



# Sandfolk of the Valley

A Web Enhancement for  
the World of Dave Arneson's Blackmoor™

Greetings, and welcome to the first web enhancement for the first fantasy campaign setting: *Dave Arneson's Blackmoor*. As an "enhancement" per se, Sandfolk of the Valley is a content supplement to the epic adventure *City of the Gods*, written by Blackmoor veteran Harley Stroh. Herein you'll find statistics for one of Blackmoor's most enduring and iconic races – the sandfolk – presented for the first time as compatible with the v3.5 edition of the world's most popular roleplaying game. Also provided are rules for adapting the sandfolk as player characters, and a complete write-up of the sandfolk's trusted mounts and camp defenders: the camarilla lizards.

While intended as supplementary content for *City of the Gods*, it's worth noting that one needn't have access to that product to make use of the material offered in this enhancement, and vice versa (abbreviated statistics blocks for the sandfolk and the camarilla appear in the adventure). One can always take this material and use it in an ongoing Blackmoor campaign that features or involves the Valley of the Ancients, or potentially any other desert area. The choice, as in any good roleplaying game, is yours.

Uther once and always!

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## Sandfolk

### Medium Humanoid

**Hit Dice:** 2d8+3 (12 hp)

**Initiative:** +2

**Speed:** 30 ft.

**Armor Class:** 16 (+2 armor, +2 shield, +2 Dex), touch 12, flat-footed 14

**Base Attack/Grapple:** +1/+3

**Attack:** Longspear +2 melee (1d8+3/x3)  
or shortbow +2 ranged (1d6+1/x3)

**Full Attack:** Longspear +2 melee (1d8+3/x3)  
or shortbow +2 ranged (1d6+1/x3)

**Space/Reach:** 5 ft./ 5 ft.

**Special Attacks:** –

**Special Qualities:** –

**Saves:** Fort +6, Ref +2, Will +0

**Abilities:** Str 15, Dex 14, Con 17, Int 10, Wis 10, Cha 8

**Skills:** Handle Animal +2, Hide +3, Move Silently +3,  
Ride +3, Survival +4

**Feats:** Multiweapon Fighting<sup>B</sup>, Point Blank Shot

**Environment:** Arid wasteland, desert

**Organization:** Scout, party (2–7), tribe (8–30) plus 50% noncombatants, plus two lieutenants of 3rd–5th level and one leader of 6th–9th level

**Challenge Rating:** 1

**Treasure:** 50% goods; 50% items

**Alignment:** Usually lawful neutral

**Advancement:** By character class

*A tall, four-armed figure emerges from the dunes, wielding a long-bladed, serrated spear and a pair of wooden shields hung with feathers. The strange humanoid moves swiftly across the sand, loose robes twisting in the hot desert wind.*

Four-armed, dark-skinned humanoids, the sandfolk have inhabited the floor of the Valley of the Ancients since time immemorial. Sandfolk have leathery skin, ranging in color from a smooth green to a dusky gray, distinctive bony ridges that run the crest of their hairless scalps, and narrow eyes that vary in color from green to red. They typically wear voluminous robes (draped over their armor) that tend towards lighter, dun-hued colors.

Sandfolk are perhaps the most prominent ecological feature of the Valley of the Ancients, and Blackmoor's earliest explorers record encountering sandfolk scouts on the fringes of the waste. Mercurial and reclusive, the sandfolk have never established formal relations with the kingdom of Blackmoor. Some enterprising sandfolk tribes escort merchants across the valley's harsh landscape, but this is no guarantee against attack by other tribes.

Accused of superstition by more "civilized" races, sandfolk live and die by their religious mores and taboos. They can

even be manipulated through same, but woe to any would-be charlatan if the ruse is discovered. Unforgiving and relentless foes, sandfolk can pursue enemies for weeks on end, dogging them across the trackless wastes of the valley floor.

Most sandfolk raiders are warriors, while elite sandfolk are typically rangers. Tribal witchdoctors and healers are usually proper druids, but with only a few class levels.

### Combat

Sandfolk are cautious combatants, befitting the deadly environs of the Valley of the Ancients. They prefer to ambush their foes, striking swiftly and with overwhelming numbers before retreating back into the dunes.

