



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

Mounted Borderers

Description

The Mounted Borderers, as a group, are considered the most capable soldiers the Viscounty has to offer. As the only military arm directly reporting to the Viscount, their duties are many. The Mounted Borderers are responsible for patrolling the frontiers of Verbobonc, from the difficult terrain of the Lortmils to the deep forests of the Gnarley. They are central to the Viscounties defense and make up the majority of its heavy cavalry.

They are also responsible for the administration justice for many of the small thorps and villages that lie on the Viscounty's borderers. In this capacity, they are empowered by the Viscount to actively investigate injustice, pursuing those doing wrong, and bringing them to justice. To this end, Borderers are entreated with help from local magistrates and sheriffs, though they are not obliged to.

When conflicts arise between different Nobles and/or their retainers, the Mounted Borderers are the first to investigate, and if necessary, arrest those breaking the Viscount's laws. It should be clear that while the Mounted Borderers themselves do not have jurisdiction over a noble, they are vested with the power to bring a noble, or their vassals, in front of the Viscount to answer charges.

Size

Throughout the Verbobonc, there are approximately 250 Mounted Borderers in the ranks. Support personal number just under 100. With its stringent requirements, the Mounted Borderers have increased their numbers rather slowly. Many Mounted Borderers have no permanent home, finding themselves always traveling instead. All of the highest-ranking Mounted Borderers are knights, veterans of many battles. The lowest tier is made up of new recruits, many whom are sons and grandsons of Borderers, looking to achieve knighthood.

Culture

The Borderers have existed for about 150 years. There is an old adage goes, "once a Mounted Borderer, always a Mounted Borderer." They were first organized by several army veterans and retired adventurers who vowed to protect the Viscount and his interests. After taking the vow they formed themselves into a secular organization resembling a knightly order. Borderers rely on intense personal combat training and riding skill more than their numbers.

They are given the first responsibility of protecting the Viscount and his interests. A small contingent of Mounted Borderers resides at the Viscounts castle in Verbobonc City. It is here that they have their headquarters. They are further charged with upholding the Viscounts laws on the frontier, bringing criminals and villains to justice through the use of brains and brawn. They are often given the most difficult assignments when it comes to law enforcement and military missions.

Admission to their ranks can be a difficult process, as their membership requirements are strict and only the most qualified applicants find themselves recruited. Even though the Mounted Borderers carry an elite status and institute demanding requirements, Borderers do not consider themselves a step above the common man. In fact they, as well many citizens, view themselves as a symbol of altruistic duty to the Viscounty. They recognize that it is their duty and responsibility to protect the Viscount and his subjects from the ever-present face of evil. To this end, they continuously patrol the areas assigned to them, always on the move. The average Mounted Borderer views the citizens as people who need to be protected. They solely exist to serve Viscount and protect its citizens.

In carrying out their missions, the Borderers work in small groups. This usually ranges from a Knight Baronet and three or four of his Men at Arms, to a couple of Sergeants. In time of war, Mounted Borderers are mustered into their cavalry field units, and directed to assist the standing army. At all other times they try to keep a high state of preparedness and efficiency. They are all taught to plan for every contingency, to seek out the enemies' weakness.



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Occasionally they may be chosen for special missions. Only the best, bravest, and brightest are allowed to operate in such a way. In order to assure the successful result of these missions, the Mounted Borderer will bring to bear all their skills, be it intimidation, intelligence gathering through scouting, or even brute force. They will try to utilize any resources that they find, whether its people, animals, or magic.

As for their military duties, Borderers prove to be impressive foes. The Mounted Borderers as a military organization have two beliefs, prepare for the worst and do not assume. Borderer battles are the subject of many stories and local legends. Through talent and sheer will power they have overcome great perils. Because of their continuous travel and the lack of time to forge relationships, Mounted Borderers often feel most comfortable interacting with each other. Marriages and close friendships amongst the Borderers are very common, while relationships developed with those outside the Borderers are often plagued with problems related to their amount of travel or their commitment to the Viscount. Because of this it is not surprising that several establishments have been set-up by veterans who cater to Borderers. A good example of this is the Grim Wolf inn. Located on the Viscounty's southern border with Celene, it caters almost exclusively to Mounted Border's, to the point that even open rooms are left vacant in the event a Knight Borderer does show up from out of the wilds.

