

DAVE ARNESON'S
BLACKMOOR[™]





THE NORTH

Legend:

- Forest
- Open Terrain
- Hills
- Mountains
- Swamps, Fens
- Rivers, Lakes
- Cities, Towns
- Roads

Scale:
 0 25 50 75 100
 MILES PER INCH
 1 HEX = 12.5 MILES

Cartography by Brent Chumley



The North Sea

The Black Sea

The Eastern Hak

The High Hak

The Plains of Hak

Buccaneer Bay

The Shallows

Gorgon Bay

The Bay of Blackmoor

The Bay of Reeva

Firefrost Channel

Duchy of the Peaks

The Barrens of Karsh

The Firebird Peaks

The Sundre Peaks

THE NORTH

0 25 50 75 100
MILES PER INCH
1 HEX = 12.5 MILES
Cartography by Brent Chumley



The North Sea

The Black Sea

The Eastern Hak

The High Hak

The Plains of Hak

Buccaneer Bay

The Shallows

Gorgon Bay

The Bay of Blackmoor

The Bay of Reeva

Firefrost Channel

Duchy of the Peaks

The Barrens of Karsh

The Firebird Peaks

The Sundre Peaks

THE NORTH

0 25 50 75 100
MILES PER INCH
1 HEX = 12.5 MILES
Cartography by Brent Chumley



DAVE ARNESON'S
BLACKMOOR[™]



A Zeitgeist Games, Inc. Production

Lead Designer: Dave Arneson

Cover Artwork: Larry Elmore

Executive Producer: Dustin Clingman

Editing: Luke Johnson, Scott Osborne

Writing and Design Team: Dave Arneson, Dustin Clingman, Jeff Quinn, Richard Pocklington

Art Direction and Graphic Design: John Hood

Additional writing: Ari Marmell

Development: Scott Osborne, Luke Johnson, Ari Marmell

Additional Development: Jim Shepard, Matthew Capstraw

Cover Design: John Hood

Interior Artwork: Allan Alegado, John Hood, Marcio Fiorito, John McSweeney, Steve VanZandt.

Cartography: Clayton Bunce, Jeff Quinn

Proofreaders: Chris Reed, Matt Capstraw, Jim Shepard, Christina Clingman

Published by Goodman Games

Playtesters: Corey “Bullwinkle” Frampton, Andrew Zulick, Darcy Martin, Shaun “Soup” Crandall, Brian Mellem, Kenn Englehart, Mike Bohn, Susie Quinn, Alexandra Sloan, Patrick Spisak, Shaun Rattigan, Darry Huskey, Melissa Brophy, Arthur Johnson, Kurt Bentzen, Jim Pivonka, Danielle Spehar

Special Thanks to: Mary Kirchoff, Tom Buscaglia, Charles Ryan, Rich Redman, C.A. Suleiman, Greg Svenson, Stewart Larsen, Andy Smith, Will Nesbitt, Luke and Malia Weinhagen, Steve Lortz, Scott Belfry, Joseph Goodman, David Ross, Claire Vail, David Weinstein, Anthony Valterra, Peter Adkinson, Andy Hopp, Thomas Denmark, Grant Boucher, Tim Dugger, Havard Fannes, Tim Huntsman, William Wetherill, Rob Garfield, , Chris Johanson, Adlon and Smaug from Mortality Radio, Rob Catto, Geoff Gander, Jacob Skytte, Gregory Pratt, D. Anthony Robinson, Arthur Johnson, Kurt Bentzen, Danielle Spehar and the fans that have kept Blackmoor alive over the years!



Dave Arneson's Blackmoor is ©2004 Zeitgeist Games, Inc.

Based on the original Blackmoor setting, associated character and places owned by Wizards of the Coast, Inc. Used with permission, all rights reserved ©1975 Wizards.

Zeitgeist Games is a trademark of Zeitgeist Games, Inc.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1: Arcane Warrior, Blackmoor, Skelfer, Uvae

The following text is designated as Open Game Content: Spell descriptions in Chapter 3: Magic pages 83-95

Printed in U.S.A



www.zeitgeistgames.com





DEDICATION

This book is dedicated to the millions of roleplayers who have kept the game alive over the last thirty years by remembering to just have fun.



Contents

Introduction	7	Using a Spell Focus	72
The Original Players of Blackmoor	9	Magical Renegades	74
		Cleric Domains	74
		Spell Descriptions	82
Chapter 1: Characters	10	Chapter 4: Life in Blackmoor	96
Races of Blackmoor	11	The Kingdom of Blackmoor	98
Dwarves	12	The Regency Council	99
Elves	14	Baronies in Blackmoor	99
Cumasti Elves	14	Life in Blackmoor	100
Half-Elves	16	Life on the Frontier	101
Westryn Elves	17	The Wizards' Cabal	104
Gnomes	19	Merchants and Trade	105
Halflings of Blackmoor	20	Weapons and equipment	106
Halflings	20	Armor and Shields	108
Docrae	22	Steam power	110
Half-Orcs	23	Clockwork	112
Humans	24	Major Geographical Features	112
High Thonians	24	Blackmoor (City, population 5,400)	114
Thonians	26	Castle Blackmoor	116
Peshwah	26		
Character Classes	28	Chapter 5: Lands Beyond	131
New Character Classes	30	The Duchy of Ten	131
Arcane Warrior	30	Major Geographical Features	133
Noble	33	Important Cities and Communities	134
Wokan	36	Elven Lands	140
New Skills	39	The Kingdom of the Westryn	140
New Feats	40	The Lands of the Cumasti	144
Character Description	43	The Hak	146
		The Horsemen of the Peshwah	146
Chapter 2: Prestige Classes	45	The Dozen Horseclans	147
Existing Prestige Classes	45	Lands of the Regent of the Mines	149
New Prestige Classes	47	The Realm of the Egg	153
Docrae Outlook	47	Chapter 6: Deities of The North	155
Dragon Knight	49	Deities of the North	156
Elven Elementalist	53	Dwarven and Gnome Deities	164
Fey Lord	59	Elven Deities	167
Inquisitor	61		
		Chapter 7: Rogues, Regents and Rascals	171
Chapter 3: Magic	69	Alwyn Morland	171
Skelfer's Scientific Precision	69	Bascom Ungulian, Baron of Glendower	173
The Wizard's Cabal	70	Bram Tagus, Baron of Bramwald	174
The Spell Focus	71	Brother Richard, the Flying Monk	175
		The Egg of Coot	176



Garamond Bolitho, Bishop of Blackmoor	176	Player Introduction	213
Jallapierie	178	Part One: Newgate	215
King Uther Andahar	180	Encounter 1: The Gull and Moon Inn	215
Lortz Kharnundrhum	181	Part Two: On the Road to Bramwald	217
Marfeldt the Barbarian	182	Encounter 1: Ambush	217
Mello Feathertoed	183	Encounter 2: Tracks Near Bramwald	218
Menander Ithamis	184	Part Three: Bramwald	218
		The Axe and Ale Inn	218
		Encounter 2: The Temple of Odir	220
Chapter 8 : Monsters of Blackmoor	187	Part Four: On the Road North	221
Afridhi	188	Encounter 1: The Fallen Farmers	221
Afridhi Characters	188	Encounter 2: Ambush at the Sea Bandits	221
Beastman	189	Part Five: Jackport	221
Beastman Characters	190	Encounter 1: The Guild	221
Thrall of Coot	190	Encounter 2: Font of Dolphins	222
Creating a Thrall of Coot	191	Part Six: Sewers Under Jackport	222
Elemental (Metal and Wood)	191	Dungeon Features	223
Metal Elementals	191	Random Encounters	223
Wood Elementals	194	Conclusion	226
Froglin	196		
Gatorman (Broadgrin)	197	Appendix	228
Goblin, Ash	198	Adventure Ideas	228
Ash Goblin Characters	199	Random Encounter Tables	229
Grazer	199	Booh Region	229
Steel Mephit	200	Duchy of Ten	229
Wood Mephit	200	Inland Waterways	230
Naliseth	201	Coastal Encounters	230
Naliseth Spawn	202	The Redwood Forest	231
Orc, Balebourne	203	Westryn Forest	231
Balebourne Orc Characters	204	Mountain Encounters	232
Skandaharian	204	GM Special Table	232
Skandaharian Characters	205		
Spirit Animals	206	Index	233
Sample Spirit Animal	206		
Creating a Spirit Animal	207	Character Records	236
Steppes Charger	207		
Thoul	208		
New Subtypes	209		
Chapter 9: Ties that Bind	210		
Adventure Background	210		
Adventure Synopsis	211		
For the Players	211		
Random Wilderness Encounters	211		



Introduction

One day, a little over thirty years ago, I discovered that I was bored. Faced with a long weekend without gaming, I turned to the television. I tried to occupy my time sitting on a couch watching cheesy 50's monster movies and reading "fantasy hero" novels until I could find something better to do.

I noted that the hero in the movie I was watching had again failed to pick up the gun and blast the monster. Even if such a puny weapon did not stop the critter it would probably slow it down. Why didn't the heroes make better decisions?

The fantasy hero in my novel had once again dodged the magic spell and solved his problems with a sword. All this in the face of clear indicators that told him, and the reader, exactly what he must do to destroy the evil menace through an easier route! Even I could write better junk than this!

I began to reflect on the latest bad translation quoted from an obscure historical tome that would call for major rule changes in the Napoleonic Miniatures campaign. The campaign that I was running had become a drag. It was consumed with these long tedious battles and constant bickering over historical details. These most recently uncovered details would mess up next week's battle. Curses on all such books! Why not just use one source and be done with it!

CLICK!

Graph paper, pencil, the old 20-sided dice we never used, some really poorly sculpted plastic monsters...I began to imagine a dungeon. My mind raced...I began to draw. Maybe I can fill it with critters and gold! This dungeon needs a name? Hmm, it's a dark place in the wilds of wherever. Ahh! Blackmoor!

By Sunday night the first six levels of the dungeon were done and the gaming table in the basement had been transformed into a small medieval town with a castle. A dungeon seemed like a good idea since it would keep the players from running all over the place. We still needed some more details...Ah! I drew a map of the town and the country around it. These last details took me most of the rest of the week to complete. I was really excited about this idea. Now everyone could be a hero like in a book but without a tight (and often dumb!) plot. They could do just about anything that they wanted to do, for better or for worse.

In that short time, Blackmoor was born. I had a few rules and no plans for anything beneath the 6th level in the dungeon, or beyond the tabletop boundaries into a greater world. With the basic idea laid out, there were still questions to answer.



Where did the players meet? Inns were popular in a lot of books and it was logical that the guys would meet in a public establishment. And there had been this neat medieval restaurant in Chicago called The Comeback Inn.

What was their goal? Why money of course. They sought great treasure and cool magic items. These were quite popular quests in fantasy novels, and movies. Maybe they will quest after the “Magic McGuffin Amulet!”

The campaign setting now known as Blackmoor was done within the month with additional details added as needed. Both the setting and the rules continued to grow over the weeks. Most, but alas not all, the guys liked the game and wanted to keep playing. So the next few weeks were spent fleshing things out and trying to maintain the structure. In a very real way I have continued to “flesh things out” over the last thirty years.

Major combat changed from rolling a pair of dice that resulted in victory or death to one where the hero could fight on beyond the first swing just like in the movies! Killing critters in one blow was fine but not when it meant getting your character killed. Within the first month the players were getting quite attached to their characters. Then came the next big questions...”Shouldn’t we be getting better at killing stuff like experienced troops on our Napoleonic campaign?” Ok, lets work something out.

Many major adventure quests were planned out into new areas of the map such as the Temple Of The Frog, City Of The Gods, The Quacking Dragons, etc. Complement these adventures with invasions by evil forces, migrating hordes and you have a good amount of fun on your hands,

Some things worked and other didn’t go so well. The Frogs were supposed to be a one shot adventure that everyone loved so much that I did sequel adventures for them. Nefarious enemies like The Egg of Coot weren’t popular opponents at first. The Egg was OK while it stayed out of the mainstream, but no one liked adventuring near it. Some new weapons were added as the same Napoleonic guys that had hassled me before about assorted minutia came around with tomes on medieval weapons! “So Dave what can this device do?” I thought that I had escaped that stuff!

There was no master plan at the start and portions of the campaign have had to be updated over the years. At least once a year many of the old players get together and journey again through the land of Blackmoor. I continue to run the Blackmoor campaign in the games I judge at conventions and in my classroom. Over the years some 5,000+ people have adventured in Blackmoor in excess of 1,500 game sessions. The roads are well traveled but the adventures never end.

Dave Arneson
Orlando, 2004



The Original Players of Blackmoor

Jim Abler
Jim Barber (Elf)
Dave & Scott Belfry
Mike Carr (Cleric)
Larry Bond
Steve Dabenspeck
Ken Fletcher (Ranger)
Frederick Paul Funk III (Orc)
Pete Gaylord (Mage)
Phil Grant (Elf)
Bill Heaton (Paladin)
Harry Holman (Dwarf)
Duane Jenkins (Vampire-Knight)
Rick (Mel) Johnson (Halfling)
Tony Kellen
Tim Kirkpatrick (Halfling)
Kurt Krey
Jim Lafferie (Mage)
Ross Maker (Dwarf)
David Megarry
Bob Meyers
Mike Mornard
Chuck Munson
Dale Nelson
Dan Nicholson (Merchant)
Martin Noetzel (Elf)
Mike Norman
Walter Oberstar (Dwarf)
John (Warrior) & Richard (Cleric) Snider
Chuck & John Soukup
Dave Wesely (Half-Elf)

Honorary Members

Bluepetal (pre-Blackmoor)
Cliff Olilla (pre-Blackmoor)
Giovanna Fregni (Dwarvian Battlemaid)
Malia Arneson/Weinhagen (Thief/Monk)
Steve Lortz (Dwarf)



Chapter 1: Characters



Creating a Blackmoor Character

In Blackmoor's long and troubled history, many would-be heroes have quested to find the power and riches long rumored to be present in the harsh, cold northern region. Innumerable stories tell of these great adventurers' bravery, heroism and skills. Despite their best efforts, Blackmoor remains a troubled land. Monsters roam unchecked, slaughtering the innocent. Enemy armies advance on all borders. The Kingdom of Blackmoor once again calls on its protectors to save it from complete domination. Will you answer the call? Can you find the inner strength to help heal this land of its mortal wounds? The fate of this great kingdom is in your hands.

In *Dave Arneson's Blackmoor*, characters must learn the importance of alliances and friendships as well as the value of cold steel. The numerous races and cultures of this rich world have their own histories and legends for you to learn. The character you create is your first step in writing a new chapter in the legendary world of Blackmoor.

Blackmoor was the first published fantasy campaign world for role-playing games, and therefore just about any kind of fantasy character may find a home within its borders.

Now you can take a role in this classic campaign world and help sculpt its future.

A character created using the *Player's Handbook* revision 3.5 (*PHB*) will work in a Blackmoor campaign. This chapter focuses on ways to create and tailor your player character to Blackmoor's rich world. To create a 1st-level character, refer to the *PHB* to create your character's attributes and then return to this book to select your character's race and class.

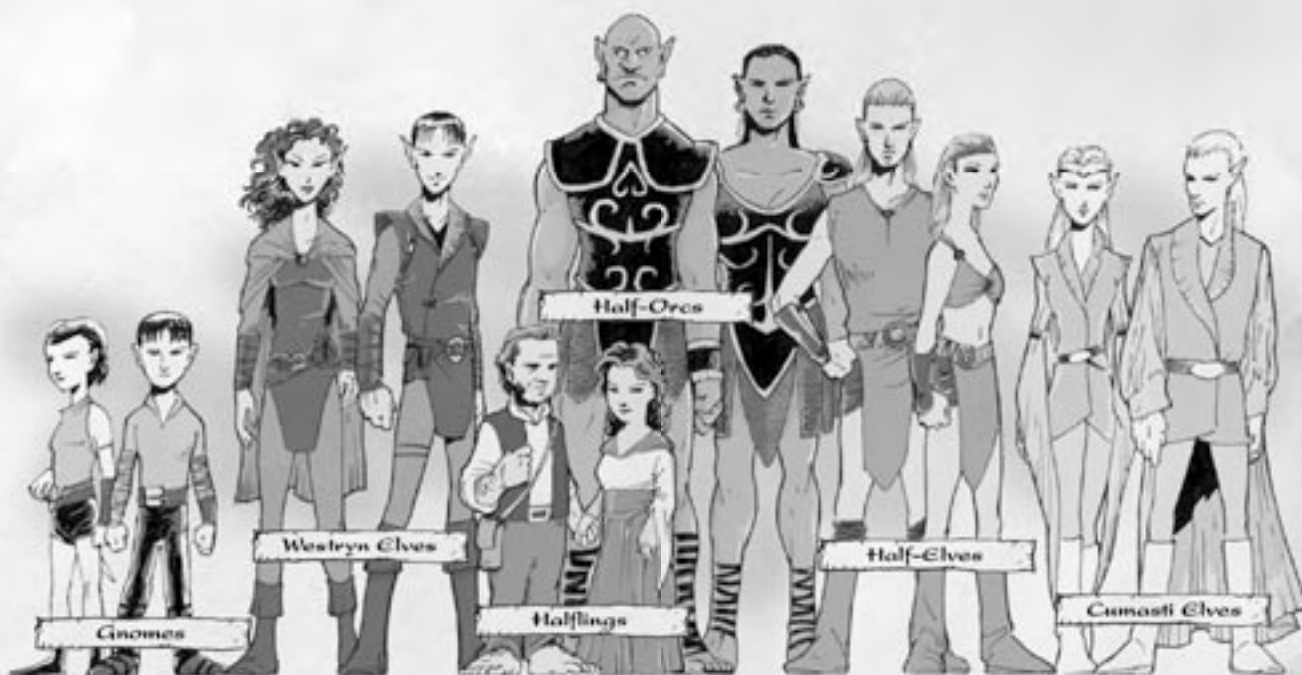
This chapter includes the following sections:

Races of Blackmoor

Many races dwell in Blackmoor. Some share the same names and attributes as their counterparts in the *PHB*. Also, a number of races have been added for Blackmoor campaigns. For example, the normal human in the *PHB* is known as a Thonian in Blackmoor, and the Docrae are



Characters



a variant race of Halflings. As a player, you can choose to use the races' established definitions or try one of the new races unique to Blackmoor.

Character Classes

The core player classes presented in the *PHB* are also found in Blackmoor. Some core classes have been modified so that they better fit into the world of Blackmoor, and this book includes a number of new classes. For example, some Blackmoor wizards can use spell foci in lieu of material spell components. These foci are challenging to create, but they are required to cast some higher-level spells.

This book presents three new basic character classes. Arcane warriors are protectors of the High Mages of the Wizards' Cabal. Nobles represent the royal lineages of Blackmoor's major races. Wokan are an ancient group of arcane spell casters defending the wilderness from continued encroachment.

This book also includes a number of prestige classes based on Blackmoor's cultural and regional expansions. Some of these classes parallel the material presented in previous Blackmoor products; others are new and expand on the world's myths and legends. These prestige classes present a wide range of specialization, which offers players many paths to which to aspire as they continue their adventures.

New Skills

Blackmoor has grown significantly over its last 400 years. Blackmoor's political climate requires the ability to use and understand a number of languages. New skills appear in this section. Skills from the *PHB* that are not replaced or modified here are also available to characters in Blackmoor.

New Feats

This section focuses on new feats specific to Blackmoor. Feats from the *PHB* are also available to characters in Blackmoor.

Races of Blackmoor

Many races and empires have risen to glory and fallen into dust throughout Blackmoor's long history, many. The legacies of these peoples continue in present-day Blackmoor. Many races are found in the charted and uncharted areas of this enormous world, and each of these races is rich in history and lore.

The primary races that can be selected as character races are Cumasti and Westryn elves, halflings and Docræ, High Thonians and Thonians, dwarves, gnomes, half-elves, half-orcs, and Peshwah. Each race hails from a different region and their members have special abilities to aid them in their adventures. Proficiencies or skills that represented in *bold italics* are described later in this chapter.



Characters



Dwarves

The dwarves of Blackmoor are an industrious and proud people. For generations they have created beautiful and awe-inspiring crafts, as well as immense cities of stone. Dwarven cities are wondrous to behold, yet outsiders seldom see them. Rumors say that the entire City of Blackmoor could fit within the Regent of the Mines' mighty stronghold. As the chief miners in Blackmoor, the dwarves play an important role in procuring the precious metals gold, platinum, and mithral. While these metals are valuable, the dwarves also control the major locations of the raw gems needed to create spell foci. This makes the dwarves an important ally for the Wizards' Cabal, which often stations arcane warriors near dwarven settlements to keep an eye on the mines.

Dwarves in Blackmoor have also applied science to their industrious efforts. They have mastered great steam engines that assist in mining, helping them delve deep into the hearts of Blackmoor's mountains.

Personality: Dwarves are proud of their heritage as well as their handiwork. They are quick to boast about themselves and their people. Fond of good drink and fine food, dwarves are often drawn to the art of cooking. They are fiercely loyal to their kin and slow to befriend outsiders. At times, a dwarf may dub a foreign companion "Dwarf-Friend" — creating a lifelong bond between the dwarf and his ally. This bond transcends simple mortality and often passes on to such a friend's family and heirs. It is not uncommon for dwarves to adopt the immediate members of a Dwarf-Friend's family.

Physical Description: Dwarves stand 4 to 4 ½ feet high. They are very broad and muscular and weigh as much as Thonians despite their height difference. Female dwarves are noticeably lighter in frame but are just as tall as their male counterparts. Dwarves in Blackmoor have many

Table 1-1 Racial Ability Adjustments

Race	Ability Adjustments	Favored Class
Cumasti	+2 Intelligence, -2 Constitution	Wizard
Docrae	+2 Dexterity, -2 Strength	Fighter
Dwarf	+2 Constitution, -2 Charisma	Fighter
Gnome	+2 Constitution, -2 Strength	Rogue
Half-Elf	None	Any
Halfling	+2 Charisma, -2 Strength	Rogue
Half-Orc	+2 Strength, -2 Intelligence*, -2 Charisma	
High Thonian	+2 Intelligence, +2 Charisma, -2 Dexterity	Any
Peshwah	+2 Charisma, -2 Intelligence*	Ranger
Thonian	None	Any
Westryn	+2 Strength, +2 Dexterity, -2 Intelligence*, -2 Charisma	

*Starting Intelligence score is at least 3 regardless of racial modifiers.



Characters

variations in their skin tones due to their proximity to wild magic; dwarf skin ranges from very dark brown to light honey. All dwarves have dark brown or black eyes.

Facial hair is a source of tremendous pride in dwarven culture. Males wear full beards, grooming them in elaborate braids and decorating them with rings and pendants. Females do not normally have facial hair. Male and female dwarves wear their hair simply. Dark red hair is common, brown slightly less so. The occasional dwarf has black hair; this is more frequent among females than males.

Dwarven dress is simple, consisting of plain woolens with little adornment. Dwarves are long-lived by human standards, first reaching adulthood at age 75. Dwarves are considered elders when they approach 400 years of age.



Alignment: Dwarves hold dwarven law to be the only true law. Within their underground realm, dwarves see themselves as lawful. However, because they care very little for the laws of non-dwarves, most outsiders view them as a neutral race. Dwarves tend toward good.

Relations: Dwarves are leery of other races, seeing them as possible threats until proven otherwise. However, dwarves get along well with gnomes, who share their love of earthly living as well as a fascination with treasures. Dwarves and gnomes are also both interested in machinery. They often live symbiotically in this regard, as gnomes have the fine dexterity to craft and manipulate small mechanical parts for the dwarves' large iron machines. On the other hand, dwarves have a strong distrust of Cumasti and Westryn elves. Dwarves believe that elves take advantage of other races and try to exert their power over others. Dwarves also have a fiery hatred of orcs and goblins and attack them out of hand. Orcs and goblins are ancient dwarven enemies that continue to threaten dwarven settlements to this day. A dwarf must summon great control to restrain himself from attacking such enemies.

Dwarven Lands: Wherever mountains stand in Blackmoor, dwarves are found. Some barren mountains may not currently be inhabited, but proof of prior dwarf

residency is certain to be evident. Dwarves seek out riches below the mountains and construct giant cities in their depths.

The dwarves' main settlement is the Halls of the Regent of the Mines near Mount Uberstar in Eastern Blackmoor. The Regent united and controls the dwarf clans. Within the dwarven strongholds, all clans are sworn to the service of the Regent. The dwarves have a nominal king, but that title holds no value among them. In fact, dwarven kingship is actually a mark of insult thrust upon a particularly lethargic or unproductive dwarf. Many times this so-called "King of the Dwarves" is sent out to negotiate with those with whom the dwarves have no real interest in dealing.

Dwarven Culture:

Dwarves are born into clans.

They are given their names by their clan leaders and then required to live out their lives in the service of their clan and the Regent. Dwarves willingly lay down their lives to protect their clans and their Dwarf-Friends. The number of dwarf clans in Blackmoor is too numerous to list. Traditionally, dwarves have been a male-dominated society, but that ancient tradition may be in jeopardy as the number of female births is rumored to have steadily declined. This has caused a rise in the role of females in the culture and threatens to advance females to higher positions of power within the clan structure.

Religion: Dwarves have their own pantheon of deities. Most worship Dhumnon, lord of the dwarven gods. Large underground temple complexes are devoted to the greater dwarven deities Hemgrid, Koorzun, and Gorrim.

Language: Dwarves speak their own language and use a runic script. They also speak Common, as they trade frequently with humans. Dwarves understand Gnome, as well as the languages of many of their enemies.

Names: A dwarf has a given name and a clan name. The clan name has a bearing on the dwarf's standing in society. Dwarves are quick to defend their clan's honor when it is challenged.

Male Names: Grond, Havraad, Korm, Kudgum, Nordu, Odo, Ornurgam, Rordum, Zomdu.



Characters

Female Names: Aussa, Bavmin, Dawonor, Dewna, Kumna, Okrozu, Vamna, Vorra.

Clan Names: Benodond, Dragun, Gorduhendo, Grubumd, Khundan, Nokvorm, Wumnozu.

Adventurers: Dwarven adventurers are usually misfits or have embarked upon family quests to restore honor or protect some famous dignitary. Dwarven culture rewards and praises creation, so dwarves often see adventurers as lazy or dishonorable since they search for riches that they did not mine or create. Most dwarven adventurers are fighters or warriors, but with the close proximity to so many magical energies some dwarves have found magic to be as useful a tool as a pick or battleaxe.

Dwarven Racial Traits

- +2 Constitution, -2 Charisma. Dwarves are tough but tend to be surly and gruff.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is in black and white only, but it is otherwise like normal sight, and dwarves can function fine with no light at all.
- Stonecunning: Dwarves have a sixth sense about stonework, and this innate ability gets plenty of use in their underground homes. This stonecunning ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. This also includes material that is not stone but that is disguised as such. A dwarf who comes within 10 feet of unusual stonework can use the Search skill to find stonework traps as a rogue can. Dwarves can also intuit depth, sensing their approximate depth underground as naturally as humans can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons rather than exotic weapons.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.

- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks related to stone or metal items.
- +2 racial bonus on Craft checks related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Bestial, Giant, Gnome, Goblin, Orc, and Terran. Dwarves are familiar with the languages of their enemies and their subterranean allies.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Elves

The Cumasti elves and the Westryn Elves comprise Blackmoor's elven population. Once a single elven culture, an alliance with humans resulted in a betrayal and curse that caused an irreparable divide between the elves of eastern and western Blackmoor. Numerous efforts have been made to restore the culture to a single elven race, but to no avail.

Blackmoor's elves are as diverse and changing as the many tribes of man. Due to their low birth rates and the loss of much of their ancestral lands to humans, orcs, and other humanoids, elves are beginning to die out. They have begun looking into magical avenues to extend their race's longevity and to help slow their attrition rate.

Cumasti Elves

The Cumasti elves have a long and rich history. Their race dates back to prehistory as one of the first good races to walk the world. They possess an inspirational ability to perform great works of magic, art, and music. Until modern humans came to the world, elves ruled the lush forests and plains. The elves aided men in establishing themselves as a good race but the humans ultimately betrayed them.

The betrayal of the Cumasti split their society into two opposing factions. Cumasti loyalists sought to mend the wounds left by the human betrayal, believing that humans choose their paths as individuals, not as a collective race. The other elves, later to be called the Westryn elves, retreated from the world, scarred by the human betrayal and vowing never to trust any other race again.



Characters

Personality: Cumasti are intelligent and willing to experience life in all its facets. They follow the traditions laid down for them so many centuries ago by the first elves to walk the world. They love nature and all that it offers.

Cumasti are trusting and friendly, living to experience the diversity of the peoples with whom they share. They hold no hatred for any good race, though they find dwarves too dirty and crass for their refined sensibilities. They view each person as an individual whose deeds are weighed on a scale larger than the elf's ability to judge.

Physical Description: Cumasti elves are short and slender. They stand between 4 1/2 and 5 1/2 feet tall and weigh between 80 and 130 pounds. Cumasti men are typically heavier and taller than Cumasti women. Cumasti have light-colored hair, ranging from honey to ash blonde, and have eyes of rich green, deep blue, or soft brown. Other races view Cumasti as nearly ethereal — hauntingly beautiful and graceful. Cumasti skin tones are light, even after hours in the sun. Cumasti reach maturity at 100 years old and live for over 800 years. All other physical attributes of the Cumasti mirror the *PHB* elf racial entry (see the *PHB*, Chapter 2: Races, "Elves").

Alignment: Cumasti revel in the freedom of nature and indulge in the heady wine of life. They are neutral toward the struggle between law and chaos, with a good-aligned outlook toward those around them.

Elven Lands of the East: Most Cumasti live in the Forest Kingdoms of the East. These lands are made up of the Elven Forest and three smaller forests. The four Forest Kingdoms of the East are Redwood Court (located in the Red Woods, with its capital city of Ringlo Hall), Potter's Down (found in Potter's Forest, south of Dirk's Cove), the Noris Kingdom (located in the Noris Wood, south of the Root River and north of the Crystal Peaks), and the Wurmthrone (found in the Wurmwood, west of the Black Hills and south of the Regent of the Mines).

Religion: Cumasti worship the goddess Ordana, patron of elves and all sylvan creatures. They also worship the Six Elemental Lords and Faunus, the King of the

Divine Forest. Because of their close ties to nature, it is not uncommon for Cumasti clergy in some remote villages to be druids.

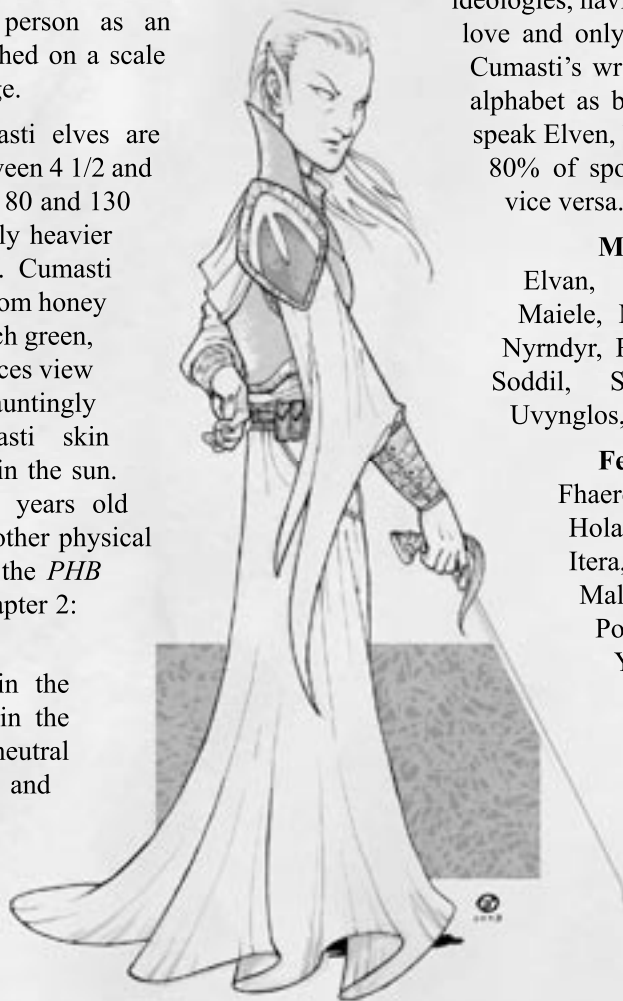
Languages: Cumasti speak their own derivative of the Elven root language; the Cumasti tongue was formed after the separation from their Westryn kin. This Elven dialect promotes the use of positive phrases and ideologies, having over thirty words to denote love and only three to portray hatred. The Cumasti's written form uses the same root alphabet as base Elven. If a character can speak Elven, he is able to understand nearly 80% of spoken or written Cumasti, and vice versa.

Male Names: Baetho, Dundin, Elvan, Giiran, Hathrik, Kyvaryl, Maiele, Mede, Mithgilivyr, Mylaeth, Nyrndyr, Rhyllirin, Rundusk, Seneralos, Soddil, Strast, Tothraern, Uhlmar, Uvynglos, Zanyll.

Female Names: Claen, Elune, Fhaeress, Geladyl, Ghilula, Holaline, Hylone, Ista, Itaarel, Itera, Jhiilira, Liathloen, Luoranyl, Mallune, Milshera, Nadylnue, Polinyra, Throrthryra, Tinnaryll, Yrnyriah.

Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, Narth, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

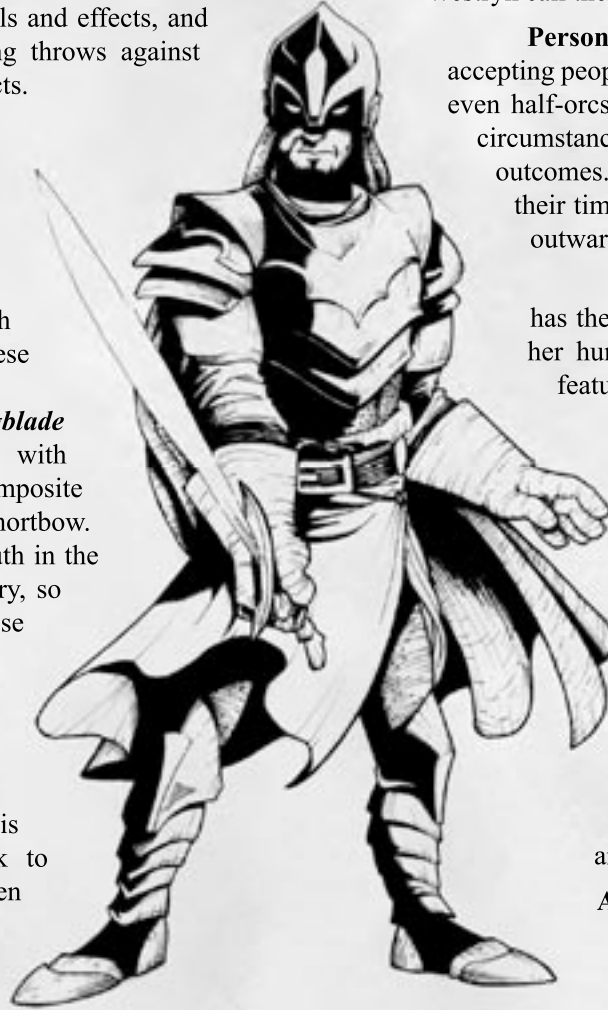
Adventurers: Cumasti are born to be explorers. They leave home on personal quests in search of the strangest objects and treasures. These quests can be as ambitious as discovering a lost elven artifact, as mundane as visiting strange foreign cities, or as unusual as finding one of the fabled orange phantom fungi of the Wood of the Revenant. Cumasti adventurers generally work well in mixed-race groups but enjoy antagonizing dwarves for their supposedly unrefined manners. They openly distrust half-orcs.