Sandfolk warriors favor a long-bladed spear with a serrated edge. These spear-blades are typically fashioned of chiseled obsidian or the claws of especially large camarilla lizards, with elite members wielding blades of hammered iron or bronze. They fight with light wooden shields in battle, using two shields in concert to ward off incoming blows.

### Sandfolk Characters

It is almost unheard of for sandfolk to leave the Valley of the Ancients, but on rare occasions one will join with a band of adventurers for a time, usually to face down a grave threat or help explore the environs encircling its valley home. Sandfolk characters possess the following racial traits:

- +2 Strength, +2 Constitution, -2 Intelligence.
- Medium size.
- A sandfolk's base land speed is 30 ft.
- Racial Hit Dice: Sandfolk begin with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A sandfolk's humanoid levels give it skill points equal to  $5 \times (2 + \text{Int modifier})$ . Class skills are Handle Animal, Hide, Move Silently, Ride, and Survival.
- Racial Feats: A sandfolk's humanoid levels give it one feat.
- Four-armed: A sandfolk receives Multiweapon Fighting (MM 304) as a bonus feat.
- Weapon Proficiency: A sandfolk is automatically proficient with all types of spears.
- Automatic Languages: Common, Sandfolk. Bonus Languages: Dwarven, Goblin.
- Favored Class: Ranger.
- Level adjustment +1.

## Camarilla

### Large Magical Beast

**Hit Dice:** 4d10+20 (42 hp)

**Initiative:** +2

**Speed:** 40 ft.

**Armor Class:** 18 (+7 natural, +2 Dex, -1 size), touch 11, flat-footed 16

**Base Attack/Grapple:** +4/+13

**Attack:** Claw +8 melee (1d6+5) or bite +8 melee (1d8+5)

**Full Attack:** 2 claws +8 melee (1d6+5) or bite +8 melee (1d8+5)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Sand breath, improved grab, rake

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +9, Ref +6, Will +2

**Abilities:** Str 21, Dex 14, Con 20, Int 3, Wis 12, Cha 10

**Skills:** Hide +13\*, Jump +7

**Feats:** Improved Bull Rush, Power Attack

**Environment:** Arid wasteland, desert

**Organization:** Mount, pair, lounge (3-12)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

*An enormous lizard, armored in rough scales and covered in lichen and crumbling moss, hisses softly before lunging across the sand toward you!*

A true native of the Valley of the Ancients, the camarilla lizard can also be found in other northern deserts. Ranging from eight to nearly 12 feet in length, a camarilla's entire body is covered in thick, hardened scales. In older lizards, these scales often become encrusted with lichen, aiding in the creature's ability to hide beneath the desert sand. A camarilla's scales are most often blue and tan, their color dulling with age, with some rare specimens exhibiting crimson and even purple scales into adulthood.

Camarilla are remarkably receptive to training if captured as youths or reared from infancy. The sandfolk are the only people to make a common practice of this, and they use the camarilla as both mounts and sentries for their camps.

The undamaged skin of a young camarilla can be sold for as much as 150 gp or more, while the skins of older specimens are typically worth less. The front claws of mature camarilla are much prized by sandfolk, who use them as a tools and ceremonial weapons. A sandfolk warrior will offer services or goods equal to roughly 50 gp for an exceptional camarilla claw.

## Combat

Camarilla lizards draw in and store fine sand in their loose, hanging jowls, and can exhale the sand in blinding clouds of blistering air. They prefer to blind their prey with these sand clouds, and then move in to finish the job with their long, saber-like claws.

Camarilla prefer to lay in wait and ambush their prey. Adults of the species are fearless hunters, attacking anything their size or smaller. Packs of camarilla can prove especially dangerous, with one or two of the lizards herding their prey into an ambush, where 10 or more camarilla lurk beneath the hot desert sand.

*Sand Breath (Ex):* 10-foot cone of irritating particles, damage 4d4, Reflex DC 15 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -2 penalty to AC and a -2 penalty on attack rolls for 3 rounds. A camarilla can use this ability once every 1d4+1 rounds. Targets of multiple uses of this ability do not suffer cumulative AC and attack penalties, but must save for half damage.

*Improved Grab (Ex):* To use this ability, a camarilla must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

*Rake (Ex):* Attack bonus +7 melee, damage 4d6+5.

**Skills:** Camarilla have a +4 racial bonus on Hide checks.



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# BLACKMOOR<sup>™</sup>

*city*  
of the **GODS**



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