Relationships with other Organizations

The Viscount above all others greatly appreciates the job the Borderers have done, having been on the receiving end of their justice early on in his career. Upon taking office the a census of Mounted Borderer knights, consisting of Knight Baronets and Knight Commanders, make a vow of fealty to the new Viscount. This ceremony is a somber one and figures very highly in the relationship between the Viscount and the Mounted Borderers.

Members of other organizations typically show respect to the Borderers on a professional level. Nobles tend to appreciate Borderer patrols and combat prowess, though one or two nobles find that the issue with the Borderers telling them how to administrate justice. On a personal level, the simple nature of the Borderers often prevents any strong relationships from being developed. The exception to this is the Borderer's relationship with the Gnarley Rangers, which share a level of discipline and training that on some levels unite the two organizations. They also find themselves working on the same problems on the eastern woods and hills.

Accomplishments

The Mounted Borderers were one of the elite fighting groups at the Battle of Emridy Meadows. Their cavalry tactics were indispensable in defeating the armies of humanoids who crawled forth from the hills and forests. They were also effective in supporting attacks against the Temple of Elemental Evil and were partially the reason that Nulb is a ghost town today. They have upheld Verbobonc codified law throughout the Viscounty for over 100 years. Many vile creatures and villains have faced their tempered justice, with some not living to tell about it.

Challenges

The biggest challenge that the Mounted Borderers face is member recruitment. Their numbers have been slowly dwindling for the past decade. The problem lies with the fact that there aren't as many qualified applicants. Many squires have made it through the ranks to become Borderer Knights. They simply do not have enough people to effectively patrol all the fringe areas of the region. They have of late been charged with keeping the roads open for trade, enforcing laws against smuggling and preventing bandit activity. With information of new cult activity in the Viscounty, they are on the look out for any strange activity.

To this end, the Borderers have worked closely with the Gentlemen of The Watch in Verbobonc City, and other town based organization dedicated to enforcing laws to protect the common man. The common citizen appreciates the protection that the Borderers provide them. Many business owners, especially tavern keepers and inn owners, go out of their way to assist Borderers in their duties. This assistance takes the form of information, accommodations, equipment, or introductions. Thus the Borderers find information gathering somewhat easier. Another challenge facing the Borderers is that due to their success and status, they find themselves the target of



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villains and enemies. Many intelligent enemies look to waylay and kill Borderers, trying to make a name for themselves or open up an area to lawlessness.

High Guard of the Viscount

Mounted Borderers who have proved their courage, resourcefulness, and honor while serving the Viscounty, maybe assigned to the High Guard of the Viscount. For a Mounted Borderer, there is no higher honor. Duties generally include day-to-day safety of the Viscount, following up on potential trouble, and fulfilling special tasks called for by the Viscount himself. Many evil deeds have been averted because of the bravery and intelligence of the High Guard.

Mounted Borderers Support Attachment

The Mounted Borderers are an organization with their own logistics and support structure. It is said that if something is needed to complete a task, a Borderer can have it by next day's light. The Mounted Borderers rely on craftsmen and professionals for everyday needs. It is rumored that they have masters of many fields on retainer throughout the Viscounty.

Mounted Borderers Special Detachment

While it is not common knowledge, the Mounted Borderers have a small detachment of uncommon Troopers who specialized in uncommon tasks. The detachment was created after the battle of Emridy Meadows. It is said that the Mounted Borderers were in a need for some magical assistance and put a wizard in their employ. This wizard turned on them in the last minute and had to be put down like a rabid dog. The Knight Marshall of the Mounted Borderers made it policy to enlist citizens with skills uncommon to the average Borderer. Arcane and Divine magic are much appreciated, with the latter usually coming from St. Cuthbert or Heironeous. Skills in scouting, spying, and information retrieval has also become imperative. Those who are approached are given a strict once over before the application process gets started.

