprise, Secret Door Expert  
AC 17 (+1 Lamellar +4, +3 Dex)  
Hp 33

Dagger: +1/1d4; Magic Dagger: +2/1d4+1

Gear: lamellar, pack, 4 daggers, +1 magic dagger (quick blade), prybar, healer’s bag, boss’s extra sturdy shield, Food bag, boss’s +1 spear, money bag, boss’s ever burning torch. Gerk Tabard.

torches oooooo, instant fire oooooo, large wine skin (oooo),

Herbal bag (white lotus ooo comfrey oo, healing salve ooo),

Bandoleer-1 (cling fire ooo, dust of appearance oo)

Bandoleer-2 (holy water ooo, owlbear punchoo)

Max: 17: Current 13  
Gold: 4240; XP 37,310  
Maintained through: August 577

**MERCENARIES**

**HERALD BARTLEBY**  (Mercenary): Herald of Wudchester  
1 Herald, human, J3 x1 (Furyondy)--mercenary  
Size M, HD 3d6, Move 30, Sv 17, AL N  
Morale: 3d6, Attack +0,  
AC: 15, Hp 12  
Skills: Occupation (Herald), Bibliophile, Read Languages, Jockey, Militia Trained (mace, arming sword), Recruitment, Abject Flight, Tracking  
Gear: Chain, Arming Sword (+0/1d6), food bag, pack, trumpet, mace, wine skin (4 pints), Flag on Pole. Gerk Tabard

Horse (fast), Sz L, Mv 55 (+Jockey Bonus too!). Sv 18,  
HD 2d8, Hp 7, AC 11

90gp per month (man), 60gp/month (horse), +15gp/day in combat circumstances, +30gp/day dungeon

XP: 5700

Maintained through: August 577

**TEAM CRANK**

Heavy Crossbowmen, Human, F1 x4 (Yeomanry

Sz M, HD 1d6+1, Mv 25, Sv 19, AL L

Morale 3d6, Attack +1

AC 15 (chain)

Hp 5 each

**Trainings**: Aim, Split-Fire, Smash Em Down, Tactical Reposition

**Gear:** chain Hvy. Crossbow, 20 bolts, short sword

Hvy. Crossbow: +1/2d4, 80/160/240 L

short sword +1/1d6 FD S

30gp each per month, +5gp per day combat pay, +10gp per day dungeon; 10gp each signing bonus

Maintained Through: August 577

**Bolt Squad Terrific**

Heavy Crossbowmen, Human, F1 x8 (Onwall)

Sz M, HD 1d6+1, Mv 25, Sv 19, AL L

Morale 3d6, Attack +1

AC 15 (chain)

Hp 5 each

**Trainings**: Aim, Split-Fire, Smash Em Down, Tactical Reposition

**Gear:** chain Hvy. Crossbow, 20 bolts, short sword

Hvy. Crossbow: +1/2d4, 80/160/240 L

short sword +1/1d6 FD S

30gp each per month, +5gp per day combat pay, +10gp per day dungeon; 10gp each signing bonus

Maintained Through: August 577

**IRON WALL 12**

Heavy Foot, Human, F1 x12 (Keoland)

Sz M, HD 1d6+1, Mv 25, Sv 19, AL N

Morale 3d6, Attack +1

AC 17 (chain and shield)

Hp 5 each

**Trainings:** Shield Wall, Spear Fighting, Shield Sacrifice, Reach for it.

**Gear**: Chainmail, Shield, Spear, hand ax

Spear: +1/1d6, Rc, R1,H; M

Hand Ax: +1/1d6, H; M

Maintained Through: August 577

**CLEANSING FIRE**

Grenadiers, Dwarf F/J-1. X6 (Lortmills)

Sz M, HD 1d6+1, Mv 25, Sv 19 AL N

Morale 3d6, Attack +1

AC 14 (lamellar and buckler)

Hp: 5 each

Trainings: Skirmisher, Fast Weapon Fighter, Split Fire

Skills: Swapper, Alchemy-B, Buckler Expert, Rope Thrower, Stonework

Gear: Lamellar, buckler, 2 bandoliers (7 military oil, 3 cling fire), Quiver of 6 javelins, short sword

Javelin: +1/1d6 20/40/60 M; Short Sword +1/1d6 L.

Maintained through August 577

**LAND VASSALS**

**ROBERT HARR armorer**  (Vassal, Bailiff of Wudham)

Human, Jack 3, Lawful (Shieldlands)

Sz M, Mv 30 Save 17, Attack +0

**Skills**: Occupation (blacksmith), Repairman, Observer, Militia Trained (arming sword, war-hammer), Open Locks, Buster, Occupation (armorer)

AC 15 (chainmail)

Hp 11

Arming Sword: +0/1d6; Lt. Hammer: +0/1d4

**Gear:**

If moved to being full time armorer, 90gp per month, no adventuring, but as a landed vassal and bailiff he is maintained by his forge business, farming and village management income.

Maintain 60 heavy troopers per month

**WUDHAM HUMAN VILLAGERS (x17, 5 of whom are watchmen)**

Human, Jack 1, Lawful (Shieldlands)

Sz M, Mv 30, Save 19, Attack +0

**Skills**: Occupation (peasant), Occupation (carpenter), Forager, Pack Hauler, (2 others based on individual)

AC 10, AC 12 for Watch

Hp 4

Watchmen Gear: gambeson, hand ax, light crossbow, case with 10 bolts.

Hand Axe: +0/1d6; Light Crossbow: +0/1d8—60/120/180

**WUDHAM GNOMES (x18, 5 of whom are watchgnomes):** 6 each from Dundee, Eadford and Arlo families.

Gnome, Jack-1, Lawful

SZ S, Mv 25, Save 17, Attack +0

Occupation (peasant), Occupation (digger), Forager, Pack Hauler, Stone Work (2 others)

AC 10; AC 12 for Watch

Hp 2

Watchgnome Gear: gambeson, hand ax, sling and pouch with 30 bullets

Hand axe: +0/1d6, Sling: +0/1d6 40/80/160

**MULE COMPANY (villagers and part-time mercenaries) x19**

Human, Jack-1, Neutral (Urnst)

Sz M, Mv 30, Save 19, Attack +0

**Skills**: Occupation (peasant), Occupation (carpenter), Forager, Pack Hauler, (2 others based on individual)

AC 10, AC 12 for Watch

Hp 4

Gear: gambeson, hand ax, light crossbow, case with 10 bolts.

Hand Axe: +0/1d6; Light Crossbow: +0/1d8—60/120/180

Team Red: x5—Corporal Clyde

Team Blue: x5—Corporal Stubbin

Team Yellow: x5—Corporal Randy

Team Green: x4—Corporal Dunstan

**SHARP SLACKERS (villagers and part-time mercenaries) x20**

Human, Jack-1, Neutral

Sz M, Mv 30, Save 19, Attack +0

**Skills**: Occupation (peasant), Occupation (carpenter), Forager, Pack Hauler, (2 others based on individual)

AC 10, AC 13 when mobilized

Hp 4

Gear: gambeson, buckler, hand ax, quiver of 6 javelins.

Hand Axe: +0/1d6; Javelin +0/1d6 20/40/60

Team Black: x5—Corporal Clem

Team Brown: x5—Corporal Slim

Team Orange: x5—Corporal Ralph

Team Purple: x5—Corporal Will