Characters

Cumasti Racial Traits

- -2 Constitution, +2 Intelligence. Cumasti are fragile but quick of mind. Their incredible intellects make Cumasti excellent sages and wizards.
- Medium: As Medium creatures, Cumasti have no special bonuses or penalties due to their size.
- Cumasti elf base land speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial bonus on saving throws against Enchantment spells and effects.
- Low-light Vision: Cumasti can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to distinguish color and detail under these conditions.
- Proficient with the *Elven longblade* and rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow. Cumasti train from their youth in the arts of swordplay and archery, so all are proficient with these weapons.
- +2 racial bonus on Listen, Search, and Spot checks. A Cumasti who simply passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it, as if he had been actively looking for the door. Cumasti senses are sharp enough that other races believe these elves to be clairvoyant.
- Automatic Languages: Common and Elven (Cumasti). Bonus Languages: Draconic, Elven (Westryn), Gnoll, Gnome, Goblin, Orc, and Sylvan. Cumasti may come from the Forest Kingdoms, but they travel extensively. They know the languages of their allies and enemies, as well as Draconic, the language of magic.
- Favored Class: Wizard. A multiclass Cumasti's wizard class does not count when determining whether he suffers an XP penalty for multiclassing. Sorcery and arcane magic run in the veins of the Cumasti elves, and ranger/wizards are especially common among them.



Half-Elves

Blackmoorian half-elves are rare since they come only from the union of a Cumasti elf and a human. Half-elves often feel lost, not knowing where they fit in. They wander the world, looking for a home where they can live in peace. Humans use the term “half-elf” to describe this race. Cumasti call them *Ni'ssillin* (“Lost Ones”) and Westryn call them *Do'rioa* (“Cursed Blood”).

Personality: Half-elves are a very accepting people. They do not judge individuals, even half-orcs, by their race. They realize that circumstances can sometimes create strange outcomes. Because of this, they tend to take their time when making decisions and are outwardly slow to warm up to others.

Physical Description: A half-elf has the same basic height and weight as her human parent but exhibits the fine features of her elven parent. She has light-colored hair and skin, but not to the same extent as her Cumasti parent. Half-elves are built like humans, appearing in a similar array of body types. Their slightly slanted eyes are a feature unique to half-elves, and their eye colors range from blue to brown and always contain flecks of gold or silver. Their ears are slightly pointed, but their other features are soft and rounded.

Alignment: Half-elves can be of any alignment, and are as diverse as humans.

Religion: Half-elves worship any number of human and elven gods, though they rarely find the desire to look to the heavens except in their most desperate hours. During these times, half-elves call out to any deity that listens.

Languages: Half-elves speak both the Cumasti dialect of Elven and the Common tongue of man. They are gifted linguists and can learn any language with ease.

Names: Half-elves may be named according to human or Cumasti traditions, though half-elves commonly have elven names.



Characters

Male Names: Anvodrim, Bellow, Berurthane, Braddle, Calarg, Garodrarg, Glad, Glormak, Gramgel, Imanak, Imginarg, Imgudrone, Korodrand, Kuhisheth, Lorard, Urthim, Yest, Karn.

Female Names: Bagolim, Bimber, Celadrog, Ceridrone, Glind, Gloshmorn, Harangrath, Ibonarg, Imgirkine, Ingak, Itrak, Lathith, Lireth, Lumikorn, Patrice, Robin, Shyla, Thashangrarg, Thomitrim, Thongrak, Ungarthorn, Vorin, Vosagrorn, Zovorn.

Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, Narth, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

Adventurers: Because of their generally nomadic ways, half-elves are natural adventurers. They quest for their entire lives, looking for pieces of their lost past.

Half-Elven Racial Traits

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial bonus on saving throws against Enchantment spells and effects.
- Low-light Vision: Half-elves can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have a Cumasti's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of Cumasti elves.
- +2 racial bonus on Diplomacy and Gather Information checks. Half-elves can get along with all races.
- Cumasti Blood: For all effects related to race, half-elves are considered Cumasti elves. This makes them as vulnerable to certain special effects as their elven parents, and they can use magic items that are only usable by elves. If an item is sub-race specific, half-elves can use it if it is usable by Cumasti elves.
- Automatic Languages: Common and Elven (Cumasti). Bonus Languages: Any (other than secret languages, such as Druidic). Half-elves are versatile and share many experiences with their human ancestors.
- Favored Class: Any. When determining whether a multiclassed half-elf suffers an XP penalty, his highest-level class does not count.

Westryn Elves

Once part of the greater elven race, the Westryn elves have branched away from their Cumasti cousins since the Black Queen's fall and her father's curse on the Forest Realms of the West.

The "Black Curse," as the Westryn call it, has made it impossible for the Westryn to produce viable offspring with any other race. This fact coupled with a policy of isolation has alienated them from other races and cultures.

Personality: The serious and rarely smiling Westryn elves are the sourest bunch of grapes on the good races' vine. Westryn elves have large chips on their shoulders and are extremely xenophobic. They rarely trust any race outside of other elves, and those few individuals that they do trust have won that prize only after a hard-fought struggle. Westryn are quiet but quick to anger, are blunt and brusque with other races.

Physical Description: Westryn are slightly taller than their Cumasti cousins. They stand between 5 and 6 feet tall, with no difference in height based on gender. They are powerfully built and swarthy — are not slight or of pale complexion like the Cumasti. Westryn eyes range in color from dark green to deep blue, and their hair varies from greenish-blond to shimmering raven black.

All other physical attributes of the Westryn mirror the *PHB* elf racial entry (see the *PHB*, Chapter 2: Races, "Elves").

Alignment: Westryn elves do not care for the activities of any other race, save those of their Cumasti cousins. They are indifferent towards most good races but act with open suspicion toward humans and dwarves. Orcs, goblins, and ogres are the Westryn's bitterest living enemies, battling them in the Peaks of Booh and the Gargoyle Hills. Yet of all creatures that roam the world, Westryn reserve their deepest hatred for undead. Westryn, especially those from the Wild Realm near the Duchy of Ten, consider it their personal duty to destroy all undead creatures. Because of these unique feelings, Westryn are considered neutral in alignment.

Elven Lands of the West: The Westryn rule over the six Forest Realms of the West. This dominion is actually the origin of their racial name; human explorers could not understand the thick Elven accent of these people when they called themselves the "Peoples of the Western Woods."

The Forest Realms of the West include the Western Realm, the Wild Realm, the Greenwood, and several minor regions. The Westryn capital is in the Western Realm, located within the Westwood's confines. Most Westryn live



Characters

within the Westwood, keeping close to family, clan, and king. The Wild Realm, within the Wilds of Ten, borders the Duchy of Ten. The Wild Realms' king laid the Black Curse, and the Black Queen is said to hail from this dark land. The Green Realm is found in the Greenwood north of the Tower of Booh; sadly, the wood's southern portion was lost to undead long ago.

The final three realms are minor realms, which Westryn consider backward and rustic. These realms are located in the Westwood, Pelham Wood, and Unicorn Wood. Ruins of a small Westryn realm are found in the Bloodwood, on the western shore of Blood Lake, north of Boggy Bottom. The Blood Realm, as it is now called, is filled with elven undead — cursed by a powerful wizard for some unknown crime.

Religion: Most Westryn clergy are druids who worship Faunus, King of the Divine Forest and Lord of the Wilds. Small sects of worshippers bow their heads to the Six Elemental Lords. Westryn rarely worship the peaceful elven goddess Ordana, but whisper her name with reverence at births and funerals.

Languages: The Westryn speak their own dialect of the Elven root language and the Common tongue of man. Very few speak additional languages, other than Sylvan and the Cumasti dialect.

Male Names: Anvodrim, Berurthane, Calarg, Garodrang, Glad, Glormak, Gramgel, Imanak, Imginarg, Imgudrone, Korodrand, Kuhisheth, Lorard, Malermone, Thimakil, Thirolay, Thorengorn, Torarak, Ugrorthorn, Urthim.

Female Names: Bagolim, Celadrog, Ceridrone, Glind, Glosmorn, Harangrath, Ibonarg, Imgirkine, Ingak, Ittrak, Lathith, Lireth, Lumikorn, Thashangrarg, Thomitrim, Thongrak, Ungarthorn, Vorin, Vosagorn, Zovorn.

Family Names: Amusse, Brate, Calo, Drindae, Flassa, Jaleel, Menan, Mesun, Opael, Saru, Yubalem.

Adventurers: Typical Westryn elves like to stay within the confines of their forest homes. Most Westryn are born, live, and die within the Forest Realms of the West without ever stepping foot into the outside world. However, a few exceptions do exist. When trouble threatens the Westryn, their best warriors go out into the world to seek and destroy

the danger's source. Westryn send envoys to the Cumasti and must protect them while they travel through the lands of man, orc, and dwarf. Those few Westryn that choose to take on the world as adventurers find it an alien place, full of strange locales and beings they never imagined could have existed.

Westryn Racial Traits

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Charisma. “Strong,” “fierce,” and “proud” are common terms used when friends describe a Westryn. Those who ran afoul of them (and lived to tell the tale) prefer “ignorant,” “crass,” and “boorish.”

- **Medium:** As Medium creatures, Westryn have no special bonuses or penalties due to their size.

- Westryn elf base land speed is 30 feet.

- Immunity to magic *sleep* spells and effects, and a +2 racial bonus on saving throws against Enchantment spells and effects.

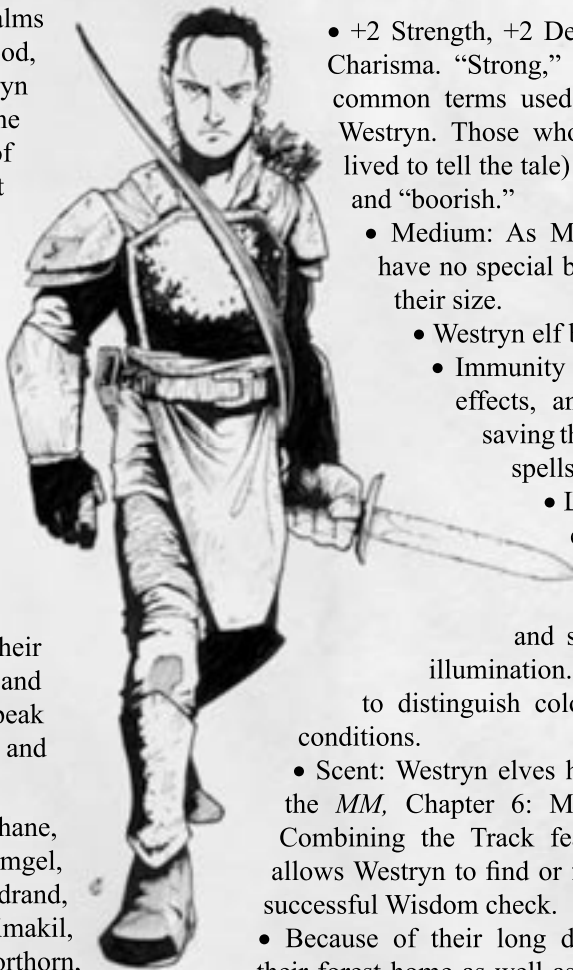
- **Low-Light Vision:** Westryn elves can see twice as far as humans in starlight, moonlight, torchlight,

and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- **Scent:** Westryn elves have the Scent ability (see the *MM*, Chapter 6: Monster Skills and Feats). Combining the Track feat with the Scent ability allows Westryn to find or follow tracks by making a successful Wisdom check.

- Because of their long days under the canopy of their forest home as well as their ability to partake in extremely long travels from home, Westryn gain both Track and Endurance as bonus feats. Westryn are also proficient in the long spear and the long bow, being trained in combative arts from the time they first open their eyes to their green world.

- +2 racial bonus on Listen, Search, Spot, and Survival checks. A Westryn who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for the door. Westryn senses are so sharp that other races, even their Cumasti cousins, believe that nature speaks directly to them.





Characters

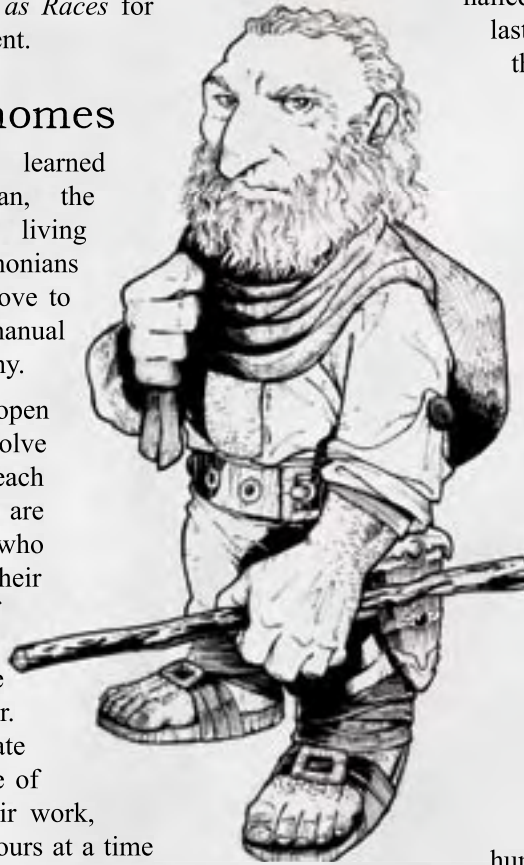
- **Automatic Languages:** Common and Elven (Westryn). **Bonus Languages:** Elven (Cumasti), Halfling, and Sylvan. Westryn are a tight-knit race. They rarely associate with outsiders but show an amazing knack for linguistics.
- **Favored Class:** Barbarian. A multiclass Westryn's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing. Westryn elves defend nature from the incursions of evil and civilization, and barbarian/druids are especially common among their tribes.
- **Level Adjustment:** +1. See the *DMG*, Chapter 6: Characters, "Races," *Monsters as Races* for an explanation of level adjustment.

Gnomes

Establishing themselves as learned engineers and skilled craftsman, the Blackmoor's gnomes earn their living working cooperatively with High Thonians and dwarven engineers. Gnomes love to solve puzzles and their mental and manual agility make them welcome company.

Personality: Gnomes are an open and trusting people whose lives revolve around their work. While kind to each other and their patrons, gnomes are easily annoyed by individuals who needlessly distract them from their precious work. The definition of *need* is of course up to the gnome in question. As such, gnomes are often chided for their blunt behavior. Nobles who need their skills tolerate them, but revel when they are free of them. Left to themselves and their work, gnomes are pleasant. They work hours at a time on their precious gadgets and are driven to complete every project they start.

Physical Description: Gnomes stand 3 to 3 1/2 feet high. Their skin is light to dark brown, depending on their current home and the amount of sunlight to which they are exposed. Gnome hair is fair, and their eyes bluish. Gnomes favor short hair, and their men wear beards as a sign of status. They wear very practical clothing that sports pockets and belts for holding tools; they seem to be able to produce any needed item from these pockets



Alignment: Gnomes prize learning and research above all other pursuits. They tend toward order and good. Those who lean toward the darker side do not spend time learning and are often considered troublemakers.

Relations: Due to their abilities and knowledge, gnomes have good relations with most races. They are found in most human settlements and dwarven strongholds. Gnomes carry the disdain of many people, though, as they have poor manners in public. They are nonetheless tolerated because of their valuable skills.

Gnome Lands: Originally Blackmoor's gnomes hailed from Southern lands, but in the last 200 years gnomes have embedded themselves into the cultures of Blackmoor's residents. They are frequently found in affluent areas populated by learned people. The largest gnome populations are in the City of Blackmoor and in the halls of the Regent of the Mines.

Gnome Culture: Gnomes are nomadic, constantly seeking information and knowledge. Families of engineers and craftsmen travel in Gypsy-like bands that resemble patriarchal tribes. Gnomes sleep outside when possible, even though they are rarely short on money — though they admire knowledge and ability more than gold. Gnomes are frugal and refrain from showing wealth in public.

Religion: As a race, gnomes worship gods from both the dwarven and gnomish pantheons. They view the afterlife as many dwarves and humans do and call to the gods only when in need, evoking the name of specific deities when a situation warrants that god's particular attention.

Language: Gnomes speak their own language, as well as Dwarven and Common. They also learn the languages of their patrons' races, as well as Elven (Cumasti) and Orc. Additionally, gnomes can speak Bestial, Draconic, Giant, and Goblin.

Male Names: Bras, Garis, Gimble, Greeble, Jayu, Opper, Ploff, Quisal, Shudas, Slaru, Smatri, Steiner, Topno.



Characters

Female Names: Aulda, Bingansell, Cenal, Envaree, Fillion, Gara, Gorela, Inzala, Ripla, Shalpa, Stelpha, Tiderest.

Family Names: Drest, Drimbo, Maggen, Reqea, Sese, Sikser, Stilouna, Swik, Yunes, Zeltar, Zodda.

Adventurers: Gnomes adventure in quests for knowledge. Caring little for money unless it can be used to teach themselves, gnomes often use magic to expand their own abilities and their inventions' capabilities. Some gnomes adventure in an effort to expand their horizons away from technical subjects. Many such gnomes become bards and attempt to bring music to the world as a message of peace.

- **Spell-Like Abilities:** A gnome with a Charisma score of at least 10 has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. The gnome casts these spells as a 1st-level sorcerer (save DC 10 + the gnome's Cha modifier + spell level). See the spell descriptions for more information.
- **Automatic Languages:** Common, Dwarven, and Gnome. **Bonus Languages:** Bestial, Draconic, Elven (Cumasti), Giant, Goblin, and Orc. Gnomes deal with elves and humans more than dwarves do, and they learn the languages of their enemies.
- **Favored Class:** Rogue. A multiclass gnome's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

Gnome Racial Traits

- +2 Constitution, -2 Strength. Physically weak, gnomes are like dwarves in that they are nevertheless tough and resilient.
- **Small:** As Small creatures, gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying capacities are three-quarters those of Medium creatures.
- Gnome base land speed is 20 feet.
- **Low-Light Vision:** Gnomes can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Gnomes gain a +1 racial bonus to the Difficulty Classes of all illusion spells. Gnomes' innate familiarity with these effects makes their illusions more difficult to penetrate. This bonus stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Listen checks.
- +2 racial bonus on two Craft skills of player's choice. The player must decide which Craft skills receive this benefit at character creation; the choice cannot be changed.

Halflings of Blackmoor

Blackmoor's halfling races have a long and storied past. They are kind friends and stalwart allies of all good beings. When Uther Andahar revolted against the Thonian Emperor, the halflings of Booh fought alongside him against the Emperor's forces. Many halflings aided in the fight against the Thonian Emperor's forces at the Battle of Root, contributing to the Thonians' defeat and the subsequent declaration of Andahar as King of Blackmoor.

Halflings are generally liked, though orcs and men subjugate some halflings in southern Blackmoor. A sizeable group of halfling-like beings escaped during the Afridhi invasion and refused to allow themselves to be dominated ever again. They named themselves "Docrae," which means "fighter" in their language. Unlike other halflings, the Docrae are a defensive and untrusting people who mostly keep to themselves.

Halflings

Halflings are the most welcome of visitors throughout Blackmoor. They bring stories and goods to trade and are free from other races' mistrust. Halflings are uniquely able to obtain secret information, a trait which has made them important friends in dangerous lands.

Personality: Halflings are kind and friendly folk who love to tell stories and eat. They are known throughout the land for their ability to entertain. While they are friendly, they are also skilled traders and drive hard bargains, using their natural charisma to influence their dealings with others. Halflings are industrious and quickly adapt to the customs of the lands in which they settle.



Characters

Physical Description: Halflings stand 3 to 3 1/2 feet tall and weigh in at a portly 50 to 75 pounds. Halflings have dark hair and eyes. They wear practical and unassuming clothing to prevent provocation from those who would think to take advantage of their diminutive stature. Halflings live long lives, reaching maturity at 45 and becoming elders at 175.

Alignment: Halflings are good-natured and rejoice in peace. They are good, law-abiding residents. Those halflings who lean toward chaos are usually failures in the merchant trade or have mischief to spread.

Relations: Halflings are welcome in all of Blackmoor's lands, and their shops can be found in every major town. Halflings are known for their ability to obtain items and information. Docrae, while friendly to halflings, think that they are naive and too trusting.

Halfling Lands: Halflings call no single place their home; instead they find themselves guests in the lands of others. The largest halfling settlements are found in Booh and Ramshead. Halflings have opened shops and inns on the War Road and welcome guests of all types. Halflings also make their homes in human cities.

Halfling Culture: Halflings raise their families wherever they can earn their keep. Family is a strong tie in halfling communities, though the dwarven clan concept does not find a home within halfling society. Halflings are fond of cooking and have developed such an affinity for the craft that they are often sought as chefs by humanoid nobles. Halflings tend to seek out their own fortunes and focus their wealth and successes on their immediate families.

Religion: Halflings worship a pantheon of gods that they share with humans. Their deities range from those who control the areas of commerce, contracts, and wealth to those who abide over larceny, extortion, and murder. Clerics are not particularly common among halflings, though halfling clerics are more numerous than dwarf, gnome, or Docrae clerics.

Language: Halflings speak Halfling and Common. They also speak Elven (Cumasti), Dwarven, Docrae, Gnome, Goblin, and Orc. A halfling may know other languages, depending on where he makes his residence.

Male Names: Ashmiler, Flilthoner, Gornor, Gally, Jigimy, Norge, Thedecenn, Vitigais.

Female Names: Adda, Arnria, Bilimil, Binema, Friti, Mirnquiza, Rilta.

Family Names: Hudan, Kany, Loterman, Sogridan, Sonymay, Sudard, Upendon.

Adventurers: Halfling adventurers seek travel, excitement, and profit. They leave on extended trips in search of an advantage or of new opportunities. Halfling rogues are common, as halflings need roguish skills to help them survive on the road. Halflings are not normally magic users, though some are known to exist. They tend to be bored by magic unless it contains some incredible visual element.

Halfling Racial Traits

- +2 Charisma, -2 Strength. The halflings of Blackmoor are charming and honest people, but their size and girth make them less able to perform certain physical activities.

- Small: As Small creatures, halflings gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying capacities are three-quarters those of Medium creatures.

- Halfling base land speed is 20 feet.

- +2 racial bonus on Bluff, Diplomacy, and Sleight of Hand checks. Halflings are excellent merchants and traders, and are able to get themselves out of trouble and palm objects.

- +1 racial bonus on all saving throws. Halflings are surprisingly capable of

avoiding mishaps.

- +2 morale bonus on saving throws against fear. This bonus stacks with halflings' +1 bonus on saving throws in general.

- +1 racial bonus on attack rolls with thrown weapons and slings. Blackmoor's halflings developed a fighting form with these weapons to compensate for their girth and slow movement.

- +2 racial bonus on Listen checks. Halflings have keen ears.

- Automatic Languages: Common and Halfling. Bonus Languages: Docrae, Dwarven, Elven (Cumasti), Gnome, Goblin, and Orc.





Characters

- **Favored Class:** Rogue. A multiclass halfling's rogue class does not count when determining whether he takes an experience point penalty for multiclassing. Halflings rely on staying unseen when trouble starts, and they have an uncanny knack for performing feats of manual dexterity.

Docrae

The Docrae are a race of small humanoid beings with a long and troubled past. Old legends mark them as a race of fun-loving and curious folk, each with the appetite of two men. Some say that they are curious and enjoy comfortable homes near their large and long-lived families. Yet these legends are mostly relics of the past. Even before the Afridhi invasion, other races preyed upon the Docrae, enslaving them and manipulating their trusting nature to their own ends. Many Docrae escaped from the main Afridhi invasion force and headed north in search of an area where they could live peacefully and separately from those who would do them harm.

Personality: Today the Docrae are a hardy and wise folk who have cultivated their warrior nature from the need to protect themselves and their families from exploitation or violence. Despite their small physical stature, Docrae are formidable opponents and are masters of ranged and melee weaponry. While not as strong as their human counterparts, Docrae use their dexterity and cunning to deliver critical strikes capable of besting much larger opponents.

Physical Description: Docrae stand about 3 1/2 feet tall and weigh between 35 and 40 pounds. Their skin is very similar to that of humans, and their hair is normally black and straight. Docrae usually have black or brown eyes, though green eyes are not unknown. Docrae men braid their hair into intricate patterns, often attaching small jewels or similar decorations to their braids as signs of their strength and status in Docrae society. Docrae women wear their hair straight and reasonably short. Docrae society prohibits women from braiding their hair unless they have earned the right to do so through a brave or heroic act. Docrae wear comfortable and practical clothes. Docrae warriors are always ready for battle and wear strong armor while on patrol.

Alignment: Docrae are neutral and ambivalent to other races. The only exception to this rule is humans, whom the Docrae more quickly accept. Docrae are also kind and generous to friends. They value the sanctity of honor and their duty to family.

Relations: While Docrae are wary of outsiders, they have begun to open their settlements to other races again. A sense of relative safety has come to the Docrae, and some of them have fearlessly rekindled the traditional celebrations of their heritage. The Docrae have found a kindred relationship with the men of Blackmoor, who have proved themselves trustworthy. These humans are welcomed in Booh and given better treatment than members of other races. The Docrae have learned to make a living selling their wares, and also offer lodging for travelers on the War Road.

While they are willing to do business with other races, Docrae are slow to befriend them. If a member of another race saves a Docrae's life, he becomes a member of the Docrae clan and remains so until death.

Docrae Lands: Docrae have settled the lands near the main halfling settlement at Booh, moving as far east as the base of the Peaks of Booh. These mountains are located to Blackmoor's southwest and were named by the Halflings who use them as a backdrop for their main settlement. Stories tell of deep natural cave dwellings that Docrae inhabit within the Peaks of Booh. Rumors maintain that wards created by Docrae shamans protect these caves and that the stonework rivals some of the lesser dwarven settlements. Most dwarves scoff at this. No reliable outside reports of these caves, or the manner in which they might be protected or hidden, yet exist.



Characters

Docrae Culture: Docrae culture consists of a single large clan in which warriors are highly revered. The clan includes many families, but a single Docrae leads them all. The Docrae leader is known as the FreeKeeper. Docrae elders raise the clan's wisest and bravest warrior to the position of FreeKeeper. The FreeKeeper is charged with maintaining the safety of the Docrae and their lands, to the point of ignoring domestic and political needs within the clan.

Religion: Docrae worship Tilla, their patron goddess. Many believe that Tilla delivered the Docrae to freedom.

Language: Docrae speak and write their own language. The Docrae language emphasizes their oral tradition through metaphor and story. Additionally, almost all Docrae speak Common, and some may speak other languages.

Names: A Docrae has a given name, a family name, and possibly a Docrae nickname that often attests to a great feat or task that he has accomplished.

Male Names: Altair, Arto, Aski, Basil, Dagny, Eiro, Frovan, Gimble, Gorin, Grover, Linkt, Mello, Naeul, Nothro, Okko, Shill, Svale, Ulerd, Vaun, Vektar.

Female Names: Almia, Annitt, Bea, Enera, Faeo, Frei, Grau, Larar, Lauri, Limmel, Melae, Merva, Nalla, Olkkeen, Payel, Sairi, Schlu, Sibna, Tia, Trista.

Family Names: Chusar, Fiefer, Freeborn, Highfellow, Gerami, Kirkko, Kuna, Oling, Shmee, Stouten, Telva.

Adventurers: Docrae often scout areas surrounding their lands for signs of impending danger. Many leave on missions to find safe places to retreat to should some calamity befall the Docrae. Other than these individuals, very few Docrae stay away from home for long. Docrae who are away from the clan when a defense is needed may face the FreeKeeper, who often forces them to make amends via a special quest. In extreme cases, the FreeKeeper may completely banish wayward Docrae.



Docrae Racial Traits

- +2 Dexterity, -2 Strength. Docrae are quick and agile fighters.
- Small: As Small creatures, Docrae gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans do, and their lifting and carrying capacities are three-quarters those of Medium creatures.
- Docrae base land speed is 30 feet.
- +2 racial bonus on Climb, Jump, Move Silently, Perform (oratory), and Sense Motive checks. Docrae are agile, sure-footed, athletic, and masters of storytelling. In addition to these bonuses, Sense Motive is considered a class skill for all Docrae regardless of class. Docrae are excellent judges of character and have developed a keen ability to detect a person's true intent.
- +1 racial bonus on all saving throws. Docrae are surprisingly capable of avoiding mishaps.
- +2 morale bonus on saving throws against fear. This bonus stacks with Docrae's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons.
- +2 racial bonus on Listen checks. Docrae have excellent hearing.
- Automatic Languages: Common and Docrae. Bonus Languages: Dwarven, Elven (Cumasti), Gnome, Goblin and Orc. Though Docrae are an educated people, Docrae barbarians are not automatically literate.
- Favored Class: Fighter. A multiclass Docrae's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Half-Orcs

On the Blackmoor frontier's far reaches, orcs raid human settlements in search of wealth and food. These raids have in turn generated offspring in the form of half-



Characters

orcs. Half-orcs who do not exhibit clear and distinct human traits are often allowed to remain within the orc culture. Orcs slaughter those who are obviously part human or who fall out of favor. Some half-orcs manage to escape and spend the remainder of their lives hunted by both men and orcs, which forces many half-orcs to live away from civilization, in small bands or on their own. Often they seek some sort of belonging with others and adventure for the respect and acceptance that can come from the skilled use of a battle axe.

Personality: Half-orcs have little patience with others, a trait that may be the result of years of abuse and rejection. They love to fight and greatly value what friendship they can find. They enjoy good food and drink and are always open to reveling. They tend to overcompensate for the lack of positive attention they received over the course of their segregated, hunted lives.

Physical Description: Half-orcs stand between 6 and 7 feet tall and weigh between 210 and 270 pounds. They have grayish skin tones and large skulls with protruding foreheads that highlight their orc heritage.

Alignment: Half-orcs resent the lack of family and relationships in their pasts. They lean toward chaos since it relates to their primitive lifestyle and constant battle for survival. If they have been befriended, they tend to demonstrate the human tendency of expressing good and evil in even proportion.

Relations: Every day is a fight for acceptance for a half-orc. Many races, including dwarves and their own orc kin, seek to slay them outright. This prejudice makes the struggle for acceptance a constant concern in the half-orc's mind. Some spend time as servants in human households in order to prove that they are not dangerous. Others use their size and power to intimidate others into leaving them alone.

Half-Orc Lands: Half-orcs are a nomadic people at best. They travel together for mutual protection and make no claim to a land of their own. They wander throughout Blackmoor, looking for some sense of safety.

Religion: Half-orcs worship whomever they please, be it a human, beastman, or orc deity. Good half-orcs worship human deities; evil half-orcs follow beastman or orc deities.

Language: Half-orcs speak Orc and Common.

Names: Half-orcs choose names that show their personality. They frequently take Common adjectives as names to describe their perception of themselves within the cultures of other races. Half-orcs do not have family names unless they live out their lives within orc tribes.

Male Names: Genteel, GoodFriend, Gronk, Humbra, Melgo, Niko, SkeeB, Unk.

Female Names: Farl, Poltga, Quetra, Skafe, Sklag, Smolga, Wazgak.

Adventurers: Half-orc adventurers seek wealth and friendship, and often value the latter far more than the former. A good friend is worth more than life to a half-orc. A half-orc goes to any length to protect a friend, including following her on a dangerous journey.

Half-Orc Racial Traits

- +2 Strength, -2 Intelligence, -2 Charisma.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight. Half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
 - Automatic Languages: Common and Orc. Bonus Languages: Abyssal, Bestial, Giant, Gnomish, and Goblin. Intelligent half-orcs know the languages of their allies and rivals.
- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he suffers an experience point penalty for multiclassing.

Humans

Blackmoor's human races occupy a wide range of areas. The Peshwah have long lived on the Plains of Hak. The Thonian peoples of the north have spread throughout Blackmoor by ship and horse. In the past, the Thonian emperor claimed rightful control of Blackmoor, though most other races simply ignored this unjustified claim to their lands. Today, the High Thonian barons serve the king of Blackmoor.

High Thonians

The High Thonians are members of the highest, most powerful human social caste within Blackmoor's borders. While High Thonians tend to come from advantaged backgrounds, not all of them have the stomach for politics or fighting. Many use their family names and backgrounds to pursue science and other academic matters. Several teachers at the University of Blackmoor are High Thonians from important families.



Characters

Personality: High Thonians are studious people and excellent entertainers. They spend their time learning and finding new and interesting ways to entertain themselves and their wealthy friends. Noble Thonians spend their money freely to impress others or to purchase necessary parts for their inventions. They are kind and gentle to others but are venomously possessive of their expansive libraries and eccentric inventions.

Physical Description: High Thonians stand 5 to 6 feet tall and weigh from 135 to 265 pounds, with men noticeable taller and heavier than women. Their skin is fair; their hair tends to be blond or brown. To demonstrate their excellent grooming, most High Thonian men do not wear beards. High Thonians are long-lived by human standards, with life spans reaching well over 100 years. Some attribute this longevity to breeding, but others suspect a magical source.

Alignment: High Thonians tend toward no specific alignment. They are open-minded but are also prone to greed and jealousy. All alignment variations are found among this group of noble-born people.

Relations: High Thonians are receptive to doing business with other races. They barter and trade for books and needed supplies for their inventions.

High Thonian Lands: When the Valley of the Kings stood strong, the High Thonian nobles ruled much of present-day Blackmoor. The bloodline's fall, as well as invasion and civil war, eroded much of what was once the unified kingdom of Blackmoor. Many High Thonians are preparing to use their technology to reclaim some of the lands they believe have been stolen from them. Most High Thonians live in Blackmoor's immediate vicinity.

Religion: High Thonians do not worship any particular god. Many become clerics and priests of particular deities, but the average High Thonian puts his faith in his own creations.

Language: High Thonians speak Common as well as the royal dialect known as "Chale," which is spoken only behind closed doors. Because of their astounding intellects, Thonian nobles know many more languages.

Names: High Thonians have given name as well as family names. The family names are honored and respected in accordance with noble tradition. No Thonian noble is to bring disgrace upon his house.

Male Names: Andor, Brody, Dindle, Eng, Grall, Helsm, Kang, Lex, Mikeel, Neg, Pang, Stephen, Uther, Ule.

Female Names: Aimee, Alieu, Beacle, Cella, Dello, Friella, Katrina, Lail, Meadow, Neula, Silin, Triol.

Family Names: Andarian, BroadBelt, Caldeel, Dragoneye, Ellemba, Freely, Grax, Walcrest, Wilde.

Adventurers: High Thonians often adventure for specific items required for an invention or to field-test a machine on which they are working. A High Thonian noble only travels when protection is available and may leave a group of non-nobles if she feels unsafe.

High Thonian Racial Traits

- +2 Intelligence, +2 Charisma, -2 Dexterity. High Thonians are intellectual and pursue scientific endeavors. They are also taught to be charming. They are not athletic and

can be clumsy at times.

- **Medium:** As Medium creatures, High Thonians have no special bonuses or penalties due to their size.
- High Thonian base land speed is 30 feet.
- High Thonians gain Skill Focus on any skill of their choice at the time of character creation.
- **Automatic Languages:** Common and the secret royal dialect Chale. **Bonus Languages:** Dwarven, Elven (Cumasti), Gnome, Goblin, and Orc.
- **Favored Class:** Noble. High Thonians are intellectual and charismatic leaders. The noble class has specific requirements to which a member must adhere before taking multiclass levels, and High Thonians are not





Characters

exempt from these requirements. High Thonians steer away from magical pursuits, though High Thonian wizards and sorcerers do exist and thrive in some areas.

Thonians

Thonians are the everyday citizens in Blackmoor and its surrounding vicinity. The noble caste rules them, and many take jobs as servants in High Thonian houses. Many long for better lives and strive to find wealth and power.