Conflicts with Other PCs

While adventuring, a Borderer PC may encounter PCs that act in a way that violates the laws and morals of the Verbobonc. The Borderer PC should feel compelled to act against another player. Here's some guidance on how players and judges should handle such conflicts. If a PC commits an act which would force the Borderer PC to take action, the PC should step "out of character" for a moment. He should explain to the player why acting this way in the Verbobonc will cause severe problems –arrest, imprisonment, or even execution after a trial. Let the player explain and reconsider his PC's actions.

Only if the player decides to continue should action be taken. Physical conflicts should be rare and should only happen when all parties are aware of the consequences of their acts. When a Borderer PC acts to stop another PC from committing an unlawful act, the goal must be to use the minimal amount of force necessary. Stealth, trickery, and tact are encouraged. Preventing loss of life must be paramount. The Borderers are a force to bring people in to face justice and are not the ones to pass judgment. Because of this the Viscount or his representative should be adjudicating such matters.

Summary

The Borderers is a highly elite force wholly devoted to the Viscounty and its citizens, upholding the law and defending the populace. The individual Borderer makes use of whatever means they deem most efficient at achieving their mission. It is an organization well respected and trusted among many throughout the Viscounty. They make extensive use of their own personal combat skills and at the same time take advantage of any help afforded to them by locals; including spells. This tight knit organization fosters much in the way of bonding and members exhibit a high degree of esprit de corps. Borderers take their reputation very seriously and do not take any mistakes lightly.



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Requirements:

To qualify to join the Mounted Borderers, a character must fulfill the following criteria for each rank. The general requirements are required to petition; thereafter, each Mounted Borderers Rank is independent of the previous rank's requirements.

General

Ride: 1 rank

Gather Information: 1 rank

Spot: 1 rank

Influence: 1 Mounted Borderers, Viscount or Invention from play.

Speak Language: Common plus one of the following: Elven, gnome, Dwarf, Halfling or Orc

Alignment: Any Good

Residency: Verbobonc Resident

Special: Petition for admission.

Trooper

Base Attack: +2

Annual Duty Time Units: 4 TU

Corporal

Base Attack: +4

Ride: 2 rank

Feat: Mounted Combat

Annual Duty Time Units: 6 TU

Special: Must have served 4 months real calendar time as a trooper or receive a promotion due to meritorious service.

Sergeant

Base Attack: +5

Ride: 3 rank

Intimidate: 1 rank

Annual Duty Time Units: 8 TU

Special: Must have served 6 months real calendar time corporal or receive a promotion due to meritorious service.

Benefits:

General

Discount: 10% from any merchant that supports the Mounted Borders.

Permanent Influence : One permanent influence with/from the Mounted Borderers, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in good standing with the Borderers.

Builder Book Feats: Duel Strike, Expert Tactician, Eyes in the Back of Your Head, Hold the Line, Improved Overrun, Pin Shield, Power Lunge, Sharp Shooting, Shield Expert.

Special: Eligible for special awards or promotion recommendations base on play. Influence cost is waived for buying magical or special material arms or armors.

Builder Book Equipment (Mundane) – not available at the present time. Items will be reviewed as released in future publications.



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Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from *Sword and Fist: a Guidebook to Fighters and Monks* or *Defenders of the Faith: a Guidebook to Clerics and Paladins*.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.

Trooper

Regional Duty – A Trooper is granted relief of 1 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – + 1 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Corporal

Regional Duty – A Corporal is granted relief of 2 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard with rank insignia of Corporal to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – +1 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Military Training - +1 competency bonus to Ride skill checks.

Sergeant

Regional Duty – A Sergeant is granted relief of 3 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Mounted Borderers are relieved (pay no Time Unit Cost or Upkeep for play) in the adventure.

Uniform – receive Mounted Borderers Uniform Tabard with rank insignia of Sergeant to be worn during play in any Verbobonc Regional Campaign scenario.

Military Presence – +2 insight bonus to Gather Information skill checks the boundary of the Verbobonc Campaign.

Military Training – +2 competency bonus to Ride skill checks.