**Success begets success:** Wealth affords certain privileges to those who have it, not the least of which being the time required to learn weapons of war and develop the interpersonal connections required to be selected for key officer posts.

In their daily lives, most mercenary officers are businesspeople- traders, lawyers, bankers- or were simply born into money; eschewing a life of toil for one of ease and training. During wartime, they are entrusted with leading contingents of mercenaries- a major benefit of living in a society organized around accumulating material wealth is that you can pay others to fight for you.

**Roleplaying Citizen Mercenary Officers:** What is the officer’s job in civilian life? How does it impact their position in society? How does it impact their mercenaries’ views of them? How does it impact their views of the PCs?

Citizen Mercenary Officer

*Medium humonoid, any alignment*

Armor Class 18 (scale mail, shield) Hit Points 63 (I4d8)

Speed 30 ft.

**STR DEX CON INT WIS CHA**

14(+2) 15(+2) 11 (+0) 13(+1) 12(+1) 15(+2)

Saving Throws Str +4, Dex +4

Skills Intimidation -4, Perception -3, Persuasion +4

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

*Loosen the Purse Strings.* Friendly creatures within 15 feet of the Citizen Mercenary Officer add +1 to their attack and damage rolls.

*Lead from the Front.* As a bonus action, the Citizen Mercenary Officer may command up to three friendly creatures that can see the Citizen Mercenary Officer to immediately move up to 15 feet away from the nearest enemy. The Citizen Mercenary Officer makes its next attack this turn with advantage.

*Lead from the Back. As* a bonus action, the Citizen Mercenary Officer may command up to three friendly creatures that can see the Citizen Mercenary Officer to immediately move up to 15 feet towards the nearest enemy. One of these creatures may then immediately make a melee or ranged weapon attack against a creature within range. If this attack hits, it deals an extra 2D6 damage.

Actions

*Multiattack.* The Citizen Mercenary Officer makes two attacks either with its javelin, shortsword, or spear.

*Spear. Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage one-handed or 6 (ids - 2) piercing damage two-handed.

*Javelin. Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

*Shortsword. Melee Weapon Attack:* \*4 to hit, reach 5 ft., one target. *Hit:* 5 (Id6 + 2) slashing damage.

**Skilled at their craft:** A simple weapon hand woven from twine, slings are commonly viewed as a peasant’s weapon, better for fending off wild animals than killing a heavily armed combatant. Not so in the hands of Balearic Slingers: able to launch stones at 160 km/hr., a trained slinger can hit weak points in even the most heavily armored opponent.

Balearic Slingers frequently form companies of mercenaries, forming units of 100-300 soldiers and selling their skills to the highest bidders.

**d6 Balearic Slinger mercenary company names**

1. The Silver Twine Serpents
2. The Singing Stones
3. The Hewn Boulders
4. Igneous Vengeance
5. Whistler’s Delight

Balearic Slinger

Medium humonoid, any alignment

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Armor Class 14 (padded armor) Hit Points 45(l0d8)  Speed 30 ft. | | | | |
| **STR DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 12 (+1) 16 (+3) | 11 (+0) | 11 (+0) | 10 (+0) | 13(+1) |

Saving Throws Dex +5

Skills Perception +2, Sleight of Hand +5

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

*Sling Ammunition.* Before making an attack, the Balearic Slinger may choose to use one of the following alternative ammunition types. If it does, replace the normal sling characteristics with those associated with the selected ammunition:

*Aerodynamic Pellet.* +5 to hit, range 60/240, one target. *Hit: 2*

(1 d4) bludgeoning damage.

*Lead Balli* +5 to hit, range 20/80, one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

*Sand Clot.* +5 to hit, range 20/80, one target. *Hit:* 1 bludgeoning damage. Target must make a DC13 Constitution saving throw or be blinded until the end of the Balearic Slinger's next turn.

Actions

*Multiattack.* The Balearic Slinger makes three attacks with its sling. The Balearic Slinger may use no more than two types of Sling Ammunition for these attacks.

*Sling. Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (Id4 + 3) bludgeoning damage.

*Dagger. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) slashing damage.

6 The Sabulo Skirmishers