Personality: Thonians are very much normal humans. They are well-tempered but sometimes show disdain for their lot in life. Thonians do not share in the privilege or money that they see all around them. Thonians also are angered that they cannot join the nobility, regardless of their financial status, without a direct appointment from the king. They are family-loving people who try to better themselves.

Physical Description: Thonians stand 5 to 6 feet tall and weigh 125 to 250 pounds, with men noticeably taller and heavier than women. Their skin is dark, and their hair is black or brown. Thonians do not share the longevity of their High Thonian rulers. They achieve adulthood at age 16 and typically live into their 70s.

Alignment: Thonians tend toward no specific alignment. They are generally good people, but many among them seek wealth at the expense of others.

Relations: Thonians stay at home and only have exposure to other cultures in their town centers. They stay away from strangers but are happy to peddle wares and offer lodging to travelers who do not appear dangerous.

Religion: Thonians do not have a unique deity of their own. They are a spiritual people but worship a host of gods that serve their interests and requirements.

Language: Thonians speak Common. They may also speak the languages of races that frequent the city of Blackmoor.

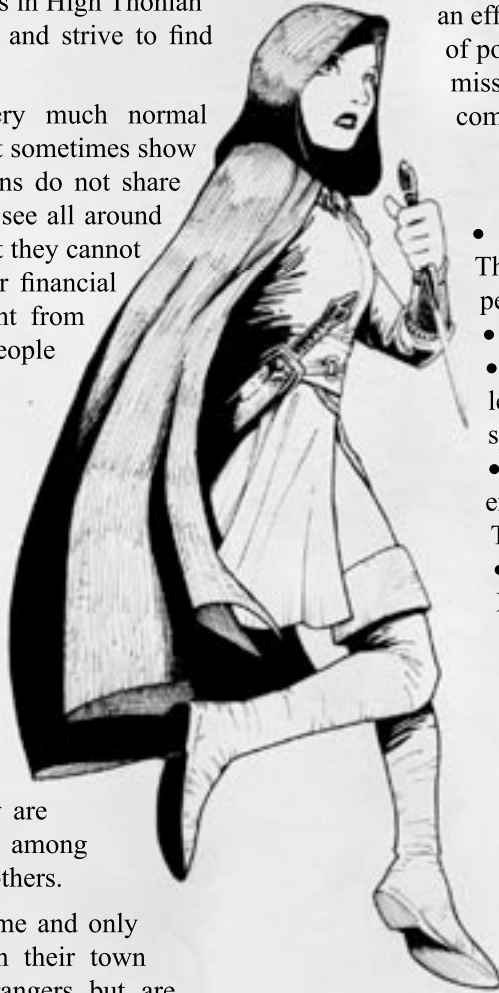
Names: Thonians have given names as well as family names.

Male Names: Abeel, Aslu, Bellow, Braddle, Dengele, Freg, Mandale, Nall, Karn, Sted, Sliw, Tray, Yest.

Female Names: Awna, Avell, Bimber, Cliel, Follae, Glinda, Liveer, Meala, Nona, Patrice, Robin, Shyla.

Family Names: Cork, Dable, Fogle, Grainger, Mason, Oland, Patro, Quig, Ramble, Sallo, Shew, Trader, Veel, Winslo.

Adventurers: Thonians will often adventure in an effort to earn money or to attain positions of power. A Thonian often seeks dangerous missions that may lead him out of a common life and into riches and fame.



Thonian Racial Traits

- **Medium:** As Medium creatures, Thonians have no special bonuses or penalties due to their size.
- Thonian base land speed is 30 feet.
- Thonians gain 1 extra feat at 1st level. Thonians are quick to master specialized tasks.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Thonians are versatile and capable.
- **Automatic Language:** Common. Bonus Languages: Dwarven, Elven (Cumasti), and Gnome.
- **Favored Class:** Any. When determining whether a multiclass Thonian takes an experience point penalty, his highest-level class does not count. Thonians are able to learn a host of skills that allow them to adopt most any profession. Some classes have special requirements before a character can take multiclass levels. Thonians are not exempt from these requirements.

Peshwah

Not so long ago, a tribe of humans settled the Plains of Hak, bringing their horses with them. This tribe is known as the Peshwah. The Peshwah are gentle and nomadic souls who enjoy the feel of life from the back of their horses. Until they met the Afridhi, they knew no war or serious conflict.

As the Afridhi drove these peaceful people in front of them across the plains, spilling their blood and killing their fathers and sons, the Peshwah grew hard and fierce — proving that even a horse will turn to face the lion. After

Characters

the combined forces of the northern barons and the other good races halted the Afridhi's advance, the Peshwah once again settled into their windswept homeland. This time though, they have a purpose: the vengeance pounding in their collective heart.

Personality: Peshwah are a well-meaning people. They have pleasant natures and are willing to help their own kind without asking for anything in return. Peshwah mistrust outsiders, including the other human races, but they are rarely hostile toward them. The burning racial anger they hold in their hearts is for the Afridhi alone.

Physical Description: After riding across the wind-swept Plains of Hak for generations, the Peshwah have become a dark-skinned people. Though of human stock, Peshwah are shorter and stockier than their northern Blackmoor brethren. Their features are hard, and culminate in large, straight noses. Their hair is dark brown or deep red; curly hair is uncommon.

Alignment: Because of their strict upbringing, most Peshwah are lawful and adhere to the values and customs instilled in them by their parents and clans. However, they are neutral to the affairs of other races.

Peshwah Lands: The Peshwah claim the Plains of Hak as their own. Large and windswept flatlands are key to their semi-nomadic lifestyle. Some Peshwah have begun settling in fixed communities, and cities and towns are beginning to sprout up on the plains.

Religion: The Peshwah's highest god is the Lord of Horses, Hak. Peshwah also revere numerous other gods in an entire pantheon of their own.

Language: Peshwah speak Peshwahan and are taught Common at an early age. Rare Peshwah also speak the base language of all equine beasts.

Names: Peshwah receive a single name to identify themselves. Some Peshwah also use their tribal name as their family name where required. It is common for a Peshwah's given name to be prefixed with the Peshwahan term "Peshwah na" which means "Person named". For example, a Peshwah named Bika would be likely referred to as "Peshwah na Bika".

Male Names: Bhatish, Bika, Dugulan, Kitain, Puras, Shepro, Sishtha, Tri, Vashtri, Vidas, Vimunas, Vitar.

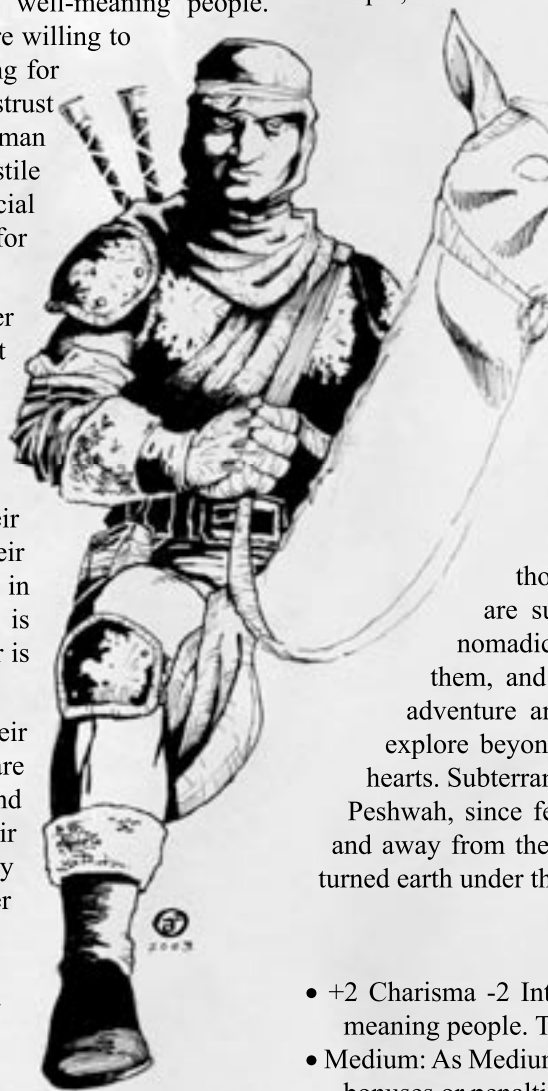
Female Names: Bhima, Brinda, Chamjin, Dani, Dene, Deras, Dersta, Idjin, Prthavil, Torchu, Vashtri.

Tribal Names: Adiel, Bortai, Briela, Faleem, Irfat, Leron, Ornidri, Peshneath, Qulaam, Somhak, Sufz, Zah.

Adventurers: Few Peshwah leave the plains, but those who do have found that they are suited to the adventurer's homeless, nomadic lifestyle. With no one place to hold them, and enticed by the romantic notion of adventure around every corner, some Peshwah explore beyond the plains they hold dear in their hearts. Subterranean adventures are difficult for most Peshwah, since few would willingly go underground and away from the wind and the cool smell of freshly turned earth under their horses' hooves.

Peshwah Racial Traits

- +2 Charisma -2 Intelligence. The Peshwah are a well-meaning people. They do not pursue academics.
- Medium: As Medium creatures, Peshwah have no special bonuses or penalties due to their size.
- Peshwah base land speed is 30 feet.
- 1 extra feat at 1st level. Peshwah are of human stock and are quick to adapt and learn new ways of survival.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level. Peshwah are versatile and capable of learning new skills quickly.
- +2 racial bonus on Handle Animal and Ride checks. In addition, Handle Animal and Ride are considered class skills for all Peshwah.
- Automatic Language: Peshwahan. Bonus Languages: Any (other than secret languages, such as Druidic or Afridhian Combat Whistles).





Characters

- **Favored Class: Ranger.** A multiclass Peshwah's ranger class does not count when determining whether he takes an experience point penalty for multiclassing. Very few Peshwah are wizards or sorcerers, as they believe that arcane power taints the bonds with their horses.

Character Classes

The information on the character classes in the *PHB* covers the majority of what is required to play within *Dave Arneson's Blackmoor*. This section focuses on the particular modifications that apply to Blackmoor, as well as explanations as to how the classes fit into the land's cultures.

Adept

The adept has a very special place in Blackmoor. Most consider adepts to be the wild witches and dark soothsayers of the humanoid tribes that dwell in the wilds. Peshwah in particular have many cults with adepts in their ranks or at their heads. The orcs of the Black Hand also employ numerous adepts as shamans and medicine men in conjunction with their wokan arcane casters.

Aristocrat

The aristocrat NPC class does not exist in Blackmoor. Those of noble lineage normally follow the noble PC class (detailed below). Other noble characters may choose the **Noble Blood** feat, also presented below, during character creation.

Barbarian

Barbarians have an important presence in Blackmoor. The Skandaharians are the most notorious barbarians, sailing their ships from the frozen North, through the Firefrost Channel, and out into the Black Sea to raid and plunder.



Bard

Bards are Blackmoor's entertainers, spies, and informants. They are trained in one of the many schools found in any of the larger cities, including Blackmoor, Glendower, Hanford, and Ringlo Hall. Blackmoor's bards have a secret written language called "Sheet." They use this language to communicate with each other, using specially prepared musical notes on parchment. To anyone else looking at these messages, Sheet looks like typical written music — albeit a bit strange in its composition.

Cleric

The clerics and priests of each faith guide the spiritual life of all Blackmoor's races. See *Chapter 6: Religions of the North* for more information on the major deities and religions in Blackmoor.

Druid

Druids are the great protectors of the wild and natural places that remain in Blackmoor. Some humanoid druids serve as the spiritual guides of their tribes and clans. Peshwah and Westryn are known for their use of druids as both religious leaders and as mighty defenders of the wilderness.

Expert

Artisans, craftsmen, engineers, and others fill the ranks of the experts. If there is a specialized job to be performed, the expert is trained to execute it. Engineering colleges dot human cities, while dwarves and gnomes train their own protégés in extensive apprenticeship programs. Experts are best known in Blackmoor as engineers.

Fighter

Fighters are the skilled men and women who guard Blackmoor's most important people, places, and items. They are trained in the use of weapons for destructive combat. The Blackmoor fighter and that of the *PHB* share all the same qualities and abilities, except in the area of what bonus feats a Blackmoor fighter may take. Replace the list of bonus fighter feats in the *PHB* with the following:



Characters

Fighter Bonus Feats: The following feats are added to the list of fighter bonus feats: **Concentrated Effort, Deflect Spell, and Improved Parry Arrows and, Parry Arrows.** These feats are explained later in Feat section of this chapter.

Monk

Blackmoor's cloistered monks are unique among their peers. Long ago, Blackmoor's monks trained and contemplated the universe together. However, after the fall of a heavenly body into the Valley of the Ancients, the monks' shifting doctrines splintered them into rival clans and brotherhoods. Some monks claimed that this event meant they had been following an incorrect path. In Blackmoor, monks from the Order of Mystics form the equivalent of the basic monk character class from the *PHB*.

Paladin

Paladins are found in all regions of Blackmoor. Most deities maintain large temples that many paladins use as bases of operations. Paladins suppress undead uprisings and adventure at their deity's will.

Ranger

Rangers are found in Blackmoor's frontier regions. Often trackers for hire, rangers sometimes adventure for fame and wealth — though they often have more organized plans and agendas. Rangers hunt beastmen and orcs in the forests and are frequently the last line of defense in keeping these monstrosities away from frontier towns and villages.

Rogue

Blackmoor's rogues range from the horse thieves of the Peshwah to the street thugs of Archlis. The Duchy of Ten uses rogues extensively as a network of informants. Rogues keep their covert operations secret through the use of the Thieves Cant language. This language allows them to surreptitiously communicate with each other.

Sorcerer

In Blackmoor, no spellcasters are more feared than the chaotic sorcerers. They do not learn how to harness the magical energies that flow through the world, but are instead born to such energies. From an early age, these men and women exhibit signs of their ill-fated heritage. Some have marks on their bodies in the shape of powerful beasts or dragons; others are born with pupil-less white eyes that still see. When a sorcerer reaches early adolescence, a great explosion of power manifests around her. Rumors tell that

such manifestations can destroy entire villages. Because of this unpredictable power, sorcerers are feared and hunted, even by their own families and friends. The Wizards' Cabal has even gone so far as to offer a bounty to those who are brave enough to haul in a live sorcerer.

Those few sorcerers who escape the wraths of commoners and wizards find themselves on the high roads of adventure. They always attempt to steer their course far from the eyes of the Wizards' Cabal, lest they fall into the hands of the Cabal's inquisitors. On these roads, sorcerers have learned to identify each other by the use of a secret language known only to them. This language, learn which all sorcerers gain as a bonus language, is known as "Arcanthe." Most sorcerers are chaotic, reflecting their less-than-perfect control over the arcane energies that manifest within them. Sorcerers often multiclass, favoring fighter or rogue as their secondary classes.

Class Skills: The sorcerer's class skills are modified to reflect their place in Blackmoor: Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Warrior

Warriors make up the bulk of every army and guard unit. They are farmers in times of peace and militiamen who defend their homelands in times of war.

Among the evil humanoids, the warrior is the grunt soldier, the raider, and the dark form that murders the good races in their sleep. Blackmoor's beastmen boast thousands of warriors in their ranks, waiting for the day when they can sweep down upon civilization and crush it under their knobbed boots.

Wizard

Wizards are one of the few classes in Blackmoor society that live outside the laws of man. They live for the study of mystical arts and sciences. To that end, all wizards seek out masters to teach them their art from a very early age. These masters are normally members of a wizard organization known as the Wizards' Cabal. In addition to learning the rudiments of magic, the apprentice student learns how to use magical devices called arcane foci.

Each wizard gains the ability to use an arcane focus in his spellcasting. These special items are given to wizards when they graduate from their apprenticeship with the Wizards' Cabal. An arcane focus allows a wizard to cast all of his spells without the use of material components. This does not mean that spellbooks and scrolls are obsolete; many wizards continue to prepare their spells using normal



Characters

components for fear of losing the focus or accidentally destroying it. More information on these special items is presented in *Chapter 3: Magic in Blackmoor*.

Most wizards are of either a lawful or neutral alignment. Their moral compass can be good, neutral, or evil, but only the rare, renegade wizards are chaotic. These few chaotic wizards who are thought to have gone mad by trying for too long to harness formidable arcane powers without the use of their foci.

New Character Classes

This section details three new base classes that have been added for play in a Blackmoor campaign. They add new flavor and options that fit within Blackmoor's core philosophies and organizations. Much of the supporting materials throughout the rest of this book reference these classes. Be sure to at least peruse them lightly even if you do not plan to select one for play at this time.

Arcane Warrior

The arcane warrior represents a fighting class of magic user who is trained to defend and uphold the orders of the High Council of the Wizards' Cabal. These specialists are dispatched to subdue magical revolts or rogue sorcerers who threaten Blackmoor's people or the control of the Cabal. Arcane warriors are stationed at the Wizards' Watch and at Coot's Watch to keep a steady eye on the Egg of Coot's plots and its thralls who seek to destroy the Wizards' Cabal.

At an early age, the potential arcane warrior begins training by swearing to a lifelong oath to protect and honor the Cabal and the will of its leaders. Should an arcane warrior ever break this oath, he faces the council's judgment and, likely, death.

Adventures: Arcane warriors are sent on adventures to gain experience as well as to find and retrieve powerful magic items. The Wizards' Cabal cares little for gold and normally allows arcane warriors to keep any money they might find on such journeys as long as they return safely with the requested items.

Characteristics: Arcane warriors are the defenders of arcane magical powers in Blackmoor. The core abilities of arcane warriors center on their authorization to police the use of arcane magic. Arcane warriors are also the front-line fighters of the Wizards' Cabal, using their warrior training and natural resistance to magic to defeat their foes. Common folk fear magic and know that they can rely on arcane warriors to protect them from chaotic

magics who would bring calamity upon them. In a group of adventurers, an arcane warrior brings prestige to the party in a manner similar to that of a paladin.

Alignment: Arcane warriors are lawful because of their indoctrination into the Cabal's principles. Non-lawful arcane warriors have been banished or dropped out of their rigorous training program before completion. These fallen arcane warriors are often tempted to serve evil.

Background: Arcane warriors boast a proud and illustrious history. Skelfer drew the initial company of arcane warriors from his first class of students. With them at his side, he destroyed a group of evil warlord sorcerers and ended the Mage Wars. To be an arcane warrior is an honorable and respected duty and Blackmoor's inhabitants recognize it as such.

Races: With their naturally magical blood, elves make superb arcane warriors. Humans, with their devotion to life and to their companions, hold the core ethos of the arcane warrior within their hearts. Any race, though, may walk this path.

Other Classes: Even though arcane warriors are controlled by the spirit and will of the Wizards' Cabal, they readily accept all other classes. They view rangers,





Characters

paladins, and monks as equals. They feel that wizards and other arcane magic users are in need of constant protection and act as their moral advisors and physical support.

Role: An arcane warrior's chief role in most adventuring groups is as a melee combatant, but arcane warriors can contribute magical support as well. They form good secondary lines of magical defense, and their high Intelligence scores make them natural scholars and investigators.

Code of Conduct: An Arcane Warrior is bound to carry out the orders of his superiors, as long as they are in good standing with the Wizards' Cabal. Arcane Warriors are bound to respect legitimate authority and to act with honor. They are required to apprehend or slay anyone who wields magic without the Cabal's approval and those who use magic to harm innocents. An arcane warrior who violates this code of conduct is subject to trial within the Wizards' Cabal and may be subject to punishment.

Game Rule Information

Arcane warriors have the following game statistics:

Abilities: Charisma determines how effectively arcane warriors can resist hostile forces. Intelligence determines their spellcasting ability; a minimum score of 14 is required

to cast the highest-level arcane warrior spells, while an 11 is required to cast any spells at all. Strength is important to arcane warriors because of their melee combat role.

Alignment: Lawful neutral.

Hit Die: d8.

Class Skills

The arcane warrior's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Sense Motive (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the arcane warrior:

Weapon and Armor Proficiency: Arcane warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with all shields.

Spells: Beginning at 4th level, an arcane warrior gains the ability to cast a small number of arcane spells. To cast a spell, an arcane warrior must have an Intelligence score of at least 10 + the spell's level, so an arcane warrior with an

Table 1-2: Arcane Warrior Class Abilities

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+1	+2	+0	+0	<i>Detect magic</i> (arcane), secret language (Profectorrin)	-	-	-	-
2	+2	+3	+0	+0	Fey touched, arcane fortitude	-	-	-	-
3	+3	+3	+1	+1		-	-	-	-
4	+4	+4	+1	+1	Arcane armor (5%)	0	-	-	-
5	+5	+4	+1	+1	Bonus feat	0	-	-	-
6	+6/+1	+5	+2	+2	<i>Dispel magic</i> 1/week	1	-	-	-
7	+7/+2	+5	+2	+2	Arcane armor (10%)	1	-	-	-
8	+8/+3	+6	+2	+2		1	0	-	-
9	+9/+4	+6	+3	+3	<i>Dispel magic</i> 1/ 3 days	1	0	-	-
10	+10/+5	+7	+3	+3	Arcane armor (15%)	1	1	-	-
11	+11/+6/+1	+7	+3	+3	Bonus feat	1	1	0	-
12	+12/+7/+2	+8	+4	+4	<i>Dispel magic</i> 1/day	1	1	1	-
13	+13/+8/+3	+8	+4	+4	Arcane armor (20%)	1	1	1	-
14	+14/+9/+4	+9	+4	+4		2	1	1	0
15	+15/+10/+5	+9	+5	+5	<i>Dispel magic</i> 2/day	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5	Arcane armor (25%)	2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	<i>Dispel magic</i> 3/day	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6	Arcane armor (30%)	3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6		3	3	3	3



Characters

Intelligence score of 10 or lower cannot cast these spells. Arcane warrior bonus spells are based on Intelligence, and saving throws against these spells have a Difficulty Class of 10 + the spell's level + the arcane warrior's Intelligence modifier. When an arcane warrior gains 0 spells of a given level, such as 0 1st-level spells at 4th level, he only gains bonus spells. An arcane warrior without bonus spells for that level cannot yet cast a spell of that level. At 4th level, the Wizards' Cabal grants the arcane warrior an arcane focus.

An arcane warrior only has access to those spells found in his spellbooks or that have been imbued into his focus; arcane warriors must prepare spells as wizards do. The arcane warrior spell list is found in **Chapter 3: Magic in Blackmoor**. Through the 3rd level, an arcane warrior has no caster level. Starting at 4th level, an arcane warrior's caster level is one-half his class level.

Note: Armor check penalties to arcane spell failure apply to an arcane warrior's spells.

Detect Magic (Sp): At will, the arcane warrior can use *detect magic* as a spell-like ability. This ability duplicates the effects of the spell *detect magic* but only detects sources of arcane magic.

Secret Language: The Wizards' Cabal teaches all arcane warriors Profectorrin, a secret language that they use to communicate with fellow arcane warriors.

Arcane Fortitude (Su): At 2nd level, the arcane warrior applies his Charisma modifier (if positive) as a bonus to all saving throws.

Fey Touched (Su): At 2nd level, the arcane warrior gains immunity to all *sleep*- and *charm*-related spells and spell-like abilities and receives a +2 resistance bonus on saving throws against Enchantment spells and spell-like effects.

Arcane Armor (Ex): An arcane warrior learns how to combine weapons, armor, and arcane spells into a flawless whole. Starting at 4th level, the arcane spell failure penalty the arcane warrior suffers when wearing armor is reduced by 5%. The ability to continues to improve, as shown on the table above. This ability does not stack with the Armor Casting, Greater Armor Casting, or Improved Armor Casting feats.

Bonus Feat: At 5th and 10th level, the arcane warrior gains a bonus feat. He must choose an item creation or metamagic feat, Spell Mastery, or any feat available to a fighter as a bonus feat. The arcane warrior must still meet all prerequisites for the bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets every three levels. Arcane warriors are not limited to the above feats when choosing these feats.

Dispel Magic (Sp): At 6th level, the arcane warrior can use *dispel magic* as a spell-like ability once per week. He can use this ability more often as he advances in levels, as shown on the table above. . The arcane warrior's caster level is equal to his class level for the purposes of this ability.

Ex-Arcane Warriors

An arcane warrior who ceases to be lawful neutral in alignment or who blatantly ignores the precepts and decrees of the Wizards' Cabal loses all arcane warrior spells and abilities (not including his weapon, armor, or shield proficiencies). He may not progress any further in levels as an arcane warrior. He regains his abilities and advancement potential if he willingly accepts a *geas* (no saving throw allowed) from the Wizards' Cabal.

Like a member of any other class, an arcane warrior may be a multiclass character, but multiclass arcane warriors face a special restriction. An arcane warrior who gains a level in any class other than arcane warrior may never again raise his arcane warrior level, though he retains all his arcane warrior abilities. Adherence to the Cabal's laws is paramount to arcane warriors and requires them to be mindful of their own convictions. Once an arcane warrior turns his back on the Cabal, he may never return. If a player adopts this class, he must pursue it to the exclusion of all others.

Cumasti Arcane Warrior Starting Package

Armor: Scale mail (+4 AC, armor check penalty -4, arcane spell failure chance n/a, speed 20 ft., 30 lb.). Heavy wooden shield (+2 AC, armor check penalty -2, arcane spell failure chance n/a, 10 lb.).

Weapons: Longsword (1d8, crit 19—20/x2, 4 lb., one handed, slashing). Shortbow (1d6, crit x3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Knowledge (arcana)	4	Int	—
Spellcraft	4	Int	—
Diplomacy	4	Cha	—
Spot	4	Wis	—
Listen (cc)	2	Wis	—
Climb (cc)	2	Str	-6
Search (cc)	2	Int	—



Characters

Feat: Weapon Focus (longsword).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, three pints of oil, quiver with 20 arrows.

Gold: 6d4 gp.

Noble

Blackmoor's nobles form the ruling classes of their respective races. Each race has its own rules regarding admission to the noble class, but generally a race's wealthiest and strongest members are granted the privilege. Becoming a noble is but one step in a long progression to power. Each culture contains a distinct hierarchy of power, and each progression requires the mastery of a combination of both diplomacy and deceit.

The Regency Council has concurred with the king's mandate that requires all noble-blooded individuals of races loyal to Blackmoor to spend five or more years traveling the land that they intend to rule. Most believe such a journey to be a mark of superiority as well as a mechanism to continue the noble's training.

Adventures: Nobles found in adventuring parties are usually serving out their maturation period of travel or are on some mission important to their people. They sometimes disguise themselves so as not to attract the attention of thieves or others who would do them harm. Other nobles proudly ride into town with their standards held high for all to see. When nobles are found in an adventuring party, they are often trying to right some wrong or bring non-violent peace to an area.

Characteristics: A noble's strength comes from his extraordinary ability to use language and diplomacy to achieve his goals. Most nobles do not make good fighters; they can often completely avoid fights through negotiation. This skill is not only politically beneficial to a ruler, but it also aids his survival in a hostile environment.

Alignment: Most nobles are lawful. They hail from ancient houses and have lineages to uphold, and this fact dictates their behavior. Neutral or evil nobles try to gain power through subverting the land's reigning entities.

Religion: As a group, nobles have no strong tendency toward any particular deity or religion, but rather tend to worship according to their racial background.

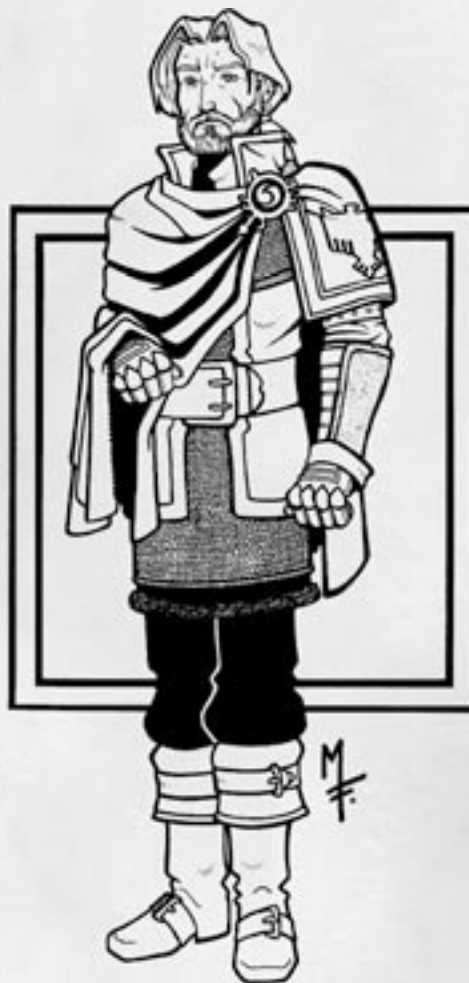
Background: The nobles' rise to power has been well-recorded throughout history. They have brought victory to their peoples and proven to be competent leaders. Nobles are natural leaders and can inspire all around them to greatness, a skill that serves them well. Bound to their family names, nobles are tied to their people's service.

Some among them have tired of the responsibility and fled the burdens of their noble names for the seclusion of the frontier.

Races: Nobles are found among all races, though nobles of some races are more obvious than others. High Thonian nobles flaunt their wealth openly. Halfling and Docrae nobles wear an indicator of their status that does not hold value to most races. Elven nobles are distinguished by their fine clothing and incredible presence.

Other Classes: Nobles seek to employ other classes for their skills, and most classes get along fine with nobles. Nobles dislike rogues, as they fear they may be the next in line to be robbed. Nobles take diplomatic routes and do not openly hold grudges against those of whom they disapprove. Other classes consider nobles important and protect them because of the nobles' status and the benefits of such friendship.

Role: A noble's job in an adventuring party is to help negotiate work or favor from the local government as well as to talk the group out of sticky situations. They are back-line fighters and do not put themselves directly in harm's way.





Characters

Game Rule Information

Nobles have the following game statistics:

Abilities: A high Charisma score enhances a noble's ability to successfully negotiate with others and to use his abilities.

Alignment: Any.

Hit Die: d6.

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Swim (Str).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All the following are class features of the noble:

Weapon and Armor Proficiency: Nobles are proficient with all simple weapons, plus the longsword, rapier, short sword, and shortbow. Nobles are proficient with light armor, medium armor, and shields (except tower shields).

Noble Blood: At 1st level, a noble gains the Noble Blood feat as a bonus feat.

Secret Language: Each noble establishment maintains its own secret language for use among its membership. This secret language centers around hand gestures, body language, and double entendre, allowing the noble to speak plainly but still give important information to others who understand the language. The specific techniques vary from house and culture, but the premise is similar in all houses. This language is never taught to those outside the nobility's trusted circle. With a successful DC 15 Knowledge (nobility and royalty) check and an understanding of the language used, a noble may identify that a secret language is being spoken but cannot translate it. Because this language uses an existing language as a carrier channel for more complex information exchange, it cannot be comprehended by normal or spell means.

Table 1-3: The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Noble Blood, secret language, nobility points
2	+1	+0	+0	+3	+1 nobility point
3	+2	+1	+1	+3	+1 nobility point
4	+3	+1	+1	+4	Racial Reputation, +1 nobility point
5	+3	+1	+1	+4	Attribute bonus, +1 nobility point
6	+4	+2	+2	+5	+1 nobility point
7	+5	+2	+2	+5	Leadership, +1 nobility point
8	+6/+1	+2	+2	+6	Racial Reputation, +1 nobility point
9	+6/+1	+3	+3	+6	+1 nobility point
10	+7/+2	+3	+3	+7	Attribute bonus, +1 nobility point
11	+8/+3	+3	+3	+7	+1 nobility point
12	+9/+4	+4	+4	+8	Racial Reputation, +1 nobility point
13	+9/+4	+4	+4	+8	+1 nobility point
14	+10/+5	+4	+4	+9	+1 nobility point
15	+11/+6/+1	+5	+5	+9	attribute bonus, +1 nobility point
16	+12/+7/+2	+5	+5	+10	Racial Reputation, +1 nobility point
17	+12/+7/+2	+5	+5	+10	+1 nobility point
18	+13/+8/+3	+6	+6	+11	+1 nobility point
19	+14/+9/+4	+6	+6	+11	+1 nobility point
20	+15/+10/+5	+6	+6	+12	Racial Reputation, attribute bonus, +1 nobility point



Characters

Nobility Points: The amount of power a noble is able to wield in noble circles is dependent on his nobility points. A noble begins with a single point in recognition of his noble blood and gains 1 additional point for each noble experience level he gains. In some extreme cases, nobles may earn extra nobility points in respect to the performance of a great deed or through an effort that brings great honor to his house. In a similar manner, should a noble fail to complete a deed or bring shame to his house he may lose nobility points. A noble who has 0 nobility points cannot gain additional levels as a noble until he gains at least 1 nobility point. Characters who want to take multiclass levels as nobles must have at least 1 nobility point before they can do so. Refer to the nobility points section in this chapter for further information.

Racial Reputation: At 4th level, the noble gains Racial Reputation as a bonus feat, even if he does not meet the prerequisites. He gains this feat again at 8th level and every four levels thereafter (12th, 16th, and so on). The noble must select a different race for each feat, as normal. See below for a description of Racial Reputation.

Leadership: At 7th level the noble gains Leadership as a bonus feat.

Attribute Bonus (Ex): At 5th level, and every fifth level thereafter (10th, 15th, and so on), the noble gains an additional attribute point. This bonus attribute point is in addition to the attribute bonus any character receives every four levels. The bonus point can only be used to raise one of the noble's mental attributes (Intelligence, Wisdom, or Charisma).

Ex-Nobles

Should a noble ever bring permanent shame on his house or his people, he might become an ex-noble. An ex-noble cannot gain levels as a noble again until he earns at least one nobility point. Ex-nobles are not recognized or respected for their noble blood.

High Thonian Noble Starting Package

Armor: Chain shirt (+4 AC, armor check penalty -2, arcane spell failure chance n/a, speed 30 feet, 25 lb.). Heavy wooden shield (+2 AC, armor check penalty -2, arcane spell failure chance n/a, 10 lb.).

Weapons: Longsword (1d8, crit 19-20/x2, 4 lb. one-handed, slashing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Diplomacy	4	Cha	—
Disguise	4	Cha	—
Gather Information	4	Cha	—
Intimidate	4	Cha	—
Knowledge (nobility and royalty)	4	Int	—
Language	4	Int	—
Perform (oratory)	4	Cha	—
Sense Motive	4	Wis	—
Speak Language	—	n/a	—
Search (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feats: Negotiator, Noble Blood.

Gear: Backpack with waterskin, two day's rations, bedroll, sack, flint and steel, hooded lantern, four pints of oil, mirror, signet ring.

Gold: 8d4 gp.

Nobility Points.

As a noble gains experience and prestige, his power in the noble circles increases. Nobility points represent this growth in power.

Nobility points (NPs) are automatically earned at the rate of 1/noble level. Heroic or noble deeds may also earn nobles additional NPs. Nobility points are rare and should only be given in special cases. Players should keep track of these points as their characters grow in level. Nobles who choose to take multiclass levels as barbarians, bards, or sorcerers lose 1 NP per level in such a class. These classes are considered uncivilized or low-born occupations unfit for a noble. (The DM may allow special exceptions to this rule.)

Nobility Points	Benefits
10	Legal authority to enforce the laws of the land.
15	Ability to found or expand the holding of an existing noble house and have the house properly referenced among nobility.
20	Authority to raise an army and to construct a keep if the noble's house has sufficient funds.
25	The noble has respect and power worthy of a baron and may be appointed as one.



Characters

A character's nobility point score can never drop below zero.

Those characters who do not begin play as nobles and wish to take multiclass levels as nobles must have at least 1 nobility point before they can do so. A noble who has 0 nobility points is considered an ex-noble and cannot gain a level as a Noble until earning at least 1 nobility point. Nobles who are banished or who flee the trappings of politics cannot take advantage of their heritage until they improve their standing in the ruling class' eyes.

When a noble has 10 or more nobility points, he is considered to be a legitimate authority in the region and his orders become law as long as they do not overturn the orders of the king or local baron. If a dispute occurs between nobles, the nobles' sovereign normally determines the outcome. When pressing a case in court or deciding who is in position to make a final judgment on a given issue, a noble who has at least 2 nobility points more than his opposition is the clear winner. A difference of 1 or 2 points gives either noble the chance at success and requires a set of opposed Diplomacy checks or other GM determined skill check depending on the situation. Certain disputes are not open for discussion and may need to be decided by a duel.

Because of the potential for shifts in power related to a noble's rise, some houses actively attempt to smudge or besmirch the reputation of rival houses. This is an attempt to keep the competing houses in check until they can be subdued or brought under the wing of an elder house. A noble house may fund allegations of wrongdoing against an opposing house.

Each nobility point confers a +1 competency bonus to Diplomacy, Bluff and, Gather Information skill checks. Some of the additional benefits granted by nobility points are shown on the table below:

Wokan

As the science of magic increases wizards' powers and as dwarven steam improves mining technology, one group seeks a return to a simpler life. They seek a life that is not fettered by constant research or stinking machinery. They are the wokan.

Adventures: Wokan adventure in search of spell components to help in their attempts to protect Blackmoor's forests and magical creatures. Wokan are primal spell casters and are distressed by the new-fangled practices of the Wizards' Cabal. Wokan adventure for magical items as well as a bit of money. They seek a simpler time when magic's chaotic flow was born into every being, and they look for their place in the natural world.

Characteristics:

Wokan communicate with animals and excel at dealing with beasts. They are friends to all in the wild, using their spell-casting to thwart so-called progress. At later levels, wokan can take animal form to better lead and protect natural creatures from harm.

Alignment:

Wokan tend toward chaos. Though not intentionally malicious, they disregard man made laws in an effort to protect themselves and

the forest creatures near their homes. Good wokan are kind and quiet in their disregard for the rule of law. Evil wokan are belligerent and attack whenever they feel threatened or angered.

Religion: Wokan do not explicitly follow a religious creed. They find comfort in some nature-loving deities but do not serve them directly.

Background: Wokan were some of Blackmoor's first magic users to discover arcane powers. As they taught their craft, more and more magic came to Blackmoor. When the sorcerers tried to overthrow Blackmoor, the wokan hid and





Characters

refused to participate. Today the wokan are troubled by the prospects of continued scientific and magical research. They live in the forests, trying to maintain the wilderness.

Races: Westryn and half-orcs make excellent wokan, as both races are comfortable in the wilds and can be found in most forests. Other races can become wokan as well. Many Thonian wizards become wokan as a way to restore their faith in the raw power of wild magic.

Other Classes: Wokan are indifferent to other classes, with a few exceptions. They are angered by wizards or nobles who try to exploit nature and arcane powers for their own foolish greed. Wokan often find friends in druids and rangers. Wokan are fair to fighters, rogues, and others who do not seek to harm them or their lands.

Role: Wokan make excellent guides through lands that they know. They are also able to control and influence animals in Blackmoor, and they find the best use of their skills in these situations. A wokan can help a party avoid a fight with an animal if the party has not transgressed against nature. With their poor ability to withstand damage, wokan shrink from fights.

Game Rule Information

Wokan have the following game statistics:

Abilities: A wokan needs strong Wisdom to reach the level of attunement needed to achieve their magical potential and to devise methods to keep the encroachment of civilization at bay. A high Intelligence score helps a wokan understand the plans and thwart the efforts of those who force civilization to the frontiers.

Alignment: Any non-lawful.

Hit Die: d6.

Class Skills

The wokan's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table 1-4: The Wokan

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+2	+0	+2	Wild empathy	3	1	-	-	-	-	-
2	+1	+3	+0	+3	Free thought, woodland stride	4	2	-	-	-	-	-
3	+2	+3	+1	+3	Borrow nature's power (1/day)	4	2	1	-	-	-	-
4	+3	+4	+1	+4	Bonus feat	5	3	2	-	-	-	-
5	+3	+4	+1	+4		5	3	2	1	-	-	-
6	+4	+5	+2	+5	Wild shape (1/day)	5	3	3	2	-	-	-
7	+5	+5	+2	+5	Borrow nature's power (2/day)	6	4	3	2	1	-	-
8	+6/+1	+6	+2	+6	Bonus feat	6	4	3	3	2	-	-
9	+6/+1	+6	+3	+6		6	4	3	3	2	1	-
10	+7/+2	+7	+3	+7	Trackless step	6	4	4	3	3	2	-
11	+8/+3	+7	+3	+7	Borrow nature's power (3/day)	6	4	4	3	3	2	1
12	+9/+4	+8	+4	+8	Bonus feat, wild shape (2/day)	6	4	4	4	3	3	2
13	+9/+4	+8	+4	+8		6	4	4	4	3	3	2
14	+10/+5	+9	+4	+9		6	4	4	4	4	3	3
15	+11/+6/+1	+9	+5	+9	Borrow nature's power (4/day)	6	5	4	4	4	3	3
16	+12/+7/+2	+10	+5	+10	Bonus feat	6	5	4	4	4	4	3
17	+12/+7/+2	+10	+5	+10		6	5	5	4	4	4	3
18	+13/+8/+3	+11	+6	+11	Wild shape (3/day)	6	5	5	4	4	4	4
19	+14/+9/+4	+11	+6	+11	Borrow nature's power (5/day)	6	5	5	5	4	4	4
20	+15/+10/+5	+12	+6	+12	Bonus feat	6	5	5	5	4	4	4



Characters

Class Features

All the following are class features of the Wokan:

Weapon and Armor Proficiency: Wokan are proficient with all simple weapons plus the flail, handaxe, sap, and shortbow. Wokan are not proficient with any armor or shields.

Spells: Wokan cast arcane spells from the wokan spell list. Wokan must choose and prepare their spells ahead of time (see below).

To learn, prepare, or cast a spell, a wokan must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wokan's spell is 10 + the spell level + the wokan's Wisdom modifier.

Like other spellcasters, a wokan can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-4: The Wokan. In addition, she receives bonus spells per day if she has a high Wisdom score.

Unlike bards or sorcerers, wokan may know any number of spells. Wokan are attuned to the wild magic of the region of Blackmoor and do not need to carry a spellbook with them in order to replenish spells. They must choose and prepare their spells ahead of time by getting a good night's sleep and spending 1 hour contemplating the nature of the universe. While studying, wokan decide what spells to prepare, much like wizards, clerics, and druids do. As they have no spell books, and draw their power directly from natural forces, they may choose any of the spells from their spell lists each day, just as clerics and druids do.

Wild Empathy (Ex): Like druids and rangers, a wokan can use her body language, speech, and demeanor to improve the attitude of an animal (such as a wolf or a bat). This ability functions just like a Diplomacy check made to improve the attitude of a person. The wokan rolls a d20 and adds her wokan level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the wokan and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A wokan can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a -4 penalty on the check.

Free Thought (Ex): Once per day, a wokan of 2nd level or higher may exchange one of her prepared spells for any wokan spell she can cast of the same level or lower.

Woodland Stride (Ex): Starting at 2nd level, a wokan may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Borrow Nature's Power: At 3rd level, the wokan learns to channel the power of nature into her spells, causing the spells to function at a higher caster level. This increase in level can simply increase the effective caster level of the spell or can power a metamagic feat. When the wokan prepares her spells, she may choose one spell (more at higher levels) for which they wish to borrow nature's power. The wokan prepares this spell as normal, but when cast the spell takes effect at a caster level equal to the caster's wokan level plus her Intelligence bonus.

Bonus Feat: At 4th level and every four levels thereafter (8th, 12th, and so on), a wokan gains a bonus feat. She can choose a metamagic feat, an item creation feat, Celestial Blessing, Infernal Infusion, or Spell Mastery. The wokan must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that every character gains every three levels. Wokan are not limited to the categories above when choosing these feats.

Wild Shape (Su): At 6th level, the wokan gains the ability to turn herself into any Small or Medium animal and back again once per day. The options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per wokan level, or until she changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The form chosen must be that of an animal with which the wokan is familiar. A wokan loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. The new form's Hit Dice cannot exceed the character's wokan level. At 12th level, the wokan is able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A wokan cannot use this ability to take the form of a plant that is not a creature.) The wokan can use this ability more times per day at 12th and 18th level, as noted on Table 1-4: The Wokan.



Characters

Trackless Step (Ex): Starting at 9th level, a wokan leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if she desires.

Westryn Wokan Starting Package

Armor: None (speed 30 feet).

Weapons: Quarterstaff (1d6/1d6, crit x2, 4 lb., two-handed, bludgeoning) Sling (1d4, crit x2, range inc. 50 ft., 0 lb., bludgeoning)

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks		Armor Check Penalty
Concentration	4	Int	—
Craft	4	Int	—
Decipher Script	4	Int	—
Handle Animal	4	Cha	—
Knowledge (nature)	4	Int	—
Profession	4	Wis	—
Spellcraft	4	Int	—
Speak Language	—	n/a	—
Search (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Improved Initiative

Gear: Backpack with waterskin, one day's rations, bedroll, sack, flint and steel, pouch with sling stones. Spell component pouch.

Gold: 1d4 gp.

New Skills

The skills presented here extend the skill set available in the *PHB*. Except where noted, all skills work in the same manner as described in the *PHB*. Some skills have been modified and expanded to better fit into the Blackmoor campaign setting. For example, Speak Language has been modified to accommodate the languages of Blackmoor's races.

Secret Language (None; Trained Only)

The Secret Language skill works like the Speak Language skill, with the following exceptions:

- Some classes learn secret languages at 1st level. Only characters of the indicated class may learn the language, and at 1st level automatically do so at no cost.
- Certain secret languages are allowed only to specific races. Only a character of that race may learn the language.
- Sign Language is an open secret language. Any character may learn sign language.

Secret languages and their alphabets (if any) are summarized on the table below.

Secret Language	Speakers	Alphabet
Arcanthi	Sorcerers (only)	Arcanthi
Chale	High Thonians (only)	Thonian
Combat Whistles	Afridhi (only)	None
Druidic	Druids (only)	Druidic
High Common	Nobles (only)	Thonian
Profectorrin	Arcane Warriors (only)	Thonian
Sheet	Bards (only)	Sheet
Sign Language	Open	None
Smoke Signals	Peshwah (only)	Smoke
Thieves' Cant	Rogues (only)	Cant

Action: None

Try Again: Not applicable. There are no Secret Language checks to fail.

Speak Language (None; Trained Only)

Blackmoor's common languages and their alphabets are summarized on the table below. This table replaces that found in the *PHB*.





Characters

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Beastial	Beastmen	Beastial
Celestial	Good outsiders	Celestial
Common	Humans, Half-elves	Common
Afridhian	Afridhi	Common
High Thonian	High Thonians, Wizard's Cabalists	Thonian
Peshwahan	Peshwah	Common
Docrae	Docrae	Common
Draconic	Kobolds, troglodytes, lizardfolk	Draconic
Chromatic	Evil dragons	Draconic
Metallic	Good dragons	Draconic
Dwarven	Dwarves	Dwarven
Elven	elves	Elven
Cumasti	Cumasti	Elven
Westryn	Westryn	Elven
Ferrosian	Metal-based creatures	Dwarven
Giant	Ettins, ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Beastial
Gnoll	Gnolls	Beastial
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Beastial
Black Speech	Orcs of the Black Hand	Beastial
Sylvan	Dryads, brownies, wood-based creatures	Elven
Terran	Earth-based creatures	Dwarven

New Feats

As characters grow in power and knowledge, they learn new techniques that let them perform feats beyond the abilities of common folk. The feats presented here

supplement the feats in the *PHB*. Feats that are referenced in **bold** are described later in this section. Follow the rules in the *PHB* to determine when feats are acquired.

Armor Casting [General]

You can reduce your arcane spell failure chance when wearing armor.

Prerequisites: Dex 13, Armor Proficiency (varies)

Benefit: When wearing armor with which you are proficient, your arcane spell failure chance is reduced by 5%. This benefit does not apply to arcane spell failure chances provided by shields.

Born Rider [General]

You have a natural talent to ride animals.

Benefit: You gain a +3 bonus on Handle Animal and Ride checks when they apply to a non-magical mount.

Concentrated Effort [General]

You are able to concentrate your attacks against a single opponent during the heat of melee combat.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: You gain a +2 competence bonus on melee attack rolls and a +2 dodge bonus to AC against a single creature that you attack using a full round action. You must declare your target creature before you attack. Until your next turn, you take a –2 penalty to your AC against any other creature that makes a melee attack against you.

Special: A fighter may select Concentrated Effort as one of his fighter bonus feats.

Deflect Spell [General]

You can deflect incoming ranged spell attacks with your magical melee weapon.

Prerequisites: Dex 17, Iron Will, **Parry Arrows**, Weapon Focus.

Benefit: Once per round when you would normally be hit with a ranged, personally targeted spell with visual effects, such as *scorching ray*, you may deflect it so that you take no damage from it. The deflection must be performed with the weapon with which you have taken Weapon Focus and the weapon must be a magical melee weapon. You can use the weapon to deflect spells up to a certain spell level, as shown on the table below. This feat is not effective against area of effect spells such as *fireball*.



Characters

Example: Trystare the Fighter stands in front of his party to face an evil wizard. The wizard casts a scorching ray toward Trystare, who would be the first in the line of effect. Trystare wields his +4 longsword against the lightning bolt, dissipating it.

Note: Deflection does not mean redirection. The character has no control of where the deflected spell goes. Normally a deflected spell immediately dissipates without further effect.

Special: A fighter may select Deflect Spell as one of his fighter bonus feats.

Weapon Bonus	Deflected Spell Level
+1	0-level spells
+2	1st level spells
+3	2nd level spells
+4	3rd level spells
+5	4th level spells
+6*	5th level spells
+7*	6th level spells
+8*	7th level spells
+9*	8th level spells
+10*	9th level spells

* Normally, a magical weapon cannot have a bonus higher than +5. The listed values above +5 are here for weapons that have additional powers or abilities, as specified in the *DMG*.

Elemental Spell Focus [General]

Benefit: As the feat Spell Focus, except that elemental types air, earth, fire, metal, water and, wood can be selected giving the spell focus benefits to spells of the selected subtype.

Greater Armor Casting [General]

You can further reduce your arcane spell failure chance when wearing armor.

Prerequisites: Dex 17, Armor Casting, Armor Proficiency (varies), **Improved Armor Casting.**

Benefit: When wearing armor with which you are proficient, your arcane spell failure chance is reduced by 15%. This benefit stacks with those gained from Armor Casting or Improved Armor Casting, but does not apply to arcane spell failure chances provided by shields.

Greater Elemental Spell Focus [General]

Prerequisites: **Elemental Spell Focus.**

Benefit: As Greater Spell Focus except that elemental types can be selected instead of schools of magic. This feat may be applied to an elemental type that Elemental Spell Focus has been applied to.

Horse Bond [Racial]

The Peshwah of the Plains of Hak are so attuned to their horses that they share a nearly supernatural bond with them.

Prerequisite: Must be Peshwah.

Benefit: A Peshwah can create a seemingly magical bond between himself and a single horse. Creating the bond takes one week per level of the Peshwah. When the bond is created, a great friendship exists between the horse and the Peshwah. This enables the Peshwah to communicate with the bonded horse as if he using a *Speak with animals* spell. Only one bond of this type can exist for a Peshwah at a time. If a Peshwah is ever permanently separated from the bonded horse, or the bonded horse dies, the bond is broken and the Peshwah takes a -2 penalty on all attack rolls, saving throws, and skill checks for one week due to the extreme trauma. This penalty applies even if the horse is ultimately raised from the dead. After this mourning period, the Peshwah may bond with a new horse or reset a previously existing bond.

Improved Horse Bond [Racial]

You further enhance the bond you share with your horse.

Prerequisites: Must be Peshwah, **Horse Bond.**

Benefit: As Horse Bond, with the added benefit that the Peshwah creates an empathic link between himself and the bonded horse. Improving the horse bond takes one week per level of the Peshwah.

The empathic link has a range of 1 mile. The Peshwah cannot see through the horse's eyes, but the two can communicate telepathically. This is a supernatural ability. Because of the empathic link between the horse and the Peshwah, the Peshwah has the same connection to an item or place that the horse does, just like a master and his familiar. If a Peshwah is ever permanently separated from the bonded horse, or the bonded horse dies, the bond is broken and the Peshwah takes a -4 penalty on all attack rolls, saving throws, and skill checks for one week due to the extreme trauma. This penalty applies even if the horse is ultimately raised from the dead. After this mourning period, the Peshwah may bond with a new horse or reset a previously existing bond.



Characters

Improved Armor Casting [General]

You further reduce your arcane spell failure chance when wearing armor.

Prerequisites: Dex 15, **Armor Casting**, Armor Proficiency (varies).

Benefit: When wearing armor with which you are proficient, your arcane spell failure chance is reduced by 10%. This benefit stacks with that gained from Armor Casting, but does not apply to arcane spell failure chances provided by shields.

Improved Parry Arrows [General]

You can parry many arrows with your melee weapon.

Prerequisites: Dex 17, **Parry Arrows**.

Benefit: As Parry Arrows, except that you may parry more than one missile each round. The total number of missiles you can parry in round is equal to your Dexterity modifier plus one. For example, a character with a Dexterity of 17 can parry four missiles per round.

Special: A fighter may select Improved Parry Arrows as one of his fighter bonus feats.

Infamy [General]

Other races know and fear you.

Prerequisites: Cha 13, must have performed of an infamous deed (requires GM approval).

Benefit: Select a race, such as Cumasti, dwarves, or goblins. You gain a +6 bonus on Bluff and Intimidate checks when dealing with members of that race.

Special: You may take this feat multiple times. Its effects do not stack. Each time, it applies to a different race. This feat can be taken only with GM permission and requires the character to have acted in a way that inspires fear and is worthy of an infamous reputation.

Mounted Acrobatics [General]

You can do acrobatics while mounted.

Prerequisites: Str 13, Dex 13, Ride 1 rank, Tumble 1 rank.

Benefit: You may make daring maneuvers from the back of any land-based mount. These maneuvers include (but are not limited to): picking up items from the ground while speeding past them, flipping and tumbling from one running mount to another, and acrobatic jumping and climbing around the mount while it is in motion.

Normal: Characters without the Mounted Acrobatics feat suffer a -4 penalty when attempting to perform acrobatic maneuvers while mounted.

Noble Blood [Special]

You are a member of the nobility and may be from a noble bloodline.

Prerequisite: Must be a 1st-level noble.

Benefit: You get a +4 competency bonus on all reaction checks made with allies of your house as well as a +2 bonus on reaction checks made with neutral or indifferent parties. You take a -4 penalty on reaction checks made against enemies of your house or race.

Special: Noble Blood can only be acquired by a 1st-level noble, who gains it as a bonus feat. In certain extreme cases, a noble may accept a character into his house or the king may ordain a character as a noble. In such an event, the character gains this feat as a result of this acceptance.

Parry Arrows [General]

You can parry incoming arrows, crossbow bolts, spears, and other projectile or thrown weapons with your chosen melee weapon.

Prerequisites: Dex 15, Weapon Focus.

Benefit: You must be wielding a melee weapon with which you have Weapon Focus in order to use this feat. Once per round when you would normally be hit with a ranged weapon, you may parry it so that you take no damage from it. You must be aware of the attack and not flat-footed.

Attempting to parry a ranged weapon does not count as an action. Unusually massive ranged weapons, such as boulders hurled by giants, and ranged attacks generated by spells, such as *lightning bolt*, cannot be parried using this feat.

Special: A fighter may select Parry Arrows as one of his fighter bonus feats.

Racial Reputation [General]

You are well known by other races.

Prerequisites: Cha 13, completion of special task (requires GM approval).

Benefit: Select a race, such as Cumasti, dwarves, or goblins. You gain a +2 competency bonus to reactions adjustments when dealing with members of that race. In addition to this reaction bonus, you also receive a +2 reputation bonus to Diplomacy checks when dealing with that race.

Special: You may take this feat multiple times. Its effects do not stack. Each time, it applies to a different race.



Characters

This feat can be taken only with GM permission and requires the completion of a special task (for example, saving a dwarven community from a goblin invasion.)

Shield Attack [General]

You can use a shield to attack, as well as to defend.

Prerequisite: Shield Proficiency.

Benefit: You deal additional damage when making a shield bash attack, as shown on the table below.

Shield Type	Damage	Critical
Buckler	1d4	x2
Light Shield	1d6	x2
Heavy Shield	1d8	x2

Shield Casting [General]

You can reduce your chance of arcane spell failure when using a normal shield.

Prerequisites: Dex 13, Shield Proficiency.

Benefit: When carrying a shield, as long as you have a hand free, your arcane spell failure chance is reduced by 5%. This benefit stacks with those gained from Armor Casting, Greater Armor Casting, or Improved Armor Casting.

Tower Shield Casting [General]

You can reduce your chance of arcane spell failure when using a tower shield.

Prerequisites: Dex 17, Shield Casting, Tower Shield Proficiency.

Benefit: When carrying a tower shield, as long as you have a hand free, your arcane spell failure chance is reduced by 20%. This benefit stacks with those gained from Armor Casting, Greater Armor Casting, or Improved Armor Casting.

Character Description

Once you have selected a race and a class, it is time to give your character a bit more life. Feel free to expand on his background so that he becomes a character whose exploits garner tales and songs. This section of the character is important because it gives you a motivation for your character's style and actions that. Some players make this section a single paragraph while others create entire stories. Feel free to participate at whatever level you feel matches your creativity and chosen style of play.

Vital Statistics

How old is your character? What color is his hair? How tall is he? These questions might not seem important at first, but they become so during play. Could your character jump over a 5-foot-wide hole? If he were 7 feet tall, it would be easier than if he were 3 feet tall. Take some time to identify characteristics such as height, weight, eye color, and hair color for your character. You can use the given ranges listed within each racial description in this chapter or generate them randomly from the provided tables below. If you are creating a character from outside Blackmoor, you can reference the table with vital statistics in the *PHB*.

AGE

You can choose or randomly generate your character's age. If you choose an age, it must be at least the minimum age for the character's race and class (see Table 1-5: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table 1-5: Random Starting Ages. Alternatively, refer to Table: Random Starting Ages

Table 1-5: Random Starting Ages

Race	Adulthood	Barbarian, Rogue, Sorcerer, Noble	Bard, Fighter, Paladin, Ranger, Arcane Warrio	Cleric, Druid, Monk, Wizard, Wokan
Docrae	40 years	+2d4	+3d6	+4d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf (Cumasti)	100 years	+4d6	+6d6	+10d6
Elf (Westryn)	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	45 years	+2d4	+3d6	+4d6
High Thonian	15 years	+1d4	+1d6	+1d6
Peshwah	15 years	+1d4	+2d4	+2d6
Thonian	16 years	+1d4	+1d6	+2d6



Characters

and roll dice to determine how old your character is. With age, a character's physical ability scores decrease and his or her mental ability scores increase (see Table 1-6: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way. When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table 1-6: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year. The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table 1-6: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Docrae	50 years	75 years	100 years	+2d20 years
Dwarf	200 years	300 years	400 years	+2d% years
Elf (Cumasti)	400 years	600 years	800 years	+4d% years
Elf (Westryn)	100 years	150 years	200 years	+3d% years
Gnome	62 years	93 years	125 years	+3d20 years
Half-elf	50 years	75 years	100 years	+2d20 years
Half-orc	50 years	75 years	100 years	+5d20 years
Halfling	88 years	115 years	175 years	+5d20 years
High Thonian	50 years	75 years	100 years	+5d20 years
Peshwah	35 years	53 years	70 years	+2d20 years
Thonian	35 years	53 years	70 years	+2d20 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
 2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
 3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

HEIGHT AND WEIGHT

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Table 1-7: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Docrae, male	3' 6"	+2d4	35 lb.	× 1 lb.
Docrae, female	3' 4"	+2d4	30 lb.	× 1 lb.
Dwarf, male	4' 6½"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	4' 4½"	+2d4	100 lb.	× (2d6) lb.
Elf (Cumasti), male	4' 5½"	+2d6	85 lb.	× (1d6) lb.
Elf (Cumasti), female	4' 5½"	+2d6	80 lb.	× (1d6) lb.
Elf (Westryn), male	5' 7½"	+2d10	90 lb.	× (1d6) lb.
Elf (Westryn), female	5' 6"	+2d10	85 lb.	× (1d6) lb.
Gnome, male	3' 0½"	+2d4	40 lb.	× 1 lb.
Gnome, female	2' 10½"	+2d4	35 lb.	× 1 lb.
Half-elf, male	4' 7½"	+2d8	100 lb.	× (2d4) lb.
Half-elf, female	4' 5½"	+2d8	80 lb.	× (2d4) lb.
Half-orc, male	4' 10½"	+2d12	200 lb.	× (2d6) lb.
Half-orc, female	4' 5½"	+2d12	150 lb.	× (2d6) lb.
Halfling, male	2' 8½"	+2d4	30 lb.	× 1 lb.
Halfling, female	2' 6½"	+2d4	25 lb.	× 1 lb.
High Thonian, male	5' 7½"	+2d10	160	× (2d4) lb.
High Thonian, female	5' 6"	+2d10	145	× (2d4) lb.
Peshwah, male	5' 5½"	+2d10	150 lb.	× (2d4) lb.
Peshwah, female	5' 0"	+2d10	110 lb.	× (2d4) lb.
Thonian, male	4' 10½"	+2d10	120 lb.	× (2d4) lb.
Thonian, female	4' 5½"	+2d10	85 lb.	× (2d4) lb.



Chapter 2: Prestige Classes

As players progress in their adventures through *Dave Arneson's Blackmoor*, they undoubtedly draw the attentions of numerous prestigious organizations and secretive societies. These organizations may take characters to the heights of nobility or plunge them into the machinations of evil anarchists who desire to bring upheaval and strife to Blackmoor.

When characters reach an appropriate level of power and fame, they may choose to join one of these elite organizations to continue their training. Many of these groups have stringent requirements for joining. Some require invitations. On the surface, these organizations are powerful and influential. However, power and influence come with a price. Many organizations have rules that govern their members' conduct. Should a character fail to live up to these rules, he may lose his newly gained powers or find his former brethren hunting him mercilessly. The decision to join should not be made lightly.

Existing Prestige Classes

Some prestige classes listed in the *DMG* are unavailable for play since they do not fit into Blackmoor's structure. These forbidden classes include the dragon

disciple, eldritch knight, and horizon walker. However, the Game Master may allow these classes at her discretion. The *DMG* defines the specifics of the existing prestige classes; the following sections give these existing classes a foundation and definition within Blackmoor.

Arcane Archer

Trained within Ringlo Hall, arcane archers represent the pinnacle of Cumasti virtue and skill. They are well known throughout Blackmoor as the finest archers in the land. The orcs and beastmen who foolishly choose to reside in the Redwood Forest have nearly gone extinct in that region through the arcane archers' efforts. Even the elves' most horrible and insane enemies tremble at the sight of an arcane archer group and often flee rather than fight.

The arcane archer prestige class is open to Cumasti elves and half-elves. Westryn lack the discipline to master the difficult melding of magic and combat and the Cumasti do not readily welcome them into the order.



Prestige Classes

Arcane Trickster

Few individuals are better suited to explore Blackmoor's deadly dungeons than arcane tricksters. While arcane tricksters are often mischievous, adventurers find them useful at opening the locked doors that lesser rogues and adventurers cannot. They prove time and again that they provide excellent support for a party in such situations. Arcane tricksters are often found in city taverns looking for the next opportunity to earn some treasure or magic trinkets.

Archmage

Upon the death of Skelfer the Old, the fate of the Wizards' Cabal came into question. While Skelfer had chosen his successors, many others tried to claim power. This struggle caused many powerful wizards who remained dedicated to Skelfer's ideals to exile themselves. These archmages continued to advance the arcane arts with revolutionary ideas and techniques. Most consider archmages to be dangerous revolutionaries because they continue their research outside the direct supervision of the Wizards' Cabal. Archmages rarely reside in populated areas, preferring the comfort of their secluded labs. These strongholds of knowledge are located in remote areas and inhospitable realms. Archmages meet from time to time to invite superior students into their fold. A refused invitation often provokes a battle, as archmages desire to maintain total anonymity. The archmage brotherhood is small and scattered across all the North's regions.

Assassin

Assassins find employment in the arena of political conflict and conniving among Blackmoor's nobles. While some assassins dangle from their noble masters' puppet strings, others consider assassination an act of duty to their culture. The Peshwah and Afridhi employ assassins and send them borders into enemy lands to eliminate important priests, generals, and other leaders. The Duchy of Ten's exiled, former leaders also use assassins to slay the high-ranking Afridhi who occupy their cities. Wherever turmoil rocks the North, assassins are available for hire.

Blackguard

All throughout the North fear blackguards. These vicious scoundrels are found at the roots of fell deeds and calamities. Blackguards usually work alone but have been known to join up with the Egg of Coot or the Afridhi to assist in their nefarious schemes. Blackguards are difficult to subdue or defeat and often elude capture when attacked

by small forces. They hatch their schemes in wild and uncivilized lands, then march their villainous servants into towns or cities, destroying all that they can. They are reviled and hated wherever they go.

Duelist

Nobles often adopt this prestige class to gain respect and honor in matters that demand physical response. Academies throughout the North teach dueling, and most noble children receive some training. Those not born of noble blood are taught in secret or through a specially negotiated payment. Many parents send their sons and daughters to master duelists as apprentices, so the children can know a better way of life.

Dueling is wildly popular among the upper crust, and skilled duelists earn fame for both themselves and their houses. Some duelists perform so well that sponsoring nobles awards them lands and titles. While this is not common, it represents the art's importance to Blackmoorians.

Many nobles retain duelists as bodyguards. Duelists' ability to fight unarmored allows them to appear openly at social events without drawing undue attention and makes them less intimidating to other nobles. Duelists are found in all moderately populated areas of the North.

Dwarven Defender

When the dwarves initially discovered large deposits of the raw gems used to create arcane foci, they came under constant attack from sorcerers and wizards who sought to control these valuable resources. The Regent of the Mines responded with a new type of warrior that could defend the mines against all foes and create a wall of defense to secure his people's safety.

This mandate created the dwarven defenders, who took oaths to protect their people at all costs. This dedication garners them great respect within their culture. Dwarven defenders are found in most strongholds, and particularly large numbers reside in the Crystal Peaks and Stormkiller Mountains.

Hierophant

Hierophants represent the most faithful and dedicated clerics and druids. Impressed by their loyalty, their deities make spells and abilities available to them that let them carry out the deities' missions and requests. Hierophants serve nearly all the deities in the North.



Prestige Classes

Loremaster

A strong academic push early in Uther Andahar's reign promoted the expansion of the University of Blackmoor. Loremasters maintain the University's centuries-old libraries that date from the time of the Thonian Empire. They cherish these libraries and rarely allow outsiders to enter. Loremasters in the North are often employed outside the University to perform research and discover arcane secrets for noble engineers. Many loremasters serve as scholars and researchers for nobles or wizards seeking to uncover lost languages and other secrets.

Mystic Theurge

In Blackmoor, both divine and arcane spellcasters consider the mystic theurge a paradox. Theurges' ability to use each of these powerful magics baffles leaders in each circle. Divine spellcasters refuse to acknowledge that mystic theurges use arcane magic in spellcasting and cite them as exceptionally powerful clerics with unprecedented powers. Wizards believe theurges use arcane focus techniques to tap into magical energies that are unavailable within the normal teachings of the Wizards' Cabal. Both priest and wizard leaders shun the mystic theurges at public events and assemblies, declaring them dangerous heretics. Privately, each group seeks to learn the mystic theurges' abilities in order to gain new powers of their own.

Most mystic theurges hide their abilities so that they do not come under such scrutiny. No known organization exists to which theurges can turn for shelter. They are alone with their supernatural gifts.

Shadowdancer

Shadowdancers are sneaky, mysterious operatives working in the guises of talented performers and entertainers. They travel in troupes, performing for large audiences throughout the North. Some shadowdancers simply wish to entertain, while others put themselves in the employ of powerful benefactors who desire their skills as thieves and spies. Whichever path shadowdancers choose, they stand as formidable opponents.

Thaumaturgist

Thaumaturgists in the North were once simple clerics. At some point, they made pacts with a deity or demon to gain more power. As summoners of extra-planar entities, evil thaumaturgists are unwelcome everywhere, save the planes of the foul creatures they serve. On the other hand, good thaumaturgists summon celestials that commoners often misunderstand. For this reason, a thaumaturgist's arrival is considered an ominous portent. This suspicion causes good thaumaturgists to work in secrecy or through their temples. Thaumaturgists pay homage only to those who award them power, and they feel no need to obey laws not pertinent to their deity's missions.



New Prestige Classes

Blackmoor's history records the heroic deeds of many great warriors and wizards. Some of these legendary protectors created formal organizations or close-knit bands of talented heroes that could be summoned to protect their realms. These organizations may be built on lust for adventure, devotion to elemental nature, or a deep-rooted dedication to the protection of common people. The prestige classes in this section create exciting new possibilities for players and GMs to expand the roles they may take in forging Blackmoor's destiny.

Docrae Outlook

Docrae outlooks are charged with the duty and honor of defending the Docrae settlements from harm. The outlooks' mission is to keep watch over the land and sound the alarm when danger comes.

When outlooks identify danger, they raise an alarm and spring into action. The second part of the outlooks' mission is to delay the enemy so that the main civilian population can escape into the hills while the outlooks distract and harass their foes. The outlooks' means are often unconventional. A group of outlooks may swarm an enemy when their numbers warrant such an attack, or they may taunt and heckle opponents to draw them away



Prestige Classes

Table 2-1: The Docrae Outlook (Dco)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Ingenuity (+2), fighter bonus feat
2nd	+1	+3	+3	+3	Annoying banter
3rd	+2	+3	+3	+3	Ingenuity (+3)
4th	+3	+4	+4	+4	Improved evasion
5th	+3	+4	+4	+4	Ingenuity (+4)
6th	+4	+5	+5	+5	Intelligent banter
7th	+5	+5	+5	+5	Greater ingenuity
8th	+6	+6	+6	+6	
9th	+6	+6	+6	+6	Fighter bonus feat
10th	+7	+7	+7	+7	Supreme ingenuity

from civilians. Outlooks' missions are accomplished with ingenuity and quick thinking combined with exceptional training and skills.

Docrae outlooks are so successful at defending and protecting their homes that Blackmoorian noble houses approach them with offers to become security consultants. The outlooks that accept such offers permanently lose their positions in Docrae society; the Docrae shun and ban outlooks who leave the clan without a specific mission. Such a stain on a fallen outlooks' honor cannot be removed.

Hit Die: d10.

Requirements

To qualify to become a Docrae outlook, a character must fulfill all the following criteria.

Alignment: Any lawful.

Race: Docrae.

Base Attack Bonus: +5.

Feats: Endurance, Run.

Special: Evasion class ability.

Special: A potential outlook must pass a test of stamina before taking shifts on lookout. This test is also designed to assess the innovation and required to serve as an outlook. Often, local shamans and clerics summon monsters to test the potential outlook's skills. The candidate must use his ingenuity and abilities to stop the threats. Upon successful completion of this trial, a Docrae may take the outlook prestige class. This honor stays with him throughout his life and grants him a revered status within Docrae lands.

Class Skills

The Docrae outlook's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Docrae outlook prestige class:

Weapon and Armor Proficiency: Docrae outlooks are proficient with all simple and martial weapons and with light armor.

Fighter Feat (Ex): At 1st level and again at 9th level, a Docrae outlook gains a bonus feat. He can select any feat from the list of fighter bonus feats.

Ingenuity (Ex): An outlook can use his quick thinking and ingenuity to his advantage. Using this ability, an outlook can add a +2 luck bonus on any save or skill check. This ability does not give an outlook the automatic ability to use skills that can only be used trained. Additionally, this check cannot be applied to any combat-related roll other than a saving throw (for example, the outlook cannot add the bonus to a Bluff check while attempting a feint). Outlooks are trained in the impromptu use of non-traditional materials and quick thinking. This ability exemplifies the role of the outlooks and why they are revered in Docrae society. Ingenuity can be used once per



Prestige Classes

round and a total number of times equal to the outlook's class level + his Intelligence modifier per day. The bonus increases to +3 luck bonus at 3rd level, and a +4 luck bonus at 5th level. This ability does not need to be declared in advance of making the roll and can be applied to the outcome.

Annoying Banter (Ex): At 2nd level, the outlook can use verbal and physical activities to distract or delay opponents. To use this ability, the outlook must have less than total concealment or cover and be within 120 feet of an enemy or group of enemies. The creatures must attempt Will saves (DC 10 +1/2 the outlook's class level + the outlook's Cha modifier). Opponents who fail this save are affected as if by a *command* (approach) spell. They ignore all other foes and threats, moving at maximum possible speed toward the outlook during the next round. The outlook can affect a number of opponents equal to his outlook level + Cha modifier with each attempt. This is an enchantment (compulsion), mind-affecting ability. Annoying banter is a standard action that provokes attacks of opportunity. It can be used a number of times per day equal to the outlook's class level. Outlooks often use annoying banter to lead foes into traps and ambushes or away from Docrae settlements while non-combatants flee the area.

Improved Evasion (Ex): This ability works like evasion, except that while the outlook still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball* spell, he takes only half damage on a failed save. A helpless outlook (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Intelligent Banter (Ex): At 6th level, an outlook gains the ability to use verbal communication to distract or delay an opponent. This ability is used to baffle or confuse intelligent foes (those with Intelligence scores of 3 or higher). The targets must be able to see, hear, and understand the outlook. The targets must attempt Will saves (DC 10 + 1/2 the outlook's class level + the outlook's Cha modifier). If an opponent fails this save, he is confused (as the spell *confusion*) for a number of rounds equal to the outlook's class level. The outlook can affect a number of opponents with a single attempt equal half his outlook level + his Cha modifier. This is an enchantment (compulsion), mind-affecting ability. Intelligent banter is a standard action that provokes attacks of opportunity. It can be used a number of times per day equal to the outlook's class level.

Greater Ingenuity (Ex): Once per day the outlook may use his ingenuity ability to use of a single class skill as if he possessed a number of additional ranks in the skill. In order to use this ability with a cross-class skill, the outlook must have at least 1 rank in the skill. When he uses this ability, the outlook is considered to have a number of additional ranks in the skill equal to his outlook level. The effects of this ability do not stack with the +2 luck bonus supplied by the ingenuity ability.

Supreme Ingenuity (Ex): Once per day, an outlook may take 20 on a single skill check, regardless of the circumstances, and without using any more time than a normal check with that skill. This ability may be used on any skill the outlook has, even if it is one where taking 20 is not normally allowed (such as Disable Device). The effects of this ability stack with the greater ingenuity ability.

Dragon Knight

The Dragon Hills swarm with hideous mutations more frightening than anything a child's imagination could muster. These monstrosities resemble grossly disfigured men who stalk the world as an army of living nightmares. Few are brave enough to stand against these abominations, and fewer still are able to triumph over them. Those few men and women who are able to successfully stem the flow of these creatures are the dragon knights. The Peshwah of the Plains of Hak call them the *Shilotan* ("Dragon Knights"), and those Afridhi who have met these fierce warriors call them *Goarsin* ("Dread Swords"). Originally hailing from the Duchy of Dragonia, dragon knights are fiercely proud and protect the world from incursions of chaos and madness. The dragon knight ranks represent all the races in the North.

Dragon knights are specially trained warriors who quickly travel to places of turmoil. They are mystically bonded to their weapons, armor, and each other so they function without thinking. They combine their difficult physical training with intense metaphysical studies so they may protect the world from abominations, beastmen, demons, and every other horror found in the Dragon Hills or elsewhere. The secretive dragon knights accept only the bravest warriors into their ranks, and very few spellcasters have ever joined them. Dragon knights revere dragons and use them religious symbols.

Hit Die: d10.

Requirements

To qualify to become a dragon knight, a character must fulfill all the following criteria.

Alignment: Any non-evil.



Prestige Classes

Table 2-2: The Dragon Knight (Dkn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Blood bond, bonded armor, bonded weapon
2nd	+2	+3	+3	+1	Call of the warrior, way of the dragon I
3rd	+3	+3	+3	+1	Bonded armor (damage reduction 2/–)
4th	+4	+4	+4	+1	Way of the dragon II, weapon of fate
5th	+5	+4	+4	+2	Bonded armor (damage reduction 4/–)
6th	+6	+5	+5	+2	Way of the dragon III
7th	+7	+5	+5	+2	Bonded armor (damage reduction 6/–)
8th	+8	+6	+6	+3	Way of the dragon IV
9th	+9	+6	+6	+3	Bonded armor (damage reduction 8/–)
10th	+10	+7	+7	+3	Draconic infusion, way of the dragon V

Base Attack Bonus: +10.

Base Reflex Save: +5.

Feats: Armor Proficiency (Heavy), Iron Will, Tower Shield Proficiency, Weapon Focus (any 1-handed melee weapon).

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the dragon knight prestige class.

Weapons and Armor: Dragon knights gain no additional weapon or armor proficiencies.

Blood Bond: A dragon knight's core belief is that the knights' brotherhood keeps them strong. When a dragon knight is accepted into the order, he is bonded to the other dragon knights by blood. This bond acts as *geas/quest* spell to uphold and protect his fellow knights from harm. The dragon knight can never willingly attempt to harm a fellow knight. If this *geas/quest* is ever removed (willingly or unwillingly), or if the dragon knight ever willingly harms (or, through knowing inaction, allows harm to befall) another dragon knight, he loses all special abilities of the dragon knight prestige class (not including base attack bonuses, saving throw bonuses, or skill ranks).

Bonded Armor (Ex): At 1st level, a dragon knight chooses a suit of armor that then bonds to him. The armor melds to his flesh, and he can never remove it. The dragon

knight order provides the armor, but the character chooses the armor's type (such as studded leather, breastplate, or full plate). The armor then grafts itself into the dragon knight's flesh. The bond reduces the armor's armor check penalty 1 and makes the armor weightless. The dragon knight can sleep comfortably in the armor, as if it were clothing. In addition to these bonuses, the armor is nearly a living extension of the knight. As the dragon knight increases in experience, the armor's protective abilities also advance. At 3rd level, the armor grants the dragon knight damage reduction 2/–. This ability increases by 2 points of damage reduction at every other level (i.e., 4/– at 5th level, 6/– at 7th level, and so forth).

In addition, the armor gains an enhancement bonus based on the dragon knight's class level, as shown on the following table.

Dragon Knight Level	Light Armor AC Bonus	Medium Armor AC Bonus	Heavy Armor AC Bonus
1st-2nd	+0	+0	+0
3rd-4th	+1	+2	+3
5th-6th	+2	+4	+6
7th-8th	+3	+6	+9
9th-10th	+4	+8	+12

Bonded Weapon (Ex): Through mystical and magical rituals, a dragon knight bonds with his favored melee weapon. The dragon knight selects one masterwork melee weapon in which he has the Weapon Focus feat. The weapon cannot be magic, as the auras in a magic weapon interfere with the bonding ritual. After he selects an appropriate weapon, he and the weapon form a bond. This



Prestige Classes





Prestige Classes

bond is permanent and cannot be broken. Even though the dragon knight can use other weapons, he prefers his bonded weapon.

As a dragon knight increases in experience, his bond with the weapon increases the weapon's power. The weapon's new abilities and qualities are magic in nature, and the weapon's caster level is equal to the dragon knight's class level. The bonded weapon does not radiate magic. A *dispel magic* spell temporarily nullifies the bonded weapon's connection with the dragon knight and removes its abilities for a number of rounds equal to one-half the *dispel magic* caster's level + 1d4.

The following table details the benefits acquired by the bonded weapon based on the dragon knight's class level. The weapon only displays these benefits while the dragon knight wields it — for all others, it is a normal, masterwork weapon.

Dragon Knight Level	Bonded Weapon Enhancement
1st	+1 enhancement
2nd	Additional damage
3rd	+2 enhancement
4th	Special quality
5th	+3 enhancement
6th	Additional damage
7th	+4 enhancement
8th	Special quality
9th	+5 enhancement
10th	Special quality

Dragon Knight Level: The dragon knight's class level.

Bonded Weapon Enhancement: The type of enhancement that the weapon gains at each level.

Enhancement Bonus: The bonded weapon becomes a +1 *weapon* at 1st level, +2 *weapon* at 3rd level, +3 *weapon* at 5th level, +4 *weapon* at 7th level, and a +5

Bane	Ghost Touch
Defending	Keen
Flaming	Merciful
Frost	Mighty Cleaving
Shock	Vicious

weapon at 9th level. *Additional Damage:* At 2nd and 6th level, the bonded weapon deals an additional 1d6 points of damage to all abominations and to creatures with Intelligence scores of 8 or more.



Special Quality: At 4th, 8th, and 10th level, the bonded weapon gains a special quality from the following list. The dragon knight chooses which quality the weapon gains and cannot change this decision. The dragon knight cannot choose the same quality twice.

Call of the Warrior (Su): At 2nd level, a dragon knight can make an audible call to rally his allies. The allies must be within 30 feet and must be able to see and hear the dragon knight. The dragon knight must be able to see his allies. Each ally who meets these requirements gains a +2 competence bonus on all attack rolls, damage rolls, and saves as long as they hear the dragon knight's call. Other dragon knights gain a +4 bonus instead. The effect lasts as long as the dragon knight concentrates (a standard action), up to a number of rounds equal to his class level. The dragon knight does not gain the bonuses from his own call of the warrior.

Using call of the warrior is a standard action that does not provoke attacks of opportunity. The dragon knight can use this ability 1/day. While using call of the warrior, the dragon knight can fight but cannot



Prestige Classes

cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Just as if casting a spell with a verbal component, a deaf dragon knight has a 20% chance to fail when attempting to use call of the warrior. If he fails, this attempt still counts against his once daily allotment. Call of the Warrior is a mind-affecting ability.

Way of the Dragon (Sp): Beginning at 2nd level, the dragon knight gains a spell-like ability. The Difficulty Class for a saving throw against the dragon knight's spell-like abilities is 10 + the spell's level + the dragon knight's Charisma modifier. A dragon knight has access to the spells in the way of the dragon I group at 2nd level, the way of the dragon II group at 4th level, the way of the dragon III group at 6th level, the way of the dragon IV group at 8th level, and the way of the dragon V group at 10th level. The dragon knight can use one spell-like ability per day from each list to which he has access. A dragon knight's caster level is equal to his class level.

See the Way of the Dragon sidebar for the list of spells available in each group.



Way of the Dragon Spell Lists

Way of the Dragon I: *cause fear, cure light wounds, detect poison, doom, mending, purify food and drink.*

Way of the Dragon II: *bull's strength, cure serious wounds, death knell, delay poison, protection from energy, searing light.*

Way of the Dragon III: *break enchantment, cure critical wounds, death ward, discern lies, slay living, true seeing.*

Way of the Dragon IV: *antilife shell, blade barrier, find the path, regenerate, repulsion.*

Way of the Dragon V: *dimensional lock, discern location, fire storm, mass hold person.*



Weapon of Fate (Su): At 4th level, the dragon knight can make a devastating strike against a single opponent, 1/day. The dragon knight must announce that he is using this ability before making his attack roll. The dragon knight then makes single attack roll against his opponent. If he hits, the attack is a critical hit that deals maximum damage plus additional damage equal to the dragon knight's class

level. Additional non-magical damage enhancement from other sources, such as the feat power attack, cannot be used in conjunction with this ability. If this attack reduces the victim to 0 or fewer hit points, it must make a successful Fortitude save (DC 10 + the dragon knight's class level + the dragon knight's Strength bonus) or its body is destroyed in a clap of thunder. Creatures destroyed in this way cannot be brought back from the dead by any means short of a *wish* or *miracle* spell.

Creatures normally immune to critical hits are also immune to weapon of fate. Weapon of fate is a full-round attack action that provokes attacks of opportunity.

Elven Elementalist

Elves view the elements as humans view immortal paradise. When elves die, they return to the elements to which they showed the most affinity in life. Where the other goodly races believe in the four elements of air, earth, fire, and water, elves believe in six elements: air, earth, fire, metal, water, and wood.

Elven elementalists are mystical men and women who guide the religious lives of the communities they protect. They are also the elves' spiritual defense against the incursions of non-elemental forces in their lives: greed, avarice, malice, and other flaws. Elven elementalists travel the world to learn how life's elements work as a whole.

Hit Die: d6.

Requirements

To qualify to become an elven elemental, a character must fulfill all the following criteria.

Race: Any elf or half-elf

Skills: Knowledge (arcana) 10 ranks, Knowledge (religion) 10 ranks, Knowledge (the planes) 10 ranks, Spellcraft 8 ranks.

Feats: Required feats for this prestige class depend upon the element in which the character chooses to specialize.

Air Elementalist: **Greater Elemental Spell Focus (Air)**, **Silent Spell**, **Elemental Spell Focus (Air)**.

Earth Elementalist: **Greater Elemental Spell Focus (Earth)**, **Elemental Spell Focus (Earth)**, **Widen Spell**.

Fire Elementalist: **Empower Spell**, **Greater Elemental Spell Focus (Fire)**, **Elemental Spell Focus (Fire)**.

Metal Elementalist: **Greater Elemental Spell Focus (Metal)**, **Maximize Spell**, **Elemental Spell Focus (Metal)**.



Prestige Classes

Water Elementalist: **Greater Elemental Spell Focus (Water)**, Quicken Spell, **Elemental Spell Focus (Water)**.

Wood Elementalist: Extend Spell, **Greater Elemental Spell Focus (Wood)**, **Elemental Spell Focus (Wood)**.

Spellcasting: Ability to cast 10 spells from one of the elemental schools of (air, earth, fire, metal, water, or wood), as appropriate.

Special: The character must know the language of the element from which he derives his power.

Air Elementalist: Auran.

Earth Elementalist: Terran.

Fire Elementalist: Ignan.

Metal Elementalist: Ferrosian.

Water Elementalist: Aquan.

Wood Elementalist: Sylvan.

Class Skills

The elven elementalists' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the elven elementalists' prestige class.



Weapon and Armor Proficiency: Elven elementalists gain no additional weapon, armor, or shield proficiencies.

Spells per Day/Spells Known: When a new elementalists' level is gained, the character gains new spells per day (and spells known, if applicable) as if she had

Table 2-3: The Elven Elementalist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Additional spells (0 level and 1st level), specialization, Summon elemental familiar	+1 spellcasting level
2nd	+1	+0	+0	+3	Additional spells (2nd level)	+1 spellcasting level
3rd	+1	+1	+1	+3	Additional spells (3rd level), bonus feat	+1 spellcasting level
4th	+2	+1	+1	+4	Additional spells (4th level)	+1 spellcasting level
5th	+2	+1	+1	+4	Additional spells (5th level)	+1 spellcasting level
6th	+3	+2	+2	+5	Additional spells (6th level)	+1 spellcasting level
7th	+3	+2	+2	+5	Additional spells (7th level), bonus feat	+1 spellcasting level
8th	+4	+2	+2	+6	Additional spells (8th level)	+1 spellcasting level
9th	+4	+3	+3	+6	Additional spells (9th level)	+1 spellcasting level
10th	+5	+3	+3	+7	Elemental Shapechange	+1 spellcasting level



Prestige Classes

also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of elementalists to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Elven elementalists manipulate the world's energies in a divine state—their magic surpasses the arcane. All an elven elementalists' spells are considered divine, even if she belonged to an arcane spellcasting class before taking a level in this prestige class.

The elven elementalists also gains additional spells to add to the spell list of whatever class in which she continues to gain spellcasting ability. These additional spells are based upon her chosen element, and are listed below. For example, a 7th-level cleric/1st-level elven fire elementalists adds the fire spells listed below to the spells she can already cast as a cleric, including *burning hands*, *color spray*, and other powerful spells not normally in a cleric's repertoire. (Spells that are already on her spell list,

such as *flame strike*, provide no further benefit). The elven elementalists does not gain access to all the spells at once, only those of the appropriate level(s), as indicated on table 2–3: The Elven Elementalists. For example, a 3rd-level metal elven elementalists adds the 0-level, 1st-level, 2nd-level, 3rd-level, and 4th-level metal spells listed below to her spell list.

Specialization: When she selects this prestige class, the elven elementalists must choose an area of specialty (air, earth, fire, metal, water, or wood). The elementalists casts spells from this discipline at +1 caster level, but her abilities with the other elements are weaker (see the “Elemental Conflicts” sidebar for more information).

Summon Elemental Familiar: An elven elementalists can summon an elemental familiar. Summoning the elemental familiar takes 24 hours and costs 1,000 gp worth of materials related to the elementalists' focused element.

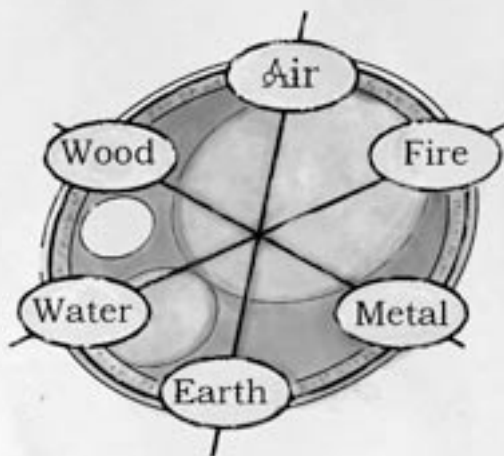
The elven elementalists gains an elemental familiar appropriate to her specialization (i.e., an air elementalists gains an air elemental familiar). As she grows in spellcasting power, the elementalists' elemental familiar



Elemental Conflicts

Elves believe there are six core elements that build everything in life. These elements are air, earth, fire, metal, water, and wood. If a magic spell does not fall into one of these six categories, elven elementalists consider it to be a universal spell.

Each element is directly opposed by another element from which the elven elementalists is forbidden to cast spells. The following diagram shows the elements' opposition. An elven air elementalists, for example, cannot cast earth spells (those that appear under the “Earth” heading in the above lists).





Prestige Classes

also increases in size and power, as shown on the table below (refer to the “Elemental Familiar” section for more information).

A character with more than one class that grants a familiar may have only one familiar at a time.

Bonus Feat: At 3rd and 7th level, the elven elemental gains a bonus feat. She must choose a metamagic feat, an item creation feat, or Elemental Mastery. The elven elemental must still meet all prerequisites for a bonus feat, including caster level minimums.

Elemental Shapechange: At 10th level, the elven elemental gains the ability to transform herself into an elemental of the appropriate type. This ability works the same way as the druid’s *wild shape* ability, including duration and the ability to change back to normal form. The elven elemental can use this ability once per day.

Eleven Elemental Spell List

Spells in *italics* appear in the *PHB*. Spells in **bold italics** are found in *Chapter 3: Magic in Blackmoor*.

Air

0-level—*elemental globe (air)*, *breeze*, *puff*, *resistance*, *waft*; 1st-level—***elemental bolt (air)***, ***bless element (air)***, ***curse element (air)***, *dust devil*, *feather fall*, ***lesser elemental orb (air)***, *obscuring mist*, *shocking grasp*; 2nd-level—*fog cloud*, *gust of wind*, *levitate*, *whispering wind*, *wind wall*; 3rd-level—*call lightning*, ***elemental summons I***, *fly*, *gaseous form*, *lightning bolt*, *resist energy*, *stinking cloud*; 4th-level—*air walk*, ***elemental summons II***, *protection from energy*, *solid fog*; 5th-level—*call lightning storm*, *cloudkill*, *commune with nature*, *control winds*, ***elemental summons III***, *mind fog*; 6th-level—*chain lightning*, ***elemental summons IV***, ***greater elemental orb (air)***, *wind walk*; 7th-level—*control weather*, ***elemental summons V***, *mass invisibility*; 8th-level—***elemental summons VI***, *whirlwind*; 9th-level—*elemental swarm*, *storm of vengeance*.

Earth

0-level—***elemental globe (earth)***, *mending*, *ray of dirt*, *ray of dust*, *resistance*; 1st-level—***bless element (earth)***, ***curse element (earth)***, *detect secret doors*, *detect snares and pits*, *dust devil*, ***elemental bolt (earth)***, ***lesser elemental orb (earth)***, *magic stone*, *mud*; 2nd-level—***amethyst chain***, *find traps*, *make whole*, *shatter*, *soften earth and stone*; 3rd-level—***elemental summons I***, *meld into stone*, *resist energy*, ***ruby shackle***, ***elemental ball***

(earth), *stone shape*; 4th-level—***elemental summons II***, *protection from energy*, *spike stones*, *stoneskin*; 5th-level—*commune with nature*, ***elemental summons III***, *fabricate*, *major creation*, *transmute rock to mud*, *wall of stone*; 6th-level—***diamond bonds***, ***elemental summons IV***, *flesh to stone*, ***greater elemental orb (earth)***, *move earth*, *stone tell*, *stone to flesh*; 7th-level—*earthquake*, ***elemental summons V***, *statue*; 8th-level—***avalanche***, ***elemental summons VI***, *repel metal or stone*; 9th-level *elemental swarm*.

Fire

0-level—*dancing lights*, ***elemental globe (fire)***, *flare*, *light*, *mending*, *resistance*; 1st-level—***bless element (fire)***, *burning hands*, *color spray*, ***curse element (fire)***, *endure elements*, *faerie fire*, ***elemental bolt (fire)***, ***lesser elemental orb (fire)***, *produce flame*; 2nd-level—*continual flame*, *flame blade*, *flaming sphere*, *heat metal*, *pyrotechnics*, *scorching ray*; 3rd-level—*daylight*, ***elemental summons I***, *fireball*, *flame arrow*, *quench*, *resist energy*, *searing light*; 4th-level—***elemental summons II***, *fire shield*, *fire trap*, *flame strike*, *protection from energy*, *rainbow pattern*, *wall of fire*; 5th-level—***elemental summons III***; 6th-level—***elemental summons IV***, *fire seeds*, ***greater elemental orb (fire)***; 7th-level—*delayed blast fireball*, ***elemental summons V***, *fire storm*, *prismatic spray*, *sunbeam*; 8th-level—***elemental summons VI***, *incendiary cloud*, *scintillating pattern*, *sunburst*; 9th-level—*elemental swarm*, *meteor swarm*.

Metal

0-level—*mending*, ***elemental globe (metal)***, *resistance*, ***shrapnel***; 1st-level—***bless element (metal)***, ***curse element (metal)***, *floating disk*, *grease*, ***lesser elemental orb (metal)***, *mage armor*, *magic dagger*, *magic missile*, *shield*; 2nd-level—*align weapon*, *chill metal*, *heat metal*, *make whole*, *shatter*, *spiritual weapon*; 3rd-level—***elemental summons I***, *explosive runes*, *keen edge*, *resist energy*, *snake sigil*, ***elemental ball (metal)***, *tiny hut*; 4th-level—***elemental summons II***, *protection from energy*, *resilient sphere*, *rusting grasp*, *secure shelter*; 5th-level—***elemental summons III***, *fabricate*, *interposing hand*, *major creation*, *wall of force*; 6th-level—*blade barrier*, ***elemental summons IV***, *forceful hand*, ***greater elemental orb (metal)***, *wall of iron*; 7th-level—***elemental summons V***, *forcecage*, *grasping hand*, *magnificent mansion*, *transmute metal to wood*;



Prestige Classes

8th-level—clenched fist, **elemental summons VI**, repel metal or stone, telekinetic sphere; 9th-level—crushing hand, **elemental swarm**.

Water

0-level—acid splash, create water, purify food and drink, ray of frost, resistance, **elemental globe (water)**; 1st-level—**bless element (water)**, chill touch, **curse element (water)**, endure elements, grease, **lesser elemental orb (water)**, mud, obscuring mist, **elemental bolt (water)**; 2nd-level—acid arrow, chill metal, fog cloud; 3rd-level—create food and water, **elemental summons I**, quench, resist energy, sleet storm, water breathing, water walk; 4th-level—fire shield (chill shield), control water, **elemental summons II**, ice storm, protection from energy, wall of ice; 5th-level—cone of cold, **elemental summons III**, waves of fatigue; 6th-level—acid fog, **elemental summons IV**, freezing sphere, **greater elemental orb (water)**; 7th-level—control weather, **elemental summons V**, waves of exhaustion; 8th-level—deluge, **elemental summons VI**, horrid wilting, polar ray; 9th-level—**crashing wave**, **elemental swarm**.

Wood

0-level—mending, purify food and drink, resistance, **elemental globe (wood)**; 1st-level—animate rope, **bless element (wood)**, **curse element (wood)**, detect animals or plants, detect snares and pits, entangle, goodberry, **lesser elemental orb (wood)**, shillelagh; 2nd-level—align weapon, barkskin, find traps, make whole, speak with plants, spike growth, tree shape, warp wood, wood shape; 3rd-level—create food and water, diminish plants, **elemental summons I**, plant growth, resist energy, snare, **elemental ball (wood)**; 4th-level—antiplant shell, blight, command plants, **elemental summons II**, minor creation, protection from energy; 5th-level—commune with nature, **elemental summons III**, fabricate, transport via plants, tree stride, wall of thorns; 6th-level—**elemental summons IV**, find the path, **greater elemental orb (wood)**, ironwood, liveoak, repel wood, spellstaff; 7th-level—animate plants, changestaff, **elemental summons V**, transmute metal to wood; 8th-level—control plants, **create treant**, **elemental summons VI**; 9th-level—**elemental swarm**, **shambler**.

Elemental Familiars

An elven elemental can summon an elemental creature to aid her understanding of the elements and how they pertain to the world around her. The elemental familiars grant its master a special ability when they are bound together. Consult Table 2–5: Types of Elemental Familiars for the special ability associated with each familiar. These special abilities apply only when the master and familiar are within 1 mile of each other.

Table 2–5: Types of Elemental Familiars Special

Elemental	Familiars Special
Air	
Air Mephit	Breath weapon
Small Air Elemental	Air mastery
Earth	
Earth Mephit	Breath weapon
Small Earth Elemental	Earth mastery
Fire	
Fire Mephit	Breath weapon
Small Fire Elemental	Burning touch
Metal	
Steel Mephit	Breath weapon
Small Metal Elemental	Turn weapon
Water	
Water Mephit	Breath weapon
Small Water Elemental	Water mastery
Wood	
Wood Mephit	Breath weapon
Small Wood Elemental	Plant mastery

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls when attacking the elven air elemental.

Breath Weapon (Su): When an elven elemental bonds to a mephit, he gains the ability to use a breath weapon 3/day. This breath weapon is a 30-foot cone that deals 1d6 points of damage/2 elven elemental levels (Reflex save for half, DC 10 + the elemental's caster level + the elemental's Constitution modifier). The exact breath weapon depends on the mephit's type, as shown below.

Mephit Type	Breath Weapon
Air	Dust and grit
Earth	Pebbles and rock shards
Fire	Flame (and the breath weapon deals fire damage)
Water	Caustic liquid (and the breath weapon deals acid damage)
Wood	Splinters and bark fragments



Prestige Classes

Table 2-6: Elemental Familiar Abilities

Character Level	Natural Armor Adj.	Int Bonus	Special
1st - 2nd	+1	+1	Alertness, improved evasion, share spells, empathic link
3rd - 4th	+2	+1	Deliver touch spells
5th - 6th	+3	+2	Telepathic link
7th - 8th	+4	+2	Speak with elementals
9th - 10th	+5	+3	-
11th - 12th	+6	+3	Spell resistance
13th - 14th	+7	+4	Scry on elemental familiar
15th - 16th	+8	+4	Gate elementals
17th - 18th	+9	+5	-
19th - 20th	+10	+5	Elemental movement

Burning Touch (Ex): An elven fire elemental can make touch attacks to deal 1d4 points of fire damage. The elemental may use this ability 3/day.

Earth Mastery (Ex): The elven earth elemental gains a +1 bonus on all attack and damage rolls if both she and her foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on her attack and damage rolls.

Plant Mastery (Ex): All plant-type creatures take a -2 penalty on attack and damage rolls when attacking the elven wood elemental.

Turn Weapon (Ex): The elven metal elemental gains a +4 deflection bonus to AC when attacked by any metal object. In addition, the elemental gains a +1 bonus to damage rolls with metal weapons.

Water Mastery (Ex): An elven water elemental gains a +1 bonus to attack and damage rolls if both she and her opponent are touching water. If she or her opponent is on land, the elemental takes a -4 penalty on attack and damage rolls.

Elemental Familiar Basics:

Use the basic statistics for a creature of the elemental familiar's kind, as given in the *MM* or in *Chapter 8: Monsters of Blackmoor*, but make the following changes:

Hit Dice: For the purpose of effects related to the number of Hit Dice, use the elemental's caster level or the elemental familiar's normal HD total, whichever is higher.

Hit Points: The elemental familiar has one-half the elemental's total hit points (not including temporary hit points) rounded down, regardless of its actual Hit Dice.

Attacks: Use the elemental's base attack bonus, as calculated from all her classes. Use the elemental familiar's Dexterity or Strength modifier, whichever is greater, to determine the elemental familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the elemental familiar's kind.

Saving Throws: For each saving throw, use either the elemental familiar's base save bonus or the elemental's (as calculated from all her classes), whichever is better. The elemental familiar adds its own ability modifiers to saves, and it does not share any of the other bonuses that the elemental has on his saves.

Skills: For each skill in which either the elemental or the elemental familiar has ranks, use either the normal skill ranks for a creature of that type or the elemental's skill ranks, whichever are better. In either case, the elemental familiar uses its own ability modifiers. Regardless of an elemental familiar's total skill modifiers, some skills (such as Craft) may remain beyond the elemental familiar's ability to use.

Elemental Familiar Ability Descriptions: All elemental familiars have special abilities (or impart special abilities to their masters), depending on the elemental's caster level, as shown on Table 2-6: Elemental Familiar Abilities

Natural Armor Adj.: The number noted here is an improvement to the elemental familiar's existing natural armor bonus.

Int Bonus: This number adjusts the elemental familiar's Intelligence score. Elemental familiars are smarter than their normal counterparts.



Prestige Classes

Alertness (Ex): The presence of the elemental familiar sharpens its master's senses. While an elemental familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an elemental familiar takes no damage if it makes a successful saving throw and only takes half damage if the saving throw fails.

Share Spells: At the master's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her elemental familiar. The elemental familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the elemental familiar if the familiar moves farther than 5 feet away and will not affect the elemental familiar again even if it returns to its master before the duration expires. Additionally, the master may cast a spell with a target of "You" on her elemental familiar (as a touch range spell) instead of on herself. A master and her elemental familiar can share spells even if the spells normally do not affect creatures of the elemental familiar's type (elemental or outsider).

Empathic Link (Su): The master has an empathic link with his elemental familiar, out to a distance of 1 mile. The master cannot see through the elemental familiar's eyes, but the two can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, or curiosity) can be communicated. Note that elemental familiars view the world much differently than humans do, so misunderstandings are always possible.

Because of this empathic link, the master has the same connection to an item or place that her elemental familiar does. For instance, if an elemental familiar has seen a room, the familiar's master can use a *teleport* or other spell that required knowledge of the destination to travel into that room as if she had seen it too.

Touch (Su): An elemental familiar can deliver touch spells for her master. If the master and the elemental familiar are in contact at the time the master casts a touch spell, she can designate her elemental familiar as the "toucher." The elemental familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch spell is delivered, the touch spell dissipates.

Telepathic Link (Su): Like the empathic link ability (see above), except the elemental familiar can now communicate using telepathy, as long as the master and

elemental familiar are within 1 mile of each other. This communication functions as if the master and elemental familiar were communicating in a shared language.

Speak with Elementals (Ex): An elemental familiar can communicate with all elementals and outsiders that have an elemental subtype, even those that are very different than it. An air elemental familiar can communicate with a wood elemental, an earth mephit familiar can communicate with a steam mephit, and so forth. Such communication is limited by the Intelligence of the conversing creatures.

Spell Resistance (Ex): An elemental familiar gains spell resistance equal to the master's caster level + 5.

Scry on Elemental Familiar (Sp): The master may scry on her elemental familiar (as if casting the *scrying* spell) once per day.

Summon Elementals or Mephits (Sp): An elemental familiar can summon other creatures of its type at the behest of its master, as if casting a *summon monster* spell. An elemental familiar can summon 2d4 small elementals or mephits of its type with a 35% chance of success. On a failure, no creature answers the summons. Summoned creatures automatically return from whence they came after 1 hour. The creatures summoned are not under the control of the elemental familiar nor its master. The elemental familiar can use this ability once per day.

Elemental Movement (Ex): The master and the elemental familiar can move through the associated elemental plane as if they were native to that plane, as long the master and her elemental familiar are within 1 mile of each other. If they are more than 1 mile apart, they must use their own abilities to survive on the plane, as normal.

Fey Lord

Fey lords come from the primordial times when the elves were united and walked the world unchallenged by lesser beings. The fey lords have always looked after the elves' safety and defended them against the intrusions of goblinoids and orcs and, later, against the civilizations of man. The fey lords still hold to their ancient pact made long ago with the kings and queens of the fey, keeping the wee folk safe.

Fey lords search the world for lost and imprisoned fey, and the fey they find are grateful to them, no matter how they are aligned. Living in both the mortal and fey worlds, the fey lords summon great powers to wreak horrible destruction on those that seek to enslave their fey charges — or perhaps merely play pranks on a random individual who catches their attention. Fey lords are the epitome of fey mentality and are pleasant and jovial, even comical at times.



Prestige Classes

Hit Die: d6.

Requirements

To qualify to become a fey lord, a character must fulfill all the following criteria.

Alignment: Neutral good, chaotic good, neutral, or chaotic neutral.

Race: Any elf or half-elf.

Skill: Perform 5 ranks.

Feat: Leadership, Racial Reputation (Fey).

Class Skills

The fey lord's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (all skills taken separately) (Int), Listen (Wis), Move Silently (Dex), Perform (all skills taken separately) (Cha), Search (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the fey lord prestige class.

Weapon and Armor Proficiency: Fey lords are proficient with all simple weapons plus the longbow, longsword, shortbow, and short sword. Fey lords are proficient with light armor and shields (except tower shields).

Fey Bonded (Ex): Fey lords are considered to be both elves and fey.

Glamour (Sp): At each level, a fey lord chooses one of the spells listed below. He may use this spell as a spell-like ability 1/day at a caster level equal to his character level. The fey lord may take a spell-like ability twice, increasing

the number of uses to 2/day. He cannot take a spell-like ability more than twice. The DCs, where appropriate, are 10 + the spell's level + the fey lord's Charisma modifier.

Change self

Charm person

Confusion (as a touch-range spell)

Dancing lights

Detect chaos

Detect evil

Dimension door (when touching a living tree only)

Entangle

Invisibility (self only)

Polymorph (into animal-type creatures only)

Speak with plants

Ventriloquism

Resist Fey (Ex): A fey lord gains a +4 bonus on all saving throws against the spell-like abilities of fey. This ability stacks with the druid's *resist nature's lure* ability.

Secret: At 1st, 3rd and, 5th levels, a fey lord gains the ability to use one special ability of his choice from among the following options.

Hidden in the Trees (Ex): A fey lord gains a +8 circumstance bonus on all Hide, Listen, and Move Silently checks in forest or jungle terrain.

Nature's Blessing (Ex): A fey lord adds his Charisma modifier, if positive, as a resistance bonus to all saves.

Nature's Endurance (Ex): A fey lord gains the Endurance feat as a bonus feat. He also gains a +2 bonus to his Constitution.

Nature's Movement (Ex): A fey lord's base speed increases by 10 feet in forest or jungle terrain. He also gains Run as a bonus feat.

Table 2-7: The Fey Lord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Fey bonded, glamour, resist fey, secret
2nd	+1	+0	+3	+3	Faerie general, glamour
3rd	+2	+1	+3	+3	Glamour, secret
4th	+3	+1	+4	+4	Glamour, immune to fey
5th	+3	+1	+4	+4	Glamour, knowledge of the fey lords, secret



Prestige Classes



Nature Sense (Ex): This ability duplicates the druid ability of the same name. The fey lord also gains a +2 bonus to his Wisdom.

Trackless Step (Ex): This ability duplicates the druid ability of the same name.

Faerie General: The fey lord gains a loyal subordinate to command and retain for counsel. The types of cohorts a fey lord with the Leadership feat gains is modified to show his unswerving loyalty to the fey world. A fey lord may take a special cohort from the following table of creatures. (The fey lord may acquire other fey and plant creatures that fit within his alignment restriction; add at least a +4 to their effective CR to discover their level equivalent. As always, the GM is the final arbiter on what creatures are and are not allowed.) See the Leadership feat for more information (*DMG*, Chapter 4: Non-Player Characters, “Everyone in the World”).

Creature	Alignment	Level Equivalent
Centaur	Neutral good	6th
Grig	Neutral good	4th
Pixie	Neutral good	5th
Treant	Neutral good	12th
Dryad	Chaotic good	4th
Nymph	Chaotic good	9th
Pegasus	Chaotic good	6th
Unicorn	Chaotic good	8th
Nixie	Neutral	4th
Shambling Mound	Neutral	14th
Satyr	Chaotic neutral	7th

Immune to Fey (Ex): At 4th level, the fey lord becomes immune to the supernatural abilities of fey. He also becomes immune to all natural poisons produced by fey.

Knowledge of the Fey Lords: At 5th level, a fey lord chooses one of the following special abilities. He can use that ability once per day per fey lord level with a successful Perform check of the appropriate type.

Grig’s Fiddle (Su): DC 15 Perform (string instruments). When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a Will save (DC 10 + half the fey lord’s class level + the fey lord’s Charisma modifier) or be affected as though by *irresistible dance* for as long as the playing continues.

Satyr’s Flute (Su): DC 14 Perform (wind instruments). When the fey lord plays, all creatures within a 60-foot spread (except fey) must succeed on a Will save (DC 10 + half the fey lord’s class level + the fey lord’s Charisma modifier) or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the fey lord chooses the tune and its effect). A creature that successfully saves against any of the pipe’s effects cannot be affected by this ability for 24 hours.

Blinding Beauty (Su): DC 17 Perform (act or dance). This ability affects all humanoids within 30 feet of the performing fey lord. Those who look directly at the fey lord must succeed on a Fortitude save (DC 10 + half the fey lord’s class level + the fey lord’s Charisma modifier) or be blinded permanently as though by the *blindness* spell.

Inquisitor

As the Mage Wars concluded, new protectors went forth into Blackmoor to bring renegade spellcasters to justice for their deeds. These inquisitors are resistant to



Prestige Classes

magic and are summoned to identify or subdue sorcerers within Blackmoor and bring them to the Wizards' Cabal for "re-education." Some sorcerers do not go quietly and must be crippled or destroyed. Inquisitors are stationed throughout the land and are found in any large town. Using an innate resistance to magic and the ability to dispel magical energy, inquisitors are particularly capable of defeating spellcasters. While the inquisitors' general mission is to protect the populace from renegade spellcasters, they often preside over tribunals related to infractions against the Wizards' Cabal's code. An inquisitor's life is solemn and grim, though they command respect wherever they travel.

Hit Die: d8.

Requirements

To qualify to become an inquisitor, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +5

Skills: Knowledge (arcana): 5 ranks, Spellcraft 5 ranks.

Feats: Iron Will, Track.

Spellcasting: Must be able to cast 2nd-level arcane spells.

Class Skills

The inquisitor's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the inquisitor prestige class.

Weapon and Armor Proficiency: The inquisitor is proficient with all simple and martial weapons, all types of armor, and with shields (except tower shields).

Spells: Beginning at 1st level, an inquisitor gains the ability to cast a number of arcane spells. To cast a spell, an inquisitor must have an Intelligence score of at least 10 + the spell's level, so an inquisitor with an Intelligence of 10 or lower cannot cast these spells. Inquisitor bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the inquisitor's Intelligence bonus. When the inquisitor gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The inquisitor's spell list appears below. An inquisitor casts spells just as a wizard does, and the Wizards' Cabal provides

him with an appropriate spell focus (see *Chapter 3: Magic in Blackmoor*). The inquisitor's caster level is equal to his class level.

Arcane Defense (Su):

The inquisitor gains a +1 luck bonus to saving throws against all arcane spells. This bonus increases by 1 at 3rd level and every three levels thereafter (i.e., +2 at 3rd level, +3 at 6th level, and so forth).

Detect Magic (Sp):

At will, an inquisitor can *detect magic*, as the spell of the same name.

Dampen Magic (Su):

At 2nd level, the inquisitor generates a dampening field around him at all times. Anyone attempting to cast an arcane spell within 30 feet of the inquisitor must make a successful Concentration check (DC 10 + the inquisitor's class level + the inquisitor's

Intelligence modifier) to cast the spell. When the inquisitor reaches 7th level, the DC for the Concentration check is equal to 10 + the inquisitor's character level + double the inquisitor's Intelligence modifier (if positive).

The inquisitor is immune to the effects of his own dampening field, though not those of other inquisitors. The inquisitor cannot suppress this ability.





Prestige Classes

Table 2-8: The Inquisitor (Inq)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+1	+0	+0	+2	Arcane defense +1, <i>detect magic</i>	1	0	-	-	-
2nd	+2	+0	+0	+3	Dampen magic	2	1	-	-	-
3rd	+3	+1	+1	+3	Arcane defense +2	3	2	0	-	-
4th	+4	+1	+1	+4	Arcane reaver	3	2	1	-	-
5th	+5	+1	+1	+4	Arcane invisibility	4	3	2	0	-
6th	+6	+2	+2	+5	Arcane defense +3	4	3	2	1	-
7th	+7	+2	+2	+5	Improved dampen magic, spell resistance	4	4	3	2	0
8th	+8	+2	+2	+6	Antimagic prison	4	4	4	2	1
9th	+9	+3	+3	+6	Arcane defense +4	4	4	4	3	2
10th	+10	+3	+3	+7	Inquisitor's justice	4	4	4	4	3

Arcane Reaver (Su): Once per day, the 4th-level inquisitor can make an arcane reaver attack with one normal melee attack. He gains a +4 bonus on the attack roll. If this attack hits, it deals no damage, but the victim must succeed a Fortitude save (DC 10 + the inquisitor's class level + the inquisitor's Intelligence modifier) or lose all arcane spellcasting ability for a If the inquisitor uses arcane reaver on a creature that is not an arcane caster, the attack has no effect but is still used up for that day.

Arcane Invisibility (Su): At 5th level, the inquisitor and all of his personal belongings cannot be detected or sensed by arcane spells or spell-like abilities, such as *detect magic*, *detect law*, *true seeing*, or *scrying*.
Spell Resistance (Su): At 7th level, the inquisitor gains spell resistance equal to 10 + his class level. This ability only functions against arcane spells and spell-like abilities.

Antimagic Prison (Sp): At 8th level, once per day, the inquisitor can use a modified *forcecage* as a spell-like ability. This ability functions as the *forcecage* spell, except that a targeted creature may make a Reflex save (DC 17 + Inquisitor's Int bonus) to avoid becoming trapped within it. This ability has a range of 30 feet, a duration of 1 round per inquisitor level, and can create only a 10-foot cube (of either the barred or windowless variety). Creatures inside the *forcecage* lose all arcane spellcasting abilities (and spell-like abilities that duplicate arcane spells). The inquisitor can create an antimagic prison only around arcane casters and creatures with arcane spells or spell-like abilities that duplicate arcane spells. If the inquisitor uses this ability on a creature that does not meet these criteria, the antimagic prison has no effect but is still used up for that day.

Inquisitor's Justice (Su): At 10th level, the inquisitor can place a powerful curse upon an arcane spellcaster or creature. If the inquisitor makes a successful melee touch attack, the creature must make a Will save (DC 10 + the inquisitor's class level + the inquisitor's Intelligence modifier). Failure indicates that the creature takes 3d4 points of damage each time it uses an arcane spell or spell-like ability, which forces the creature to make the usual Concentration check for being damaged while casting a spell. Only a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell can remove the curse. Inquisitor's justice can be used a number of times per day equal to the inquisitor's class level. Using inquisitor's justice is a standard action that does not provoke attacks of opportunity.

Code of Conduct: An inquisitor is bound to carry out the orders of the Wizards' Cabal. Inquisitors are also bound to respect legitimate authority and to act with honor. They are duty-bound to apprehend or slay anyone who wields magic without the Cabal's approval or those who use magic to harm innocents. An inquisitor who violates this code faces trial within the Wizards' Cabal.

Inquisitor Spell List

Inquisitors choose their spells from the following list.

1st-level: Alarm, cause fear, command, doom, hypnotism, magic weapon, obscuring mist, true strike, shield.

2nd-level: Bear's endurance, blur, bull's strength, cat's grace, detect thoughts, hypnotic pattern, locate object, see invisibility.



Prestige Classes

3rd-level: Dispel magic, freedom of movement, greater magic weapon, hold person, minor globe of invulnerability, nondetection, spell immunity.

4th-level: Emotion, detect scrying, dimensional anchor, discern lies, haste, locate creature, scrying.

5th-level: Antimagic field, globe of invulnerability, magic jar, mind fog, true seeing.

Spirit Warrior

In the struggle of life against death, the spirit warriors are the living world's guardians and champions. They care not for the struggle between right and wrong, or the conflict between law and chaos. They care only that the walking dead be laid to their final rest so they cannot tamper with the living.

Among those that act as life's guardians, the Westryn elves rose up long ago to contain the abominations from the lost City of the Black Queen. Her careless attitude toward the life around her caused her city first to fall into ruins and ultimately to become the gateway for restless souls to re-enter the world.

The Westryn elves of the Wilds of Ten beseeched the land itself for aid in containing the apparitions that flowed from the streets of the once-fair city. From the shadowed mists of those same streets stepped the first spirit warrior, armed with his intelligence, conviction, and a will to drag even the most dangerous spirit back to the grave.

Hit Die: d8.

Requirements

To qualify to become a spirit warrior, a character must fulfill all the following criteria.

Alignment: Any neutral (neutral good, lawful neutral, chaotic neutral, or neutral evil).

Race: Westryn elf.

Base Attack Bonus: +10

Skills: Concentration 12 ranks, Survival 12 ranks.

Feats: Self-Sufficient, Track

Special: A prospective spirit warrior must depart alone on a week-long, cleansing journey in the wilderness, denying his body both food and water. At the end of this week, he receives a vision from his spirit guide. Failing this check means that the fasting period was improperly conducted and the candidate did not make a spiritual connection. The character may try again in one month. If the Charisma check is successful, the spirit guide requires a material sacrifice; if the character does not make this sacrifice, he can never become a spirit warrior. See below for explanation about the spirit warrior's spirit guide.

Special: Characters who have the Spell Focus (necromancy) feat or are necromancers cannot become spirit warriors.

Class Skills

The spirit warrior's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (the planes), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the spirit warrior prestige class.

Weapon and Armor Proficiency: Spirit warriors gain no additional weapon, armor, or shield proficiencies.

Table 2-9: The Spirit Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Reputation, summon spirit guide
2 nd	+1	+3	+0	+3	Resist magic
3 rd	+2	+3	+1	+3	Siphon soul
4 th	+3	+4	+1	+4	Spirit weapon
5 th	+3	+4	+1	+4	Clear mind
6 th	+4	+5	+2	+5	Fetter (corporeal)
7 th	+5	+5	+2	+5	Spirit touch
8 th	+6	+6	+2	+6	Wind walk
9 th	+6	+6	+3	+6	Fetter (incorporeal), spirit tracker
10 th	+7	+7	+3	+7	Spirit hand



Prestige Classes

Reputation: When a Westryn elf completes his training as a spirit warrior, undead in the area become aware of it. Intelligent undead fear the spirit warrior's power, and seek to avoid or destroy him. The spirit warrior gains a +1 circumstance bonus per spirit warrior class level to all Intimidate and Bluff skill checks when used against intelligent undead.

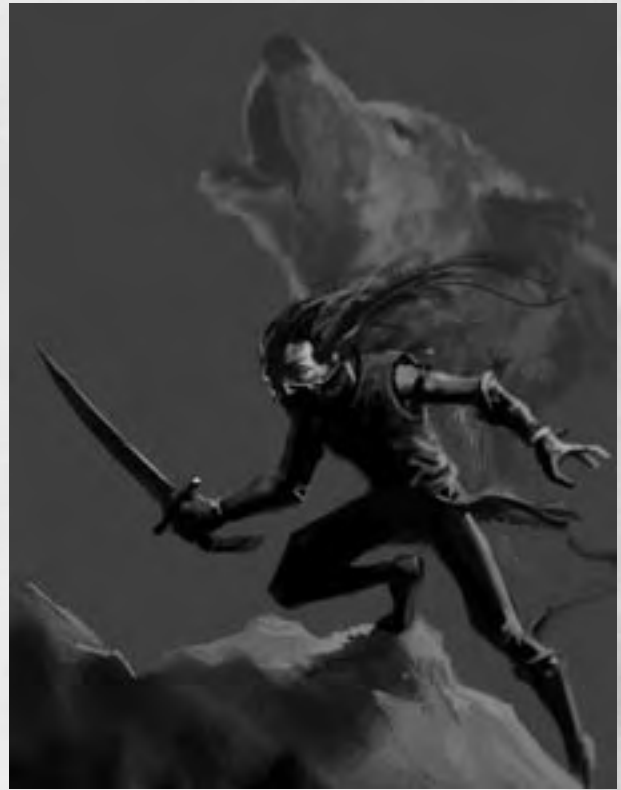
Summon Spirit Guide: At 1st level, a spirit warrior calls a spiritual animal to help guide him on his journey through life. Summoning a spirit guide requires the spirit warrior to spend one week alone in the wilderness, living without weapons, armor, or other mortal trappings. At the end of this week, in a vision, the spirit guide reveals itself to the spirit warrior. The spirit guide is a spiritual animal that only the spirit warrior can see. The guide is a magical beast with special abilities based on the spirit warrior's level. See the Spirit Guides and Spirit Guide Basic sidebars for more information about the spirit guide and its abilities.

A spirit warrior can temporarily dismiss his spirit guide, usually to avoid danger. When he does so, he is unable to recall it or use any special abilities he gains from the spirit guide's presence for 24 hours. He may recall the spirit guide after this time (a small ritual that takes 10 minutes). If the spirit guide dies, the spirit warrior must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per spirit warrior level; success reduces the loss to one-half that amount. However, a spirit warrior's experience point total can never go below 0 as the result of a spirit guide's demise. A slain spirit warrior cannot be replaced for a year and day. A slain spirit warrior can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants either a familiar or a bonded animal companion (a paladin's mount, for example) cannot summon a spirit guide until the bonds to these other creatures are broken.

Resist Magic (Su): Beginning at 2nd level, a spirit warrior can temporarily become resistant to magical spells. This ability confers a spell resistance equal to 10 + his spirit warrior level for a number of rounds equal to his spirit warrior level. This ability is a free action that be used a number of times per day equal to 3 + the spirit warrior's Charisma modifier.

Siphon Soul (Su): Beginning at 3rd level, when a spirit warrior defeats an undead creature in combat he can siphon its fleeing soul or fundamental essence, absorbing it into his own body. This allows the spirit warrior to accomplish two goals at once: the undead cannot be animated if its soul is destroyed, and these undead energies also give the spirit warrior access to certain powers.



Spirit Weapon (Su): Beginning at 4th level, any melee weapon the spirit warrior wields gains the *ghost touch* quality.

Clear Mind: A spirit warrior of 5th level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Fetter (Sp): At 6th level, a spirit warrior is able to use *entangle* as a spell-like ability, 3/day. At 9th level, this ability also affects incorporeal beings. The spirit warrior's caster level is equal to his class level for the purposes of this ability, and the DC is equal to 10 + the spirit warrior's class level + the spirit warrior's Charisma modifier.

Spirit Touch: Beginning at 7th level, any ranged weapon the spirit warrior wields gains the *ghost touch* quality.

Wind Walk (Sp): At 8th-level, a spirit warrior can use *wind walk* at will as a spell-like ability.

Spirit Tracker: At 9th level, a spirit warrior may track incorporeal creatures. These creatures do not leave tracks, but the spirit warrior can sense where they have traveled. The spirit warrior can use the Track feat to track incorporeal creatures, just as he can track corporeal creatures. In addition, the spirit warrior can track incorporeal creatures over water.

Surface

Survival DC



Prestige Classes

To siphon an undead creature's energy, the spirit warrior makes a Charisma check. Consult the following table to determine the maximum hit dice he can affect based on this check. If his siphon soul attempt fails, the energies escape.

Charisma Check	Maximum Hit Dice Affected
0 or lower	Character's level - 4
1-3	Character's level - 3
4-6	Character's level - 2
7-9	Character's level - 1
10-12	Character's level
13-15	Character's level + 1
16-18	Character's level + 2
19-21	Character's level + 3
22 or higher	Character's level + 4

Siphon soul a standard action that the spirit warrior can perform only on the round immediately following an undead creature's destruction. He can only affect one undead creature at a time with this ability, and he can perform this ability a number of times per day equal to 3 + his Charisma modifier. This ability cannot affect undead that are utterly destroyed, either by a successful turning attempt or a disrupting weapon. Intelligent undead (e.g., liches, vampires, ghosts, mummies, and so forth) get a Will save (DC 10 + the spirit warrior's level + the spirit warrior's Charisma modifier) to resist this ability.

The spirit warrior has a finite storage capacity for these souls. To determine how much soul energy a spirit warrior can contain, add the spirit warrior's character level to his Charisma bonus, and then double that total. This number is the maximum number of Hit Dice in undead souls that a spirit warrior can hold at any one time. He can hold a soul for a number of hours equal to his character level + his Charisma modifier. For example, a 10th-level ranger/4th-level spirit warrior with a 15 Charisma can store 32 Hit Dice of undead souls for 16 hours. When a spirit warrior successfully siphons a soul, the area around him becomes cold with the chill of death and he glows faintly with the soul's power. The chill and glow increase as he absorbs more souls.

The energy that the spirit warrior gains from these siphoned souls allows him to use a number of supernatural and spell-like abilities, or he can simply release the energy harmlessly, forever destroying the undead creature. However, the spirit warrior must exert himself to convert the undead's negative energy into a positive, life-giving force. The following table lists the abilities a spirit warrior can perform, their cost in soul Hit Dice, and the amount of non-lethal damage they inflict on the spirit warrior. When he uses one of these abilities, he takes the listed amount of

non-lethal damage and loses the listed number of soul hit dice. Except as otherwise indicated, each ability functions as the spell of the same name. The spirit warrior's caster level is equal to his spirit warrior level for the purposes of these abilities, and DCs, where appropriate, are equal to 10 + the spirit warrior's class level + the spirit warrior's Charisma modifier. With the exception of spirit wave, all abilities are spell-like.

HD Cost	Non-Lethal Damage	Ability
2	4	Cure light wounds
2	4	Detect undead
5	10	Cure moderate wounds
5	10	Mass cure light wounds
5	10	Disrupt undead
10	20	Cure serious wounds
10	20	Mass cure moderate wounds
10	20	Repel undead
15	30	Cure critical wounds
15	30	Smite undead
20	40	Spirit wave
30	60	Mass smite undead

Cure light wounds: This ability works like the *cure light wounds* spell, except that the spirit warrior cannot use it upon himself.

Cure moderate wounds: This ability works like the *cure moderate wounds* spell, except that the spirit warrior cannot use it upon himself.

Mass cure light wounds: This ability works like the *mass cure light wounds* spell, except that the spirit warrior cannot use it upon himself.

Cure serious wounds: This ability works like the *cure serious wounds* spell, except that the spirit warrior cannot use it upon himself.

Mass cure moderate wounds: This ability works like the *mass cure moderate wounds* spell, except that the spirit warrior cannot use it upon himself.

Cure critical wounds: This ability works like the *cure critical wounds* spell, except that the spirit warrior cannot use it upon himself.

Spirit Wave (Su): The spirit warrior expels a great rush of raw positive energy from his body, damaging nearby undead and curing his allies. All undead within 60 feet take damage equal to 2d6 + the spirit warrior's character level + the spirit warrior's Charisma modifier (no save). Living creatures are cured a like amount of damage.

Prestige Classes

Calm water	10
Rough water	20
Ocean	25

Calm Water: Most lakes, slow-moving streams, and rivers. Any body of water that is moving from 0 to 100 feet per minute with less than a six-inch swell crest.

Rough Water: Large rivers, rapids, and waterfalls. Any body of water that is moving over 100 feet per minute with greater than six-inch swell crests, but less than four-foot crests.

Ocean: Oceans, especially along the shoreline, or storm-tossed lakes. Any very large body of water with swell crests over four feet high.

When tracking incorporeal creatures, certain conditions affect the chances of success differently that when tracking corporeal creatures. Use the following table in addition to the table under the Track feat (*PHB*, Chapter 5: Feats, “Feat Descriptions,” *Track*) when tracking incorporeal creatures.

Condition	Survival DC Modifier
Every two creatures in the group being tracked	-1
Every 12 hours since the trail was made	+1
Visibility	
Overcast or moonless night	-6
Moonlight	-3
Fog or precipitation	+0
Dawn or dusk	+3
Full daylight	+6

Spirit Hand (Su): At 10th level, nature itself notices the spirit warrior and blesses him as one of its protectors. As a standard action, the spirit warrior can attempt a DC 30 Concentration check to summon all of his spiritual and natural energy into his bare hand. He can then deliver a touch attack within 1 round per class level. This touch attack deals 1d12 points of holy damage per spirit warrior level to an undead creature, or cures 1d6 points of damage per level to a living creature. This effect can be used once per day for every 3 spirit warrior levels (i.e., 3/day at 10th level).



Spirit Guides

The spirit warrior’s spirit guide is a ghostly manifestation of a normal animal. This magical beast is invisible and incorporeal and can only the spirit warrior can see or interact with it. The guide appears in one of many animal forms, imparting its abilities and otherworldly wisdom to the spirit warrior and imbuing the spirit warrior with a strong hatred for creatures that are not properly laid to their final rest.

The spirit warrior’s spirit guide is a magical beast. The following are the types of spirit guides a spirit warrior can summon. (Note: the GM is encouraged to determine this guide randomly by rolling 1d12 since the spirit warrior does not know what kind of creature will come to his aid.)

The spirit guide bestows certain abilities on its master, granting the spirit warrior a bonus to an ability score, saving throw, or skill check, as well as granting him the use of a spell-like ability. The spirit warrior’s caster level is equal to his class level for the purposes of this ability, and he can use it 3/day. Bolded spells appear in *Chapter 3: Magic in Blackmoor*.

Spirit Guide	Special
Bear	Master gains a +2 bonus to Strength Master gains <i>bear’s endurance</i> as a spell-like ability
Coyote	Master gains a +2 bonus to Intelligence Master gains <i>coyote’s dirge</i> as a spell-like ability
Dolphin	Master gains a +2 bonus to Intelligence Master gains <i>dolphin’s leap</i> as a spell-like ability
Eagle	Master gains a +3 bonus to Will Master gains <i>eagle’s splendor</i> as a spell-like ability
Fox	Master gains a +2 bonus to Dexterity Master gains <i>fox’s cunning</i> as a spell-like ability
Hawk	Master gains a +4 bonus to Spot Master gains <i>hawk eye</i> as a spell-like ability
Horse	Master gains a +2 bonus to Constitution Master gains <i>mustang’s speed</i> as a spell-like ability
Otter	Master gains a +2 bonus to Charisma Master gains <i>otter’s claw</i> as a spell-like ability
Owl	Master gains a +2 bonus to Wisdom Master gains <i>owl’s wisdom</i> as a spell-like ability
Raven	Master gains a +3 bonus to Reflex Master gains <i>raven’s glide</i> as a spell-like ability
Snake	Master gains a +3 bonus to Fortitude Master gains <i>snake strike</i> as a spell-like ability



Prestige Classes



Spirit Guide Basics

In addition to the spirit guide's normal abilities, it also imparts special powers to the spirit warrior that summoned it and gains additional abilities as the spirit warrior increases in level.

Spirit Warrior Level	Bonus HD	Natural AC Adj	Str Adj	Int	Special
1st–2nd	+2	+4	+1	10	Share saving throws, speak with master
3rd–4th	+4	+6	+2	12	Improved speed
5th–6th	+6	+8	+3	14	<i>Command</i> creatures of its kind
7th–8th	+8	+10	+4	16	Spell resistance, telepathic link
9th–10th	+10	+12	+5	18	Manifestation

Spirit Warrior Spirit Guide Basics: Use the base statistics for a spirit animal of its kind, as given in [Chapter 8: Monsters](#), but make the following changes:

Spirit Warrior Level: The character's spirit warrior level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which provides additional hit points as well as the normal modifications to base attack bonus, saving throw bonuses, and so forth (see the *MM*, Chapter 4: Improving Monsters, "Increasing Hit Dice").

Natural Armor Adj.: The number noted here is an improvement to the spirit guide's natural armor bonus. It represents the spirit guide's supernatural toughness.

Str Adj.: Add this figure to the spirit guide's Strength score.

Int: The spirit guide's Intelligence score. Spirit guides are smarter than most people.

Share Saving Throws: For each of its saving throws, the spirit guide uses its own base save bonus or the spirit warrior's, whichever is higher. The spirit guide applies its own ability modifiers to saves, and it does not share any other bonuses on saves that the spirit warrior might have (such as from magic items or feats).

Speak With Master (Ex): The spirit guide and spirit warrior can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Improved Speed (Ex): Each of the spirit guide's movement modes increases by 10 feet. This is an enhancement bonus.

Command (Sp): Once per day per two spirit warrior levels of its master, a spirit guide can use this ability to command any normal animal of approximately the same kind as itself, as long as the target creature has fewer Hit Dice than the spirit guide. This ability functions like the *command* spell (DC 10 + half the spirit warrior's level + the spirit warrior's Charisma modifier).

Spell Resistance (Ex): If its master is 7th level or higher, the spirit guide gains spell resistance equal to the spirit warrior's level + 5.

Telepathic Link (Su): The spirit warrior has a telepathic link with his spirit guide out to a distance of 5 miles. The spirit warrior cannot use the spirit guide's senses, but the two can communicate telepathically.

Manifestation (Su): The spirit guide is able to temporarily bring its body fully into the Material Plane. Treat this ability as a ghost's manifestation ability, except that the spirit guide's base statistics do not change. The spirit guide becomes visible and tangible, so others can attack it physically while it is manifested.



Chapter 3: Magic



“Magic” and “Blackmoor” have been synonymous for centuries. Magic permeates the land’s every leaf, stone, and crevice. Long ago, wizards traveled to Blackmoor from distant locales to attempt to control the area’s raging and unpredictable magical energies. This untapped prize proved to be all-too tempting for some selfish, opportunistic spellcasters.

Greedy, power-mad sorcerers and wizards populated the North. As their numbers grew, they hatched plans to dominate Blackmoor and subjugate all within their grasp — an endeavor that quickly succeeded. One by one, human cities and frontier settlements fell under the mages’ power. The dwarves fled to the safety of their underground dwellings. The elves blended into their forests. The halflings tried to stay out from underfoot, and the Docrae were enslaved. When the conquest was finished, the entire area was under the magical warlords’ direct and brutal control.

These mages soon wished to expand their borders at the expense of each other and came to despise their neighboring brethren. Their hatred grew to the point where

they turned on each other and openly battled for ultimate control of the land and its wild magic. Thus began the Mage Wars.

The Mage Wars continued for two decades as the warlords bitterly fought for supremacy. As the wars continued, no single mage proved significantly stronger than any other and no clear winner could be declared. As the battles raged, the arcanists never lost their enthusiasm for war. The common folk were injured and killed as the mages battled throughout populated regions. Blackmoor had fallen under a dark shroud that lasted for many lifetimes. Salvation would come in an unexpected way that would cost many more lives before it was complete.

Skelfer’s Scientific Precision

While the Mage Wars raged on, some wizards chose not to fight but to continue to refine their own abilities and study wild magic in peace. Skelfer Ard was one such wizard. Skelfer was a gifted spellcaster from meager beginnings in the seaside town of Archlis. He turned his back on war to study wild magic, and in doing so he inspired the ire of many evil and power-hungry wizards.



Magic

Skelfer maintained a laboratory in the Dragon Hills, far from his home in Archlis. He worked in seclusion, dedicating himself to mastering wild magic. He used revolutionary research methods to identify the various components that together formed the whole of wild magic. Skelfer studied his art deeply and was rewarded for his diligence when he finally solved the mystery of wild magic. This event was recorded in his personal journal:

Journal Entry Dated Nuol 13th in the Year 886

"I have made a major breakthrough in my analysis. The wild magic resists most attempts to harness its power in a direct manner, yet I have now discovered that the magical energies present in wild magic can be distilled to energize more specific and precise spells. Using a palm-sized emerald, I have managed to control several of my existing spells more precisely and with more than double the power of my previous casting methods. I believe there may be other types of materials that may allow me to focus the energy of wild magic as well. From this day forward, I rename wild magic "White Magic," as it represents what I believe to be a nearly infinite spectrum of precise magical energy bands, akin to the way white light encompasses a myriad of colors. With enough time, I should be able to harness more of these energy bands and create more spells based upon them. I am excited and yet fearful of what powerful secrets this White Magic hides."

The Wizard's Cabal

Skelfer studied White Magic in seclusion for another eight years before he returned to Archlis. After ten years of study, Skelfer was far more powerful than any other wizard in the North. He was a master of White Magic and was ready to teach his findings and research techniques to other peaceful wizards.

Upon returning home to Archlis, Skelfer found the terrible remnants of his former city — which had been destroyed by the battling mages. Many residents had died and many more were enslaved. Enraged, Skelfer decided that the only way to bring peace to the land was to purge Blackmoor of the scourge that the evil wizards had brought. Enlisting his first students as magic-wielding arcane warriors, Skelfer led a major assault against the magical warlords and defeated them soundly.

With the Mage Wars at an end, Skelfer sought to

instruct others in his knowledge of White Magic. Over time, his students grew in number. Skelfer decided to form an academic institution that could instruct magically-inclined students in the power and responsibility behind the use of magic. This ideal came into reality when he founded the Wizards' Cabal in Vestfold.

With the Wizards' Cabal in place, commoners and mages alike began to change their perceptions of magic. The founding principles of service and knowledge through dedication lasted in wizards' minds for many centuries. The Spellwise, as the early graduates were called, served nobles and commoners

alike. The Spellwise were dedicated to promoting scientific research, academic learning through example, and selfless service to Blackmoor's people. This premise continues to this day at the Wizards' Cabal.

Recognizing the need to protect the North from future magical assaults, Skelfer organized his arcane warriors into a formal institution for magical justice. Over time, Skelfer sensed that the populace had grown increasingly angry and prejudiced against spellcasters, despite the good deeds of Skelfer and his students. The formation of the arcane warriors proved to be a key step in regaining the people's confidence. As time passed, the people began





Magic

to trust and rely on the arcane warriors to protect them. Today, arcane warriors are highly regarded and welcome almost anywhere.

White Magic

White Magic is the totality of all non-divine magical energies. It is a spectrum composed of ranges of magical power. Spellcasters can use these ranges as a united whole or harness them individually for more powerful spell effects. All of the major schools of magical study from the *PHB* are researched at the Wizards' Cabal. The well-known Skelfer Scale of Magical Energy is used to delineate the magical spectrum's known power bands.

Skelfer determined that there were also unidentified magical ranges outside the known spectrum. His work on the subject was limited, but he contended that the gods were able to manipulate such magical forces in ways unknown to mortals. Skelfer logically assumed that the clerics and paladins of specific gods were themselves human spell foci that could channel the wills of their gods.

The Spell Focus

In Blackmoor magical energy exists as abundantly as air. Some believe that Blackmoor's people are inherently magical to some degree. This idea does not seem to hold true, though, as only a few well-trained individuals, like wizards, are able to control this energy.

At a certain point in his training, a wizard can stop using his spellbook as his primary magical reference. Though he may continue to write new spells into his spellbook, he may also prepare and utilize spells without recourse to his spellbook, using only his spell focus. The focus is a powerful magic item that serves as a conducting material with which the wizard taps White Magic's energies. A focus creates a mental link with its owner and stores the mentally-mapped spells that the wizard would normally write in his spellbook.

A focus is normally created from a gem or other dense mineral. The focus' precise nature is important since specific energies are tied to certain materials. Gems are the best materials to use when preparing foci. A finely-cut, high-quality gem yields the best transference of energy and creates the best focus. Creating a focus transforms the jewel into a magic item, though it retains its outward appearance and value as a gem. When a wizard proves his competence and loyalty to the Cabal, the organization awards him a focus crafted from a high-quality gem. A specialist wizard gains additional benefits when using a focus that corresponds to his specialty.

The granted focus is a magical item and radiates magic. Of course, spell foci are very valuable and must be carefully protected from theft or loss. Crafting a focus fundamentally changes the base material but the item is visibly unchanged, so still appears to be a valuable gemstone.

A spell focus is similar to a spellbook in many ways. Like a spellbook, a spell focus may contain a limited number of spells. As a wizard gains levels, the Cabal presents him with more powerful spell foci so long as he remain loyal. The sequence in which the wizard gains the foci is as follows:

Table 3-1 Spell Foci and Spellcaster Level

Spellcaster	Foci (max spell levels)
1st–5th	Novice's focus (100 spell levels)
6th–10th	Initiate's focus (300 spell levels)
11th–15th	Wizard's focus (600 spell levels)
16th–18th	Magister's focus (1,200 spell levels)
19th+	Supreme focus (1,800 spell levels)

If a wizard loses his spell focus, he is unable to cast or prepare spells unless he has access to his spellbook or scrolls. A wizard may commission a new focus to replace a missing one, but foci are very costly. A wizard may learn to craft his own focus as he progresses in knowledge.





Magic

A wizard trains to a point where he can naturally draw and manipulate White Magic toward his focus. As the energy gathers near the focus, the wizard channels the White Magic through it. Once this process has begun, the focus becomes a conductor through which the spell's specific energies are drawn. These energies continue to flow from the focus and the wizard directly manipulates them throughout the spell's casting time.

Using the normal training methods taught at the Wizards' Cabal, the resultant magical energy is conducted directly through the hand that holds the focus and into the spellcaster's body. Observers can see the energy current flowing through the user's body as he casts a spell. This visible magical energy intimidates commoners, though it is harmless when properly controlled and does not impede the wizard's vision. The wizard can subdue this effect if desired, but must choose to do so each time he casts a spell. A mage need not actually hold the focus in his hand; he may mount it on a staff or other hand-held item. However, if the focus is not in close proximity to the wizard its power is limited.

Using a Spell Focus

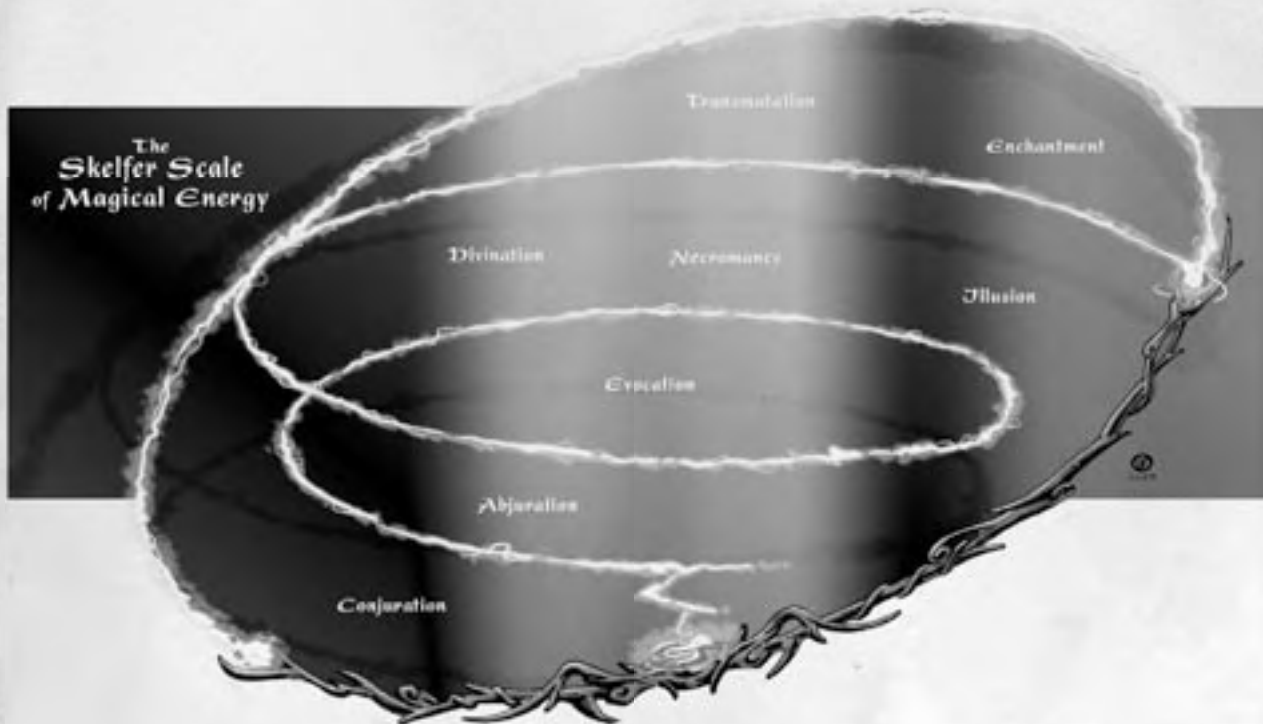
Using an arcane focus allows a wizard to relinquish his spellbook. A focus effectively grants its user the Eschew Materials feat, as the focus serves as the wizard's material components. This benefit only applies while the wizard

uses a focus to cast a spell. Foci are extremely useful, as spellbooks are often heavy and subject to theft and destruction. Rather than lugging an unwieldy tome around, a wizard can carry a spell focus in a pouch or pocket.

In order to use a spell focus, a character must have at least 1 level of wizard and have the ability to cast arcane spells. First-level wizards begin play with a spell focus. While they are not required to use foci, most wizards do.

To use a spell focus, a wizard must first mentally attune himself to it. The wizard then mentally imbues into the focus the spells that he would otherwise study and review from his spellbook. During this process, crystalline formations appear inside the focus. These formations are tied to specific spell effects. The total number of spell levels that a particular focus can hold is tied to the wizard's level, as given in Table –3–1: Spell Foci and Spellcaster Level, above. If a wizard wants to store a spell in the focus, the focus must have enough storage space available or the process fails. A focus' owner knows how much storage remains within the focus at any given time. When a wizard later actively channels magic to cast a spell, wild magic fills the focus' tiny formations before discharging in the appropriate manner. Potentiality becomes actuality.

Mentally linking with a new spell focus takes one day per caster level and requires deep concentration. Imbuing a spell into a focus takes eight hours of similar concentration. A wizard who is mentally linked with his spell focus can prepare spells from the focus in much





Magic

the same way he would from a spellbook. Rumors tell of powerful wizards who use foci to cast many more spells per day than spellbooks allow.

Once a wizard is mentally linked to a focus, no other caster will be able to cast spells with it, though they may review and copy its contents to a spellbook or focus. Unless otherwise stated, spells from scrolls, borrowed spellbooks or other sources may be acquired and imbued into the focus per the normal rules of copying spells into a spellbook.

It is also possible to copy a spell and directly imbue it into a focus at the same time. This process requires total concentration and physical contact to both foci. The wizard draws a significant amount of White Magic to charge both foci using his own body as the conductor for the spell. To transfer spells this way the wizard must first make a successful Concentration Check (DC 20) followed by a Spellcraft check (DC 20 + level of the spell). Failure means that the transference fails and that the wizard takes 1 point of damage for each spell level involved in the process. If the process is a success, the spell is transferred and occupies the appropriate space within the target focus. The transference takes one day per spell regardless of level or outcome.

To cast a spell using a spell focus, the wizard must be in close proximity to it. The best results come from physical contact with the focus, but the wizard use his focus even when short distance separates them. When a wizard is not in physical contact with his focus, his spells may fail. Lacking physical contact with the focus interferes with the channeling process and may cause the spell to fail, just as if the wizard had failed an arcane spell failure check. The GM should feel free to increase this percentage with modifiers for intervening walls, rocks, or other impediments. See Table 3–2: Spell Focus Distance Penalties to determine the arcane spell failure chance based on the distance between a focus and its master; these chances stack with those provided by armor and function identically.

Table 3-2: Spell Focus Distance Penalties

Distance	Arcane Spell Failure Chance
Touch	0%
5 feet	25%
10 feet	50%
15 feet	75%
More than 15 feet	99%

A wizard's spell focus is sacred. No merchant will ever attempt to purchase a focus for fear of retribution from the Cabal. Any wizard who sells his focus or betrays his allegiance to the Cabal can no longer legally use a focus and becomes a hunted enemy of the Cabal.

Schools of Magic

Skelfer the High Spellwise experimented with a wide range of magical energies. As he delved into different focus materials, he laid the foundation for the eight schools of magic that the Wizards' Cabal teaches. Most wizards studying at the Cabal can tap only a few energy ranges. Learning each new school of magic is very time consuming, and some are much more difficult to master than others. Depending on the difficulty of their primary school, wizards might be able to take up other courses of magical study. Many mages specialize, though, rather than trying to maintain a broad course of study. General study results in a wide array of spellcasting options, while specializing allows a wizard access to higher levels of power.

School Specialization

Students who choose to specialize upon entry to the Cabal gain additional benefits when casting spells from their particular school and when using a focus made from the appropriate material. Students who do not specialize do not receive these benefits, though they may cast spells using a focus made from any of the listed materials in Table 3–3: Magically-Conductive Materials.

Table 3–3: Magically-Conductive Materials

School of Magic	Best Focus Material
Abjuration	Opal
Conjuration	Ruby
Divination	Topaz
Enchantment	Amethyst
Evocation	Emerald
Illusion	Turquoise
Necromancy	Obsidian or schorl
Transmutation	Heliodor

A wizard who specializes gains the ability to cast one additional spell from her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn spells of her chosen school. Additionally, a specialist wizard with a focus crafted from the correct material can cast spells from her chosen school at +1 caster level. The details for school specialization are as follows: The wizard



Magic

must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools. A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she cannot even cast such spells from scrolls or wands. She may not change either her specialization or her prohibited schools later. The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Magical Renegades

While the Wizards' Cabal is the prime authority on magic in Blackmoor, its members are certainly not the only magic-users in the land. Within the realm of Blackmoor, many sorcerers, archmages, woked, and others wield magic for their own purposes. These spellcasters stand outside the law and are persecuted by the Cabal. King Andahar, in an

effort to restore confidence in his ruling ability, issued a mandate that outlaws non-Cabal-affiliated mages. The king does not actually monitor the Cabal or its prosecution of "renegade" spellcasters at all; a secret agreement merely gives the king apparent control of magical law throughout Blackmoor. In reality, the Cabal itself makes and enforces the laws regarding magic and is not itself bound by any such laws. This has left a number of unaffiliated magic users disenchanted with not only the Cabal, but the king as well. Some previously lawful mages have gone so far as to declare themselves open enemies of Blackmoor because they perceive the Cabal to be leading a continuous witch hunt.

Throughout Blackmoor, a law holds that magic cannot be cast within a town or other populated area, except at a temple or by an authorized Cabal spellcaster. The true purpose of this law is to give authority to the Cabal's arcane warriors, who monitor and hold those whose behavior the Cabal finds suspicious.

Because of a common fear of magic, laws encourage commoners to expose outlaw sorcerers. A crusade like aura surrounds this cause, and "sorcerers' gangs" are found in most towns. These groups actively pursue the unauthorized use of magic to protect their towns from the harm magic can bring. Most commoners who see any sort of spellcasting without the use of a focus, like the Cabal's wizards use, immediately notify the nearest arcane warrior. In recent times, some sorcerers have successfully disguised themselves as Cabalists by using fake foci. This practice grows more and more common as the prosecution of outlaw spellcasters increases in intensity, especially on the frontier.

Wandering Wizards

Traveling members of the Wizards' Cabal clearly identify themselves. Commoners prefer this openness and have come to trust and welcome these "official" wizards. Some wizards have even taken to openly theatrical techniques when they cast spells in sight of commoners. They feel that this showmanship sets them apart from renegade spellcasters. This theatricality has brought a small element of celebrity to some wizards, and they thoroughly enjoy the side benefits of free room and board and party invitations.

Cleric Domains

In addition to the cleric domains listed in the *PHB*, Blackmoor's myriad deities provide their clerics with a number of new domains. Domains described in the *PHB*



Magic

are listed below with their Blackmoor patron deities. The following section also details new domains. Spells listed in *italics* are found in the *PHB* (Chapter 10: Magic). Spells listed in ***bold italics*** are new spells whose descriptions are found in a later portion of this chapter.

Air Domain

Deities: Aeros, Charis, Hak, Mwajin.

Animal Domain

Deities: Charis, Elgath, Faunus

Chaos Domain

Deities: Elgath, Hersh, Pacuun, Sacwhyne, Sylvian, Tyrhm, Volketh.

Death Domain

Deities: Charis, Hella, Raelralataen, Terra, Thanatos, Zugzul.

Destruction Domain

Deities: Fiumarra, Gorrin, Hella, Thanatos .

Dragon Domain

Deities: Chamber, Insellageth, Tsartha.

Granted Power: Once per day per cleric level, you may attempt to turn a dragon (or dragons) in the same way a good cleric turns undead. Clerics use this ability to protect the completion of certain ceremonies or missions in dragon-infested areas. *Note:* Dragons are very powerful and very intelligent creatures. Turned dragons often come back for vengeance.

The spells in this domain are designed to give some minimal control over the activities of some types of dragons in Blackmoor. They are subject to the GM's discretion.

Dragon Domain Spells

1. ***Calm Dragon:*** Calms 2d4+1/level HD of dragons or dragon-like creatures.
2. ***Resist Energy:*** Ignores 10 (or more) points of damage/attack from specified energy type.
3. ***Slow Dragon:*** One dragon takes only a partial action, -2 AC, -2 on melee attack rolls.
4. ***Crushing Despair:*** Subjects takes -2 penalty on attack rolls, damage rolls, saves, and checks.
5. ***Detect Dragon:*** As detect magic, but can detect dragons in any form.
6. ***Hold Monster:*** As *hold person*, but affects any creature.
7. ***Geas/Quest:*** As *lesser geas*, but affects any creature.

8. ***Binding:*** Array of techniques imprison a creature.
9. ***Dominate Monster:*** As *dominate person*, but affects any creature.

Earth Domain

Deities: Charis, Gorrin, Hemgrid, Kadis, Terra, Yoosef.

Entropy Domain

Deities: Calelrin, Gorrin, Hella, Sylvian, Thanatos.

Granted Power: Once per day you may apply a minor disintegration effect to a 3-foot cube of non-magical metal that you touch. The effect makes the metal instantly disintegrate, as the spell *disintegrate*. If you use this ability on a larger object, only a 3-foot cube is affected. This is a supernatural ability that does not provoke attacks of opportunity.

Entropy Domain Spells

1. ***Erase:*** Mundane or magical writing disappears.
2. ***Mirror Image:*** Creates decoy duplicates of you.
3. ***Dispel Magic:*** Cancels magical spells and effects.
4. ***Lesser Spell Turning:*** Reflects 1d4+3 levels of spells back at caster.
5. ***Antimagic Field:*** Negates magic within 10 ft.
6. ***Dispel Magic, Greater:*** As *dispel magic*, but +20 on check.
7. ***Spell Turning:*** Reflect 1d4+6 levels of spell back at caster.
8. ***Protection from Spells:*** Confers a +8 resistance bonus.
9. ***Skelfer's Reckoning:*** Dispels magic and disenchant magic items.

Esteem Domain

Deities: Baldin, Faunus, Hersh, Phellia, Tilla

Granted Power: Once per day you may apply a +8 enhancement bonus to your Charisma. Doing so is a free equivalent action that lasts 1 minute per level.

Esteem Domain Spells

1. ***Charm Person:*** Make a person your friend.
2. ***Suggestion:*** Compels subject to follow stated course of action.
3. ***Tongues:*** Speak any language.
4. ***Modify Memory:*** Changes 5 minutes of subject's memories.
5. ***Dominate Person:*** Controls humanoid telepathically.
6. ***Suggestion, Mass:*** As *suggestion*, but affects multiple subjects.
7. ***Steadfast Charm:*** As *charm person*, but permanent.
8. ***Charm Monster, Mass:*** As *charm*, but affects all within 30 ft.



Magic

9. **Steadfast Charm, Mass:** As *steadfast charm*, but affects all within 30 ft.

Evil Domain

Deities: Calelrin, Hella, Volketh, Zugzul.

Fire Domain

Deities: Chamber, Fiumarra, Zugzul.

Good Domain

Deities: Baldin, Henrin, Ordana, Pacuun, Phellia, Sacwhynne, Sollus.

Healing Domain

Deities: Hydros, Koorzun, Tsartha, .

Heart of Fire Domain

Deities: Zugzul.

Granted Powers: Once per day you can use the spell-like ability *gift of Zugzul*. This ability is identical to *produce flame*.

Heart of Fire Domain Spells

1. *Burning Hands:* 1d4 fire damage/level (max. 5d4).
2. *Flaming Sphere:* Rolling ball of fire, 2d6 damage, lasts 1 round/level.
3. *Fireball:* 1d6 damage per level, 20-ft. radius.
4. *Elemental Summons I*:* Calls elemental to fight.
5. *Flame Strike:* Smites foes with divine fire (1d6/level).
6. *Fire Seeds:* Acorns and berries become grenades and bombs.
7. *Fire Storm:* Deals 1d6 fire damage/level.
8. *Elemental Swarm*:* Summon 2d4 Large and 1d4 Huge elementals.
9. *Elemental Summons VI*:* Calls elemental to fight.

* Cast as a fire spell only.

Knowledge Domain

Deities: Aeros, Insellageth, Mieroc, Odir, Ordana, Pathmeer, Yoosef.

Law Domain

Deities: Dhumnon, Fronaus, Khoronus, Raelralataen, Shau, Terra, Tsartha, Yoosef.

Luck Domain

Deities: Hak, Hersh, Sylvian.

Magic Domain

Deities: Death, Insellageth, Koorzun, Odir, Phellia.

Merchant Domain

Deities: Dhumnon, Kela, Mwajin.

Granted Powers: Appraise, Diplomacy, and Sense Motive are class skills.

Merchant Domain Spells

1. *Charm Person:* Make one person your friend.
2. *Locate Object:* Senses direction toward object.
3. *Confusion:* Makes subject behave oddly for 1 round/level.
4. *Dimension Door:* Teleports you a short distance.
5. *Teleport:* Instantly transports you anywhere.
6. *Analyze Dweomer:* Reveals magical aspects of subject.
7. *Suggestion, Mass:* As *suggestion*, plus 1/level subjects.
8. *Discern Location:* Exact location of creature or item.
9. *Debtor's Recall:* Transports a debtor back to the caster at the end of a specified time.

Metal Domain

Deities: Ferros, Kadis, Kela, Mieroc.

Granted Powers: Turn or destroy wood or plant creatures as a good cleric turns undead. Rebuke or command metallic creatures as an evil cleric rebukes undead. A cleric may use these abilities a total number of times per day equal to 3 + the character's Charisma modifier.

Metal Domain Spells

1. *Mage Armor:* Gives subject +4 armor bonus.
2. *Chill Metal:* Cold metal damages those who touch it.
3. *Elemental Summons I*:* Calls elemental to fight.
4. *Rusting Grasp:* Your touch corrodes iron and alloys.
5. *Elemental Summons III*:* Calls elemental to fight.
6. *Wall of Iron:* 30hp/4 levels; can topple on foes.
7. *Transmute Metal to Wood:* Metal within 40 ft. becomes wood.
8. *Clenched Fist:* Large hand provides cover, pushes, or attacks your foes.
9. *Elemental Summons VI*:* Calls elemental to fight.
* Metal elementals only.

Miner's Sense

Deities: Ferros, Hemgrid, Kadis, Kela.

Granted Powers: Knowledge (architecture and engineering) and Knowledge (dungeoneering) are class skills.

Miner's Sense Domain Spells

1. *Bless Stonecraft:* Craft (stonework) and Profession (miner) checks are made with a +10 bonus.
2. *Bull's Strength:* Subject gains +4 Str for 1 hr./level.



Magic

3. *Gaseous Form*: Subject becomes insubstantial and can fly slowly.
4. *Uvae's Durable Dome*: Force globe to protect miners in a 10-ft. wide shaft for 1 hr./level.
5. *Transmute Rock to Mud*: Transforms two 10-ft. cubes/level.
6. *Stone Tell*: Talk to natural or worked stone.
7. *Reverse Gravity*: Objects and creatures fall upward.
8. *Teleport, Greater*: As *teleport*, but with no off-target arrival.
9. *Bless Stonecraft, Mass*: As *bless stonecraft*, but affects all within 60 ft.
6. *Veil*: Changes appearance of a group of creatures.
7. *Invisibility, Mass*: As *invisibility*, but affects all in range.
8. *Screen*: Illusion hides area from vision and scrying.
9. *Imprisonment*: Entombs subject beneath the earth.

Plant Domain

Deities: Charis, Faunus, Sollus.

Protection Domain

Deities: Fronaus, Henrin, Hydros, Khoronus, Koorzun, Ordana, Shau, Tsartha, Yoosef.

Strength Domain

Deities: Ferros, Fronaus, Hemgrid, Khoronus, Raelralataen, Sacwhynne, Shau.

Sun Domain

Deities: Baldin, Fiumarra, Pacuun, Sollus.

Travel Domain

Deities: Dealth, Hak, Mwajin, Pacuun, Pathmeer, Tilla.

Time Domain

Deities: Aeros, Gorrim, Thanatos.

Granted Powers: You always know the correct time to the nearest minute. You are immediately aware of time-altering effects occurring within 10 feet/level.

Time Domain Spells

1. *Expeditious Retreat*: Doubles your speed.
2. *Bear's Endurance*: Gain +4 Con for 1 hr./level.
3. *Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
4. *Dimension Door*: Teleports you and 500 lbs.
5. *Teleport*: Instantly transports you anywhere.
6. *Shadow Walk*: Step into shadow to travel rapidly.
7. *Plane Shift*: Up to 8 subjects travel to another plane.
8. *Time Stop*: You act freely for 1d4+1 rounds.
9. *Time Stop, Greater*: As *Time Stop*, but 1 rnd./3 caster levels.

Trickery Domain

Deities: Calelrin, Dealth, Volketh.

War Domain

Deities: Elgath, Mieroc, Odir, Shau, Sylvian, Tilla, Tyrhm, Zugzul.

Water Domain

Deities: Hydros, Mwajin, Tyrhm.

Nobility Domain

Deities: Dhumnon, Fronaus, Henrin, Ordana, Sacwhynne.

Granted Powers: You gain the spell-like ability to *determine lineage*. This ability allows you to determine the blood parents of a touched subject. The subject may attempt a Will save (DC 11 + your Wisdom bonus) to resist this ability.

Nobility Domain Spells

1. *Charm Person*: Make one person your friend.
2. *Detect Thoughts*: Allows "listening" to surface thoughts.
3. *Discern Lies*: Reveals deliberate falsehoods.
4. *Imbue with Spell Ability*: Transfer spell ability to others.
5. *Atonement*: Removes burden of misdeeds from subject.
6. *True Seeing*: See all things as they really are.
7. *Noble Aura*: +4 AC, +3 resistance and SR 25 against evil spells.
8. *Charm Monster, Mass*: As *charm person*, but all within 30 ft.
9. *Day of Legend^X*: Bestows strong powers on a noble in defense of his people.

Obscuration Domain

Deities: Calelrin, Chamber, Dealth, Pathmeer, Tilla, Volketh.

Granted Powers: Hide and Listen are class skills.

Obscuration Domain Spells

1. *Obscuring Mist*: Fog surrounds you.
2. *Fog Cloud*: Fog obscures vision.
3. *Major Image*: As *silent image*, plus sound, smell, and thermal effects.
4. *Hallucinatory Terrain*: Make one type of terrain appear to be another.
5. *Mirage Arcana*: As *hallucinatory terrain*, but with structures.



Magic

Arcane Warrior Spell List

Spells in *italics* appear in the *PHB*. Spells in **bold italics** are described later in this chapter.

1st-Level Arcane Warrior Spells

- Alarm*: Wards an area for 2 hours/level.
- Animate Rope*: Makes a rope move at your command.
- Cause Fear*: One creature of 5 HD or less flees for 1d4 rounds.
- Command*: Subject obeys a single command.
- Expeditious Retreat*: Your speed increase by 30 ft.
- Light*: Object shines like a torch.
- Magic Weapon*: Weapon gains +1 bonus.
- Message*: Whispered conversation at distance.
- Prestidigitation*: Performs minor tricks.
- Read Magic*: Reads scrolls and spellbooks.
- Sleep*: Puts 4 HD of creatures into magical slumber.
- Touch of Fatigue*: Touch attack fatigues target.
- True Strike*: +20 on your next attack roll.

2nd-Level Arcane Warrior Spells

- Bear's Endurance*: Subject gains +4 to Con for 1 min./level.
- Blindness/Deafness*: Makes subject blinded or deafened.
- Blur*: Attacks miss subject 20% of the time.
- Bull's Strength*: Subject gains +4 to Str for 1 min./level.
- Cat's Grace*: Subject gains +4 to Dex for 1 min./level.
- Eagle's Splendor*: Subject gains +4 to Cha for 1 min./level.
- Fox's Cunning*: Subject gains +4 to Int for 1 min./level.
- Knock*: Opens locked or magically sealed door.
- Owl's Wisdom*: Subject gains +4 to Wis for 1 min./level.
- Resist Energy*: Ignores first 10 (or more) points of damage/attack from specified energy type.
- Wolf's Sight*: Subject gains color darkvision.

3rd-Level Arcane Warrior Spells

- Clairaudience/Clairvoyance*: Hear or see at a distance for 1 min./level.
- Discern Lies*: Reveals deliberate falsehoods.
- Displacement*: Attacks miss subject 50%.
- Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- Heroism*: Gives +2 bonus on attack rolls, saves, skill checks.
- Invisibility*: Subject is invisible for 1 min./level or until it attacks.
- Locate Creature*: Indicates direction to familiar creature.
- See Invisibility*: Reveals invisible creatures or objects.
- Silence*: Negates sound in 15-ft. radius.

Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.

4th-Level Arcane Warrior Spells

- Arcane Eye*: Invisible floating eye moves 30 ft./round.
- Cabal's Curse*: Subject suffers -10 to Int, -6 on attack rolls, saves, and checks.
- Confusion*: Subject behaves oddly for 1 round/level.
- Crushing Despair*: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Discern Class*: Discover one creature's class/level.
- Feeblemind*: Subject's Int and Cha drop to 1.
- Hold Person*: Paralyzes one humanoid for 1 round/level.
- Suggestion*: Compels subject to follow stated course of action.
- True Seeing*: Lets you see all things as they really are.

New Cleric Spells

1st-Level Cleric Spells

- Bless Element*^M: Makes a holy elemental item.
- Curse Element*^M: Makes an unholy elemental item.

2nd-Level Cleric Spell

- Elemental Orb, Lesser*: Touch attack deals 1d6 damage; +1 orb/ 2 levels (max. 6).

3rd-Level Cleric Spell

- Smite Undead*: Channel positive energy into next melee attack to increase damage (1d8/caster level).

4th-Level Cleric Spells

- Elemental Summons I*: Calls elemental to fight.
- Repel Undead*: An invisible barrier holds back undead.

5th-Level Cleric Spells

- Elemental Summons II*: Calls elemental to fight.
- Smite Undead, Mass*: A spire of energy damages all undead within a 30-ft. radius.(5d8+caster level)

6th-Level Cleric Spell

- Elemental Summons III*: Calls elemental to fight.

7th-Level Cleric Spells

- Elemental Summons IV*: Calls elemental to fight.
- Elemental Orb, Greater*: Touch attack deals 4d6 damage; +1 orb/2 levels (max. 10).

8th-Level Cleric Spell

- Elemental Summons V*: Calls elemental to fight.



Magic

9th-Level Cleric Spell

Elemental Summons VI: Calls elemental to fight.

New Druid Spells

0-Level Druid Spells

Breeze: +2 deflection bonus to AC against missile weapons.

Waft: Carry a light item (less than 1 lb.) on a breeze.

1st-Level Druid Spell

Mud: Mud reduces movement by half in a 40-ft. radius.

8th-Level Druid Spells

Create Treant: Creates one treant to fight for you.

Deluge^M: Heavy rains stun and confuse foes.

9th-Level Druid Spell

Avalanche: Great rush of rocks, dust, and debris moves at caster's command.

Crashing Wave: Large wave provides cover, pushes or crushes your foes.

New Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Breeze: +2 deflection bonus to AC against missile weapons.

Elemental Globe: Touch attack deals 1d3 damage/level (max. 4d3).

Puff: Ray of swirling air deals 1d3 damage.

Ray of Dirt: Blinds one creature (-1 on attack rolls).

Ray of Dust: Ray deals 1d3 damage.

Shrapnel: Small pieces of metal deal 1d3 damage.

1st-Level Sorcerer/Wizard Spells

Elemental Bolt: 1d4+1 elemental damage; +1 missile per 2 levels above 1st (max. 5).

Elemental Orb, Lesser: Touch attack deals 1d6 damage; +1 orb per 2 levels (max. 6).

Magic Dagger: Three daggers gain +1 on attack rolls, deal +2 damage.

2nd-Level Sorcerer/Wizard Spells

Coyote's Dirge: Subject becomes intimidating to behold.

Dolphin's Leap: Subject can swim and leap in water as a dolphin.

Hawk's Eye: Increases subject's vision by four times normal.

Mustang's Speed: Subject doubles speed.

Otter's Claw: Changes hands into claws for attacking.

Raven's Glide: Subject can glide at 60ft./round.

Snake's Strike: Subject can make poisonous bite attack.

3rd-Level Sorcerer/Wizard Spells

Elemental Ball: 1d6 damage per level; 20-ft. radius.

Wolf's Sight: Subject gains color darkvision.

4th-Level Sorcerer/Wizard Spells

Elemental Summons I: Calls elemental to fight.

Spell Turning, Lesser: Reflects 1d4+3 levels of spells back at caster.

Smite Undead: Channel positive energy into next melee attack to increase damage (1d8/caster level).

5th-Level Sorcerer/Wizard Spells

Cabal's Curse: Subject suffers -10 to Int, -6 on attack rolls, saves, and checks (wizards only).

Elemental Summons II: Calls elemental to fight.

Repel Undead: An invisible barrier holds back undead.

6th-Level Sorcerer/Wizard Spells

Elemental Summons III: Calls elemental to fight.

Elemental Orb, Greater: Touch attack deals 4d6 damage; +1 orb /2 levels (max. 10).

7th-Level Sorcerer/Wizard Spells

Elemental Summons IV: Calls elemental to fight.

Steadfast Charm: As *charm person*, but permanent.

8th-Level Sorcerer/Wizard Spells

Deluge^M: Heavy rains stun and confuse foes.

Elemental Summons V: Calls elemental to fight.

9th-Level Sorcerer/Wizard Spells

Crashing Wave: Large wave provides cover, pushes or crushes your foes.

Debtor's Recall: Transports a debtor back to the caster at end of a specified period.

Elemental Summons VI: Calls elemental to fight.

Steadfast Charm, Mass: As *steadfast charm*, but affects all within 30 ft.

Skelfer's Reckoning: Dispels magic and disenchant magic items (wizards only).



Magic

Wokan Spell List

0-Level Wokan Spells

- Create Water:* Creates 2 gallons/level of pure water.
Dancing Lights: Creates torches or other lights.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or object.
Flare: Dazzles one creature (-1 penalty on attack rolls).
Know Direction: You discern north.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at a distance.
Ray of Dirt: Dazzles one creature (-1 penalty on attack rolls).
Ray of Frost: Ray deals 1d3 cold damage.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 bonus on saving throws.
Prestidigitation: Performs minor tricks.
Waft: Carry a light item (less than 1 lb.) on a breeze.

1st-Level Wokan Spells

- Alarm:* Wards an area for 2 hours/level.
Burning Hands: 1d4/level fire damage (max. 5d4).
Calm Animals: Calms (2d4 + level) HD of animals.
Charm Person: Makes one person your friend.
Coyote's Dirge: Subject becomes intimidating to behold.
Detect Animals or Plants: Detects kinds of animals or plants.
Dust Devil: Swirling vortex of air and dust blinds opponent (-4 to attack rolls and AC).
Endure Elements: Exist comfortably in hot or cold environments.
Entangle: Plants entangle everyone in 40-ft.-radius circle.
Hawk's Eye: Increases subject's vision by four times normal.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Elemental Orb, Lesser: Touch attack deals 1d6 damage; +1orb/ 2 levels (max. 6).
Longstrider: Increases your speed.
Magic Dagger: Three daggers gain +1 on attack rolls deal +2 damage.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max. 5).
Mud: Mud reduces movement by half in 40-ft. radius.
Pass Without Trace: One subject/level leaves no tracks.
Protection From Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

- Resist Energy:* Ignores 10 (or more) points of damage/attack from specified energy type.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max. 5d6).
Sleep: Puts 4 HD of creatures into magical slumber.
Speak With Animals: You can communicate with animals.
Snake's Strike: Subject can make a poisonous bite attack.
Summon Nature's Ally I: Calls creature to fight.

2nd-Level Wokan Spells

- Animal Trance:* Fascinates 2d6 HD of animals.
Barkskin: Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Blindness/Deafness: Makes subject blind or deaf.
Bull's Strength: Subject gains +4 Str for 1hr./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Thoughts: Allows "listening" to surface thoughts.
Dolphin's Leap: Subject can swim and leap in water as a dolphin.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Heat Metal: Makes metal so hot it damages those who touch it.
Hold Animal: Paralyzes one animal for 1 round/level.
Hold Person: Holds one person helpless for 1 round/level.
Invisibility: Subject is invisible for 10 min./level or until it attacks.
Locate Object: Senses direction toward object.
Magic Mouth: Speaks once when triggered.
Mustang's Speed: Subject doubles speed.
Obscure Object: Masks object against divination.
Otter's Claw: Changes hands into claws for attacking.
Protection From Energy: Absorb 12 points/level of damage from one kind of energy.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Raven's Glide: Subject can glide at 60ft./round.
See Invisibility: Reveals invisible creatures or objects.
Silence: Negates sound in 15-ft. radius.
Speak With Plants: You can talk to normal plants and plant creatures.
Suggestion: Compels subject to follow stated course of action.
Summon Nature's Ally II: Calls creature to fight.
Summon Swarm: Summons swarm of small crawling or flying creatures.



Magic

Tongues: Speak any language.

Undetectable Alignment: Conceals alignment for 24 hours.

Whispering Wind: Sends a short message one mile/level.

Wolf's Sight: Subject gains color darkvision.

3rd-Level Wokan Spells

Amethyst Chain: Chain made of amethyst ensnares target humanoid.

Blink: You randomly vanish and reappear for 1 round/level.

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50%.

Dominate Animal: Subject obeys silent mental commands.

Crushing Despair: Subject takes -2 on attack rolls, damage rolls, saves, and skill checks.

Elemental Ball: 1d6 damage per level, 20-ft. radius.

Fear: Subjects within cone flee for 1 round/level.

Fly: Subject flies at a speed of 60ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Greater Magic Weapon: +1 bonus/three levels (max +5).

Gust of Wind: Blows away or knocks down smaller creatures.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Plant Growth: Grows vegetation, improves crops.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Scrying: Spies on subject from a distance.

Searing Light: Ray deals 1d8/two levels, more against undead.

Slow: One subject/level takes only partial actions, -2 to AC, -2 on attack rolls.

Summon Nature's Ally III: Calls creature to fight.

Tiny Hut: Creates shelter for 10 creatures.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Wokan Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command Plants: Sway the actions of one or more plant creatures.

Detect Scrying: Alerts the caster of magical eavesdropping.

Dimension Door: Teleports you a short distance.

Dismissal: Forces a creature to return to native plane.

Dominate Person: Controls humanoid telepathically.

Fire Shield: Creatures attacking you take fire damage; you are protected from heat or cold.

Freedom of Movement: Subject moves normally despite impediments.

Hold Monster: As hold person, but any creature.

Locate Creature: Indicates direction to familiar creature.

Modify Memory: Changes 5 minutes of subject's memories.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Nondetection: Hides subject from divination, scrying.

Ruby Shackles: As *amethyst chain*, but affects any living creature.

Summon Nature's Ally IV: Calls creature to fight.

Tree Stride: Step from one tree to another far away.

5th-Level Wokan Spells

Commune With Nature: Learn about terrain for 1 mile/level.

Contact Other Plane: Ask question of extra planar entity.

Control Water: Raises or lowers bodies of water.

Dream: Sends message to anyone sleeping.

Flame Strike: Smite foes with divine fire (1d6/level).

Dispel Magic, Greater: As dispel magic, but +20 on check.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Summon Nature's Ally V: Calls creature to fight.

Teleport: Instantly transports you anywhere.

Wall of Thorns: Thorns damage anyone who tries to pass.

6th-Level Wokan Spells

Antilife Shell: 10-ft. field hedges out living creatures.

Control Weather: Changes weather in local area.

Diamond Bonds: Creates indestructible bonds made of diamond.

Eyebite: Target becomes panicked, sickened, and comatose.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Elemental Orb, Greater: Touch attack deals 4d6 damage; +1 orb/2 levels (max. 10).

Greater Scrying: As scrying, but faster and longer.

Plane Shift: As many as eight subjects travel to another plane.

Repel Wood: Pushes away wooden objects.

Repulsion: Creatures cannot approach the caster.



Magic

Summon Nature's Ally VI: Calls creature to fight.
Veil: Changes appearance of group of creatures.

Spell Descriptions

The spells listed in this section follow all the rules described in the *PHB* except where specifically stated otherwise. Check with your GM before taking one the spells below. Some of the spells described in this section reference two new spell descriptors utilized in Blackmoor. These new descriptors are metal and wood. Spell descriptors govern how spells interact with each other or with creatures of special type. For more information on spell descriptors, see the *PHB*, Chapter 10: Magic, "Spell Descriptions"

Amethyst Chain

Conjuration (Creation) [Earth]

Level: Wok 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 minute/level; see text

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes a chain made of amethyst to appear and wrap around the target's torso, arms and legs, immobilizing it. The target takes a -4 penalty to AC, loses all positive Dexterity modifiers to initiative and AC, cannot cast spells with somatic components, and cannot attack with any physical weapons (except breath weapons).

Each round on its turn, the subject may attempt an Escape Artist check to slip the bonds or a Strength check to break them (DC equal to the caster's spell save DC). Doing so is a full-round action that provokes attacks of opportunity. Others may attempt to destroy the *amethyst chain* (hardness 10, 20 hp). If the chain is broken or the subject escapes, the chain disintegrates.

A winged creature wrapped in an *amethyst chain* cannot flap its wings and falls (determine falling damage normally). A swimmer cannot swim and may drown.

Avalanche

Evocation [Earth]

Level: Drd 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Wall of earth 30 ft. wide at the base, 20 ft. wide at the top, 30 ft. long

Duration: 1 round/2 levels (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a large rush of rock, dust, and debris that moves along the ground at 60 feet per round. You can concentrate on controlling the avalanche's movement or specify a simple program, such as "move straight ahead," "zigzag," "circle," or the like. Directing an avalanche's movement or changing its programmed movement is a standard action. The avalanche always moves during your turn. If the avalanche exceeds the spell's range, it moves in a straight line from its last position for 1d3 rounds and then dissipates. You cannot regain control over the avalanche, even if it comes back within range.

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 6d6 points of bludgeoning damage. A Medium or smaller creature that fails this save must succeed on a second Reflex save or be picked up and moved by the rushing avalanche, tumbling within the mass of debris and taking 3d8 points of bludgeoning damage each round, on your turn, with no save allowed. Any creature caught in an avalanche that attempts to cast a spell must succeed a Concentration check (DC 15 + half the continuous damage the avalanche dealt last round + the level of the spell the creature is attempting to cast) or lose the spell. You may direct the avalanche to eject a carried creature whenever you wish, depositing it behind the avalanche's current position.

Bless Element

Transmutation [Good, see text]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Element touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues an elemental specimen with positive energy, turning it into a holy vessel. This spell may create only one type of vessel that must be chosen at the time the spell is learned. This spell can be taken multiple times with a new element chosen each time. An Elven Elementalist cannot learn this spell in an element that is forbidden to him.

When cast the spell creates the following effects.

Air: Transmutes a flask (1 pint) of normal air into a holy vapor that is contained in the flask.

Earth: Transmutes 1 pound of dirt into a holy vessel.

Fire: Transmutes on small fire source (such as a torch) into holy incense.

Magic

Metal: Transmutes one small metal symbol into a holy metallic symbol.

Wood: Transmutes one small wood symbol making it into a holy wooden symbol.

This spell is of the air, earth, fire, metal, or wood type, as appropriate.

Material Component: Five pounds of powdered silver (worth 25 gp).

Bless Stonecraft

Enchantment (Compulsion) [Mind-Affecting]

Level: Miner's Sense 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The touched creature gains a +10 morale bonus on Craft (stonecraft) and Profession (miner) checks for the duration of this spell.

Bless Stonecraft, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Miner's Sense 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: All friendly creatures within a 60-ft. radius

This spell functions like *bless stonecraft*, except as noted above.

Breeze

Abjuration [Air]

Level: Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 free action

Range: Personal

Target: You

Duration: 1 round

Breeze creates a light wind that blows around your body. It provides a +2 deflection bonus to AC against missile weapons.

You can cast this spell with an instant utterance, quickly enough to save yourself from incoming missiles. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it is not your turn, though you cannot be flat-footed.

Breeze works only against light missile weapons (arrows, bolts, daggers, darts, sling stones, throwing axes, and the like), not against medium or heavy weapons (ballista bolts, boulders, spears, javelins, and the like). This spell does not provide defense against unusually massive ranged weapons or ranged attacks generated by spell effects.

Cabal's Curse

Necromancy

Level: ArW 4, Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Spellcaster touched

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

You place a debilitating curse on one spellcaster. Choose one of the following effects.

- –10 penalty to Intelligence (minimum 1).
- –10 penalty to Wisdom (minimum 1).
- –10 penalty to Charisma (minimum 1).
- –6 penalty on attack rolls, saves, and checks.
- Slow casting. Before casting any spell, the subject must concentrate for one full round.

The *Cabal's curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell or at the caster's whim.

Calm Dragon

Enchantment (Compulsion) [Mind-Affecting]

Level: Dragon 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more dragons

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell affects dragons, rendering them docile. Roll 2d4 and add your caster level to determine the total number of Hit Dice affected. The dragons remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. This spell is frequently used to obtain young hatchlings without an inordinate delay from subdual attempts.



Magic

Coyote's Dirge

Transmutation

Level: Sor/Wiz 2, Wok 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes intimidating and frightening to behold. The creature gains a +8 enhancement bonus on Bluff, Gather Information, and Intimidate checks.

Material Component: A few hairs, or a pinch of dung, from a coyote.

Create Treant

Transmutation [Plant]

Level: Drd 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One tree touched

Duration: 1 minute/level

Saving Throw: No

Spell Resistance: No

This spell enables you to change a single tree, regardless of size, into a 10 HD treant that is under your control. Mentally commanding the treant is a free action. The statistics for the treant can be found in the *MM*. You can dismiss the created treant as a free action.

Crashing Wave

Evocation [Water]

Level: Drd 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10 ft.-tall and 30 ft.-wide wave

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A crashing wave springs into existence and streaks toward the target at 30 ft. per round (60 ft. per round if cast in water). The wave goes where you direct it, and may stop its movement to act like a shield or pummel an

opponent repeatedly in its frothing surf, dealing 3d8 points of bludgeoning damage. Directing the spell to a new target, or compelling it to halt, is a move action.

If the *crashing wave* is used as a shield, it grants a +10 circumstance bonus to Reflex saves against any spell with the fire type.

Any Large or smaller creature that comes in contact with the wave must succeed a Reflex save or take 6d6 points of bludgeoning damage. A Medium or smaller creature that fails this save must succeed a second Reflex save or be picked up and moved by the *crashing wave*, tumbling within the water and taking 3d8 points of bludgeoning damage each round, on your turn, with no save allowed. Any creature caught in an avalanche that attempts to cast a spell must succeed a

Concentration check (DC 15 + half the continuous damage the avalanche dealt last round + the level of the spell the creature is attempting to cast) or lose the spell.

You may direct the crashing wave to eject a carried creature whenever you wish, depositing it behind the wave's current position.

Material Components: A 1-pint flask of water and a masterwork leather gauntlet.

Curse Element

Transmutation [Evil, see text]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Element touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues an elemental specimen with negative energy, turning it into an unholy vessel. This spell may create only one type of vessel that must be chosen at the time the spell is learned. This spell can be taken multiple times with a new element chosen each time. An Elven Elementalist cannot learn this spell in an element that is forbidden to him.

When cast, the spell creates the following effect, depending upon which element the caster has chosen.

Air: Transmutes imbues a flask (1 pint) of normal air with negative energy, turning it into an unholy vapor that is contained in the flask.

Earth: Transmutes 1 pound of dirt into an unholy vessel.





Magic

Fire: Transmutes one small fire source (such as a torch) into unholy incense.

Metal: Transmutes one small metal symbol into an unholy symbol.

Wood: Transmutes one small wooden symbol into an unholy symbol.

This spell is of the air, earth, fire, metal, or wood type, as appropriate.

Material Components: 5 pounds of powdered silver (worth 25 gp).

Day of Legend

Evocation

Level: Nobility 9

Components: V, S, XP

Casting Time: 1 standard action

Range: Touch; see text

Target: Noble touched; see text

Duration: 24 hours

Saving Throw: See text

Spell Resistance: See text

Day of legend is a very specific evocation, and all powers it bestows are subject to GM's discretion. This spell is designed to create great heroes in times of dire need, hence the name. This spell can only be cast in the most dire situations, when a noble who is totally dedicated to the protection of his people can save his city and drive back the enemy forces.

Casting of *day of legend* places the caster into a comatose state can take no action for the spell's duration. Additionally, the spell utilizes all the divine energy from that deity's clerics. The caster and all clerics of the same deity in a 5-mile radius at the time the spell is cast lose all spellcasting abilities for 48 hours.

The additional requirements of this spell are as follows:

- The subject must be a noble with 15 or more nobility points.
- The subject must be actively defending his people from annihilation (GM's discretion).
- A deity may have only one *day of legend* in effect at one time.

If any of these requirements are not met or change during the casting or duration of this spell, the spell ends.

Day of legend provides the following benefits to the subject:

- +4 divine bonus to Strength, Dexterity and, Constitution.
- +5 natural armor bonus.
- Immunity to death, possession, and mind-affecting effects. If slain, the subject returns to life, as *true resurrection*, on his next turn. Keep track of all damage the subject takes while *day of legend* is in effect.

Day of legend provides the following benefits to all the subject's followers within a half-mile radius:

- Non-evil creatures gain a +4 deflection bonus to AC and a +3 resistance bonus on saving throws.
- Immunity to possession and mental, as *protection from evil's* second function.
- Temporary hit points equal to the subject's nobility point total. These hit points throughout the spell's duration.

When *day of legend* ends, the subject again takes all the damage that was dealt to him during the spell's duration, which might kill him. The subject may be raised as normal, but the deity who granted *day of legend* will not provide power to heal or raise the fallen noble. Whether he survives or not, the subject ages fifteen years from the physical strain undergoing the *day of legend*.

This spell is not to be trifled with. Each time this spell has been cast, history has recorded it. All clerics who have cast the spell in the past have died at the end of the spell's duration.

XP Cost: 5,000 XP.

Debtor's Recall

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 8, Merchant 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Until debt is repaid or until discharged (D)

Saving Throw: None

Spell Resistance: Yes

Debtor's recall places a magical command on a creature that has entered into mutually-agreed-upon debt with the caster. At the time this spell is cast, a time frame for the debt's repayment is placed on the subject and a magical contract appears, requiring signatures of both parties. If the debt in question is not repaid within this time frame, the caster can immediately identify the location of the subject and transport him to the caster's current location, as *greater teleport*. This effect takes the subject and all his personal possessions and places them in *temporal stasis* until the caster releases them. The caster may decide to take another item in exchange for the debt, but the stasis is permanent until the debt is paid or the caster frees the debtor.

Only a *miracle* or *wish* spell can eliminate *debtor's recall*.



Magic

Deluge

Evocation [Water]

Level: Drd 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Heavy rain in a 20-ft. radius

Duration: Concentration + 2 rounds

Saving Throw: Reflex negates

Spell Resistance: Yes

A large, dark cloud appears releases a heavy rain on all creatures within a 20-foot radius. This spell affects creatures with a total number of Hit Dice equal to your caster level (maximum 20). Creatures with the fewest Hit Dice are affected first. Among creatures with equal Hit Dice, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

The spell affects each subject according to its Hit Dice, as shown below.

Hit Dice	Effect
6 or fewer	Unconscious for 1d6 rounds and then stunned for 1d6 rounds. -10 on Listen, Search, and Spot checks. (Treat an unconscious result as stunned for nonliving creatures.)
7 to 12	Stunned for 1d6 rounds. -10 on Listen, Search, and Spot checks.
13 or more	Confused (as the spell <i>confusion</i>) for 1d6 rounds. -10 on Listen, Search, and Spot checks.

A creature with the blindsight ability is doubly affected (double all rolled results), due to the pounding vibrations and loud noises caused by the heavy rain.

Material Components: Crushed turquoise dust worth 200 gp.

Detect Dragon

Divination

Level: Dragon 5

Components: V, S, M

Casting Time: 1 standard action

Range: 100 ft.

Area: Cone-shaped emanation

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds dragons. After you cast this spell, at any time you can concentrate to detect dragons. This spell detects dragons that are polymorphed

or otherwise disguised. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of dragon auras.

2nd Round: Number of dragon auras in the area and the strength of the strongest dragon aura present. If the strongest dragon aura's strength is "overwhelming" (see below) and the strength is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each aura. If an aura is outside your line of sight, you discern its direction but not its exact location.

Aura Strength: it's a dragon's Hit Dice determines the strength of the its aura.

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Length Aura Lingers: How long the aura lingers depends on its original strength.

Strength	Hit Dice
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

Note: Each round, you can turn to detect things in a new area. This spell can penetrate light barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt are enough to block it.

Diamond Bonds

Conjuration (Creation) [Earth]

Level: Wok 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Any creature

Duration: 1 day/level; see text

Saving Throw: See text

Spell Resistance: See text

This spell causes a cord made of diamond to come into being and wrap around the target creature, immobilizing it. The target takes a -4 penalty to AC, loses all positive



Magic

Dexterity modifiers to initiative and AC, cannot cast spells with somatic components, and cannot attack with physical weapons (except breath weapons).

Once the target is wrapped in the diamond bonds, it must make a successful Will save or its Intelligence attribute is temporarily reduced to 1. The caster can *command* this creature (as the spell) at will.

Each day, the subject's Intelligence returns to its normal value and it may attempt a Reflex save or an Escape Artist check (DC equal to spell DC) to wriggle free of the *diamond bonds*. If this attempt fails, the subject needs to again attempt a Will save to avoid the temporary Intelligence loss and *command*.

If the creature escapes its bonds while its Intelligence is 1, lost Intelligence returns at the rate of 1 point per day.

Discern Class

Divination

Level: ArW 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round you can concentrate on one subject. You know the subject's basic character class (adept, arcane warrior, barbarian, bard, cleric, and so forth). If the subject has more than one class, the spell alerts the caster of this fact. The caster discerns one class per round of concentration, starting with the subject's highest-level class. The spell does not reveal the subject's alignment, prestige classes (if any), or race. You may concentrate on a different subject each round.

Dolphin's Leap

Transmutation

Level: Sor/Wiz 2, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature is able to swim like a dolphin and leap high into the air from the water. This spell grants a +10 enhancement bonus to Jump and Swim checks. It also grants the subject a swim speed equal to double his normal land rate.

Arcane Material Component: A tooth, or a vial of breath, from a dolphin.

Dust Devil

Conjuration (Creation) [Air, Earth]

Level: Wok 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cylinder (10-ft. radius, 20 ft. high)

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

A swirling vortex of air and dust hampers all creatures within the area. A creature affected by the *dust devil* takes a -4 penalty on attack rolls and a -4 circumstance penalty to AC. A -2 circumstance penalty applies to each Listen check made within the *dust devil's* effect, and all flying movement through the area is reduced to half speed. At the end of the duration, the dust and winds settle, leaving no aftereffects.

Material Components: A pinch of dust and a small wand.

Elemental Ball

Evocation [See text]

Level: Sor/Wiz 3, Wok 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An explosion of metal, stone or wood (your choice) fragments deals 1d6 points of slashing (metal or wood) or bludgeoning (Stone) damage per caster level (maximum 10d6) to every creature within the area. Objects in the area also take this damage. The explosion creates almost no pressure. This spell creates one elemental effect that the caster must choose when she learns the spell (metal, stone, or wood). The caster may learn this spell multiple times, each time with a different element.

As with *fireball* (to which this spell is related), you point your finger and determine the range (distance and height) at which the *elemental ball* is to burst. A small, glowing bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, explodes into the *elemental ball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage,



Magic

such as through an arrow slit, you must “hit” the opening with a ranged touch attack or else bead strikes the barrier and explodes prematurely.

This spell is of the earth, metal, or stone type, as appropriate.

Material Components: *Metal:* A metal bearing and some iron filings. *Stone:* A small pebble and some lichen. *Wood:* A tiny acorn and peat moss.

Elemental Bolt

Evocation [See text]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of a particular element blasts from your fingertips and strikes its target, dealing 1d4+1 points of that element’s type of damage. The bolt strikes unerringly, even if the target is engaged in melee combat and or has full concealment or less than full cover. Specific parts of the creature cannot be singled out. This spell cannot damage inanimate objects.

This spell creates one elemental effect that the caster must choose when she learns the spell (air, fire, earth, metal, water, or wood). The caster may learn this spell multiple times, each time with a different element.

This spell is of the appropriate elemental type.

For every two caster levels beyond 1st, you gain an additional bolts: two at 3rd level, three at 5th, four at 7th, and the maximum of five bolts at 9th level or higher. If you shoot multiple bolts, you can have them strike a single creature or several creatures. A single bolt can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Elemental Globe

Conjuration (Creation) [See text]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One elemental globe

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a small globe of one element at the target. You must succeed on a ranged touch attack to hit your target. This spell creates one elemental effect that the caster must

choose when she learns the spell (air, fire, earth, metal, water, or wood). The caster may learn this spell multiple times, each time with a different element. The globe deals 1d3 points of the selected element’s damage per level (maximum 4d3).

This spell is of the appropriate elemental type.

Elemental Orb, Greater

Conjuration (Creation) [See text]

Level: Clr 7, Sor/Wiz 6, Wok 6

Range: Medium (100 ft. + 10 ft./level)

Target: Up to ten creatures, no two of which can be more than 30 ft. apart

You launch a large orb of one elemental type toward your target, dealing 4d6 points of the appropriate elemental damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, you gain an additional orb: two at 3rd level, three at 5th, four at 7th, five at 9th, six at 11th, seven at 13th, eight at 15th, nine at 17th, and the maximum of ten orbs at 19th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll your attack, check for spell resistance, or roll damage. This spell creates one elemental effect that the caster must choose when she learns the spell (air, fire, earth, metal, water, or wood). The caster may learn this spell multiple times, each time with a different element.

This spell is of the appropriate elemental type.

Elemental Orb, Lesser

Conjuration (Creation) [See text]

Level: Clr 2, Sor/Wiz 1, Wok 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two of which can be more than 20 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You throw an orb of one elemental type toward your target, dealing 1d6 points of the appropriate elemental damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels, you gain an additional orb: two at 3rd level, three at 5th, four at 7th, five at 9th, and the maximum of six orbs at 11th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll your attack, check for spell resistance, or roll damage.



Magic

This spell creates one elemental effect that the caster must choose when she learns the spell (air, fire, earth, metal, water, or wood). The caster may learn this spell multiple times, each time with a different element.

This spell is of the appropriate elemental type.

Elemental Summons I

Conjuration (Summoning) [See text]

Level: Clr 4, Sor/Wiz 4, Heart of Fire 4

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level +1 (2 rounds minimum unless dismissed) (D)

Saving Throw: None

Spell Resistance: No

This spell summons an elemental (typically from an element that is closely related to the caster). It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Elemental Summons table. Unless otherwise stated, you can choose which kind of

elemental to summon, and you can change that choice each time you cast the spell. Information on these creatures can be found in the *MM* or in Chapter 8: Monsters.

A summoned elemental cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Elementals cannot be summoned into an environment that cannot support them (for example, a fire elemental cannot be summoned underwater, and a wood elemental cannot be summoned in an active volcano).

When you use an *elemental summons* spell to summon an air, earth, fire, metal, water, or wood elemental, it is a spell of that type. For example, *elemental summons I* is an air spell when cast to summon a small air elemental.

Arcane Focus: A small bag filled with the appropriate element (dirt for an earth elemental, coal for a fire elemental, and so forth).

Elemental Summons II

Conjuration (Summoning) [See text for *elemental summons I*]

Level: Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *elemental summons I*, except that you can summon one elemental from the 2nd-level list or 1d3 elementals of the same kind from the 1st-level list.

Elemental Summons Chart

1st Level		3rd Level		5th Level	
Air Elemental, Medium	Air	Air Elemental, Huge	Air	Air Elemental, Elder	Air
Earth Elemental, Medium	Earth	Earth Elemental, Huge	Earth	Earth Elemental, Elder	Earth
Fire Elemental, Medium	Fire	Fire Elemental, Huge	Fire	Fire Elemental, Elder	Fire
Metal Elemental, Medium	Metal	Metal Elemental, Huge	Metal	Metal Elemental, Elder	Metal
Water Elemental, Medium	Water	Water Elemental, Huge	Water	Water Elemental, Elder	Water
Wood Elemental, Medium	Wood	Wood Elemental, Huge	Wood	Wood Elemental, Elder	Wood
2nd Level		4th Level			
Air Elemental, Large	Air	Air Elemental, Greater	Air		
Earth Elemental, Large	Earth	Earth Elemental, Greater	Earth		
Fire Elemental, Large	Fire	Fire Elemental, Greater	Fire		
Metal Elemental, Large	Metal	Metal Elemental, Greater	Metal		
Water Elemental, Large	Water	Water Elemental, Greater	Water		
Wood Elemental, Large	Wood	Wood Elemental, Greater	Wood		



Magic

Elemental Summons III

Conjuration (Summoning) [See text for *elemental summons I*]

Level: Clr 6, Sor/Wiz 6, Metal 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *elemental summons I*, except that you can summon one elemental from the 3rd-level list, 1d3 elementals of the same kind from the 2nd-level list, or 1d4+1 elementals of the same kind from the 1st-level list.

Elemental Summons IV

Conjuration (Summoning) [See text for *elemental summons I*]

Level: Clr 7, Sor/Wiz 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *elemental summons I*, except that you can summon one elemental from the 4th-level list, 1d3 elementals of the same kind from the 3rd-level list, or 1d4+1 elementals of the same kind from a lower-level list.

Elemental Summons V

Conjuration (Summoning) [See text for *elemental summons I*]

Level: Clr 8, Sor/Wiz 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *elemental summons I*, except that you can summon one elemental from the 5th-level list, 1d3 elementals of the same kind from the 4th-level list, or 1d4+1 elementals of the same kind from a lower-level list.

Elemental Summons VI

Conjuration (Summoning) [See text for *elemental summons I*]

Level: Clr 9, Sor/Wiz 9, Heart of Fire 9, Metal 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *elemental summons I*, except that you can summon 1d3 elementals from the 5th-level list, 1d4+1 elementals of the same kind from the 4th-level list, or 1d6+1 elementals of the same kind from a lower-level list.

Hawk's Eye

Transmutation

Level: Sor/Wiz 2, Wok 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature is able to see minute details from a very far distance. The spell grants the subject a +8 enhancement bonus to Spot checks in daylight. It also increases the recipient's vision by four times its normal range.

Arcane Material Component: A feather from a hawk.

Magic Dagger

Transmutation [Metal]

Level: Sor/Wiz 1, Wok 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Up to three daggers touched

Duration: 10 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You can transmute as many as three daggers, each of which can be no larger than 1 foot in length, so that they strike with greater force when thrown. Their range increments are increased to 20 feet. This spell also gives each dagger a +1 enhancement bonus on attack rolls and a +2 enhancement bonus on damage rolls. The daggers deal double damage to outsiders.

Mud

Conjuration (Creation) [Earth, Water]

Level: Drd 1, Wok 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft. radius

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

This spell covers the ground with a layer of thick mud. At the beginning of its turn, each creature in the area must make a successful Reflex save or its movement is halved for 1 round while it remains within the area of effect. A creature can attempt to move at normal speed with a DC 10 Balance check; failure means it falls in the mud and cannot move that round.

Material Component: A small ball of mud.

Mustang's Speed

Transmutation

Level: Sor/Wiz 2, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Magic



Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes faster and harder to hit. The spell doubles the subject's movement rate and grants him a +4 dodge bonus to AC.

Arcane Material Component: A few hairs, or a pinch of dung, from a horse.

Noble Aura

Abjuration [Good]

Level: Noble 7

Components: V, S

Casting Time: 1 standard action

Range: Self

Targets: One creature/level in a 20-ft. radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A powerful noble radiance surrounds the subjects, protecting them from attacks and granting them resistance to spells. The warded creatures become inspired to nobility and benefit from being near the caster.

This abjuration provides the following benefits to those within the area (including the caster):

- Each subject gains +4 deflection bonus to AC and a +3 resistance bonus to saves.
- Each subject can let out a battle cry that grants the subject a +2 morale bonus to one attack roll; if this attack hits, the subject gains a +2 morale bonus on the damage roll as well. This ability can only be used one time per subject for the spell's duration.
- The subjects gain SR 25.
- The abjuration blocks possession and mental influence, just as *protection from evil* does.



Magic

Otter's Claw

Transmutation

Level: Sor/Wiz 2, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell changes the creature's hands (or front paws) into webbed claws. The transmuted creature gains two claw attacks per round. These attacks do not provoke attacks of opportunity. The webbed claws grant a +4 enhancement bonus on Swim checks and deal damage according to the creature's size.

Size	Base Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	6d6

The subject cannot cast spells with somatic components while this spell is in effect.

Arcane Material Component: A few hairs, or a tooth, from an otter.

Puff

Evocation [Air]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of swirling air projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of air damage (bludgeoning).

Ray of Dirt

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0, Wok 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

A ray of blinding dirt projects from your pointing finger. You must succeed on a ranged touch attack to hit with the ray. Creatures with 4 or fewer Hit Dice that are struck by the ray are dazed by the onslaught. Creatures with 5 or more Hit Dice are not affected. Dazed creatures receive a -1 penalty on attack rolls for the next round.

Ray of Dust

Evocation [Earth]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A ray of choking dust projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of bludgeoning damage.

Raven's Glide

Transmutation

Level: Sor/Wiz 2, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature is able to glide. The recipient of this spell sprouts feathers from its arms or forelimbs and is able to glide at a speed of 60 feet with a maneuverability



Magic

of clumsy. This spell does not allow the creature to fly, only to control the direction and distance it travels during a fall. A creature using *raven's glide* descends at a rate of 20 feet per round until it lands.

Arcane Material Component: A few feathers from a raven.

Repel Undead

Abjuration

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF, F

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

An invisible barrier holds back undead. An undead creature with Hit Dice less than one-third your level cannot penetrate the barrier. An undead with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds a Will save. Even so, crossing the barrier deals 4d6 points of damage to the creature, and pressing against the barrier causes the undead to back away from its positive energy.

Ruby Shackle

Conjuration (Creation) [Earth]

Level: Wok 4

Target: One living creature

This spell functions like *amethyst chain*, except that the ruby shackles have a hardness of 2/caster level and 20 hit points.

Shrapnel

Evocation [Metal]

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex halves

Spell Resistance: Yes

You cause a small burst of metal filings to explode with great force in a 20-ft.-radius. All targets within the area of effect must make a successful Reflex save for half damage; failure indicates the targets take full damage. The burst deals 1d2 points of slashing damage per level (maximum 4d2).

Material Component: A handful of metal filings.





Magic

Skelfer's Reckoning

Abjuration

Level: Wiz 9, Entropy 9

Area: All magical effects and magic items within a 30-ft.-radius burst.

This spell functions as *mage's disjunction*, except that the area is smaller and that it also shatters all spell foci within a 3-mile radius (no save).

Slow Dragon

Transmutation

Level: Dragon 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One dragon

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The affected dragon moves and attacks at a drastically slowed rate. Slowed dragons can take only a partial action each turn. Additionally, they suffer -2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. Slowed dragons jump half as far and fly half as fast as normal. Additionally, the dragon's spell resistance, if any, is reduced by 1 point per caster level.

Smite Undead

Transmutation

Level: Clr 3, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

After casting this spell, your melee attacks are bolstered with positive energy. On your next successful attack against an undead creature, this positive energy deals an additional 1d8 per caster level (maximum 10d8) points of positive energy damage. This effect remains until it is discharged or the spell expires, but can only be used to bolster the next successful attack.

Smite Undead, Mass

Evocation

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal



Effect: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex (half)

Spell Resistance: No

All undead in a 30-foot radius take 5d8 + your caster level (maximum +20) points of damage as a spire of positive energy engulfs them.

Material Component: Any melee weapon.

Snake's Strike

Transmutation

Level: Sor/Wiz 2, Wok 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

The transmuted creature can make a poisonous bite attack. This spell gives the creature temporary venom sacks and hollow fangs with which to inject the poison.



Magic

The fangs deal 1d4 points of damage by injecting a poison into the victim (DC = the spell's DC; Initial Damage: 1d4; Secondary Damage: 1d4 temporary Strength).

Arcane Material Component: A fang or venom sack from a small venomous snake.

Spell Turning, Lesser

Abjuration

Level: Sor/Wiz 4, Entropy 4

Components: V, S

This spell functions like *spell turning*, except that it turns from four to seven spell levels (1d4+3).

Steadfast Charm

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 7, Esteem 7

Target: One humanoid creature

Duration: Permanent

This spell functions as *charm person*, except that the duration is permanent.

Steadfast Charm, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 9, Esteemed 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: 1 humanoid creature/level in a 30-ft. radius

Duration: Permanent

This spell functions as *charm person*, save that it affects multiple targets and the duration is permanent.

Time Stop, Greater

Transmutation

Level: Time 9

Duration: 1 rounds/3 levels (apparent time); see text

This spell functions as *time stop*, save that the duration is longer.

Uvae's Durable Dome

Evocation [Force]

Level: Miner's Sense 4

Components: V, S

Casting Time: 1 free action

Range: Close (25 ft. + 5 ft./level)

Effect: 10-ft.-diameter sphere, centered on a creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

This spell is often used to protect miners from cave-ins. A globe of force encloses a group of creatures, provided they are small enough to fit within the diameter of the sphere. The sphere contains its subjects for the spell's

duration so that a rescue party may dig them out. The sphere does not move with its inhabitants. This spell can be triggered with a mere utterance as a free action and counts towards the normal limit of one quickened spell per round. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, a *disintegration* effect, or a targeted *dispel magic*. These destroy the sphere without harm to the subjects within. Nothing but filtered, breathable air can pass through the sphere, inside or out, allowing the subjects to breathe normally and protecting them from harmful gas effects.

Uvae's durable dome is a highly revered spell and is not to be wasted for any other purpose than the rescue of people trapped by a cave-in or other similar situation. When cast out of context (not during a cave-in), the caster's deity is likely to be displeased and may require the caster to explain their actions or face retribution.

Waft

Transmutation

Level: Drd 0, Wok 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One unattended object weighing up to 1 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You point your finger at an object and cause a light breeze to pick it up and move it at will from a distance. As a move action, you can propel the object as far as 10 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Wolf's Sight

Transmutation

Level: ArW 2, Sor/Wiz 3, Wok 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell functions like *darkvision*, except that the creature is also able to see in color.

Arcane Material Component: A few hairs, or a pinch of dung, from a wolf.



Chapter 4: The Kingdom of Blackmoor

Blackmoor is a harsh land to call home. For centuries it has remained a lightly settled frontier, full of death and despair but rich with natural resources and profitable opportunities. Those who brave its hazards understand that such opportunities come at a high price. Blackmoor is home to strange magic and even stranger creatures. Malicious raiders and worse horrors wipe out entire towns. Though life in Blackmoor is trying at times, it is an exciting place, full of adventure. Those brave souls who survive in the North will be heralded as heroes by its people.

This chapter describes life in Blackmoor, covering major aspects of day-to-day existence in the cities and towns that characters may encounter during their adventures. Feel free to modify or extend any of the ideas presented here to better fit your campaign.

An Abbreviated Timeline of Blackmoor's History

0	Thonia founded. Emperor Robert I founds Blackmoor, which in turn becomes the first port and castle in North.	500	Worshippers at the Temple of Id prepare for conquest. The forces of Blackmoor mount a pre-emptive surprise attack. As a result, the Temple is destroyed.
		500-525	Uberstar founds Great Mines in what is today southeastern Blackmoor.
		700	First Unwanted begin to settle along Misauga River. A second group of Unwanted begin to settle along the coast founding the towns of Robinsport, Hanford and, Silverbell. Port Dacoit is founded by a group of pirates.
		725	After a minor political upheaval in Thonia, 10 noble families leave to join Unwanted in the west.
		805	Oktagern is founded by House Degern. Power hungry wizards begin to press for power.
		815	The Mage Wars begin.
		886	Skelfer Ard discovers the Spell Focus.
		894	Skelfer returns to Archlis finding it destroyed.
		896	Skelfer's Sojourn begins. The Mage Wars come to an end.
		900	End of Skelfer's Sojourn.

The Kingdom of Blackmoor

910	The Wizards' Cabal is officially founded and begins teaching its first class.	<i>Autumn</i>	Campaign of harassment engaged by Thonian forces.
925	Thonia expands its borders to the Misauga River.	<i>Winter</i>	Duchy of Ten decides to withdraw. Thonian forces begin counter-offensive. Northern Lords send a token force and the Peshwah send their whole cavalry.
<i>Summer</i>	The Duchy of Ten is founded and the construction of Starmorgan begins. Ten starts to raid Thonian territory beyond the Misauga River. Menander Ithamis becomes lord of Ringlo Hall.	998	Elven adventurers successfully take Blackmoor. The orcs are driven to the 10 th level dungeon. The Great Svenny slays Funk the First. Svenny later rebuilds his Freehold deciding to steer clear of Blackmoor politics.
970	The Realm of the Egg is noticed for the first time.	998-999	Nomads and Tenian allies from the Plains of Hak repulsed by Svenny and "the Sniders". Marfeldt loots the Merchants' Guild of Maus.
985	Uther Andahar born. Baron of Blackmoor Alveraz killed in a surprise attack by barbarians.	1000	Accession of the child-Emperor Iyx I. Afridhi start their eastward march under Toska Rusa. Svenny begins building the dungeons of Vestfold and is declared "Protector of the Faith".
994	Marfeldt the Barbarian begins his legendary rampage through the Peaks.	1001	Earldom of Vestfold eliminated, although Vestfold remains the centre of northern politics. A Council of Regents decides policy, then led by "Co-Regent" Bakura. Bishop "Carr" possibly succeeded by Garamond Bolitho. Sildonis cleans out "Pete's Place", becomes the new Wizard of the Wood. Blue Rider made town constable.
995	First Coot Invasion of Blackmoor. Blackmoor City is heavily damaged in the battle requiring massive repair. Blackmoor rebuilt.	1002	Afridhi overrun the Vales.
996	Willem of the Heath picks up armor and weaponry from Blackmoor Dungeon and becomes the Blue Rider. Battle against two towers of wizardry, giant vultures in "six hills" of Wolf's Head Pass. Svenny, Bishop Carr, Blue Rider, and Mello build Freehold to guard said Pass. Svenny takes command of small force of 30 men and defeats the Skandaharians at Wolf's Head pass.	1003 <i>Winter</i>	Afridhi make the Vales a province. Afridhi begin to move through the Plains of Hak.
997	Large-scale invasions by the Egg and its former servant, the "Ran of Ah Fooh".	1005	Uther's father killed in battle against Skandaharians. Uther then becomes Baron of Blackmoor. Ten invades the North and are defeated by Uther Lake Berne.
<i>Spring</i>	Invasion begins in earnest. Glendower, Wizard of Wood, Dwarves of the Mines are first to support Earl of Vestfold. Svenson's Freehold sacked for the first time. The second siege of Blackmoor by the Egg takes place. Most of the Castle's leadership is slain, the Castle itself falls within a week. The Orc-King Funk I, with his Grand Army, controls Blackmoor Castle ruling all orcs from its dungeons.	1005 <i>Winter</i>	Afridhi reach Ten.
<i>Summer</i>	The northern Barons regroup. Bramwald and her Dwarf allies rally to the side of Thonia, with reinforcements from outside (starting with Archlis). The evil forces continue their assault on the North's fortified cities. Overconfident, they also launch unprovoked attacks on the southern Peshwah.	1006	Afridhi battle with Ten on field. A succession of sieges begins.
		1007	Blackmoor Castle is subdued enough that the king may reside there again.
		1008	Northern Barons seek Thonian support to allow them to help the Duchy of Ten. This request is denied. Egg invades the North for a third time and is repelled by Uther.



The Kingdom of Blackmoor

- 1013 The Terror in Ten, and first Tenian revolt in reaction.
- 1014 Dwarves complete construction of the Steam Bore.
- 1015 During the first six months of occupation, Thonian temples are burned, and worship of Zugzul declared mandatory. The Peel, Walcheron and, Stuyvesant houses are exterminated. Only Kay and Hubal survive for the house Degern.
Afridhi raid the Barony of the Lakes. Northern Barons aid Han Aleford's raid on Afridhi.
Governor of the North sent to arrest Aleford, but Uther and Timothy Curlytop stop him at Booh.
Uther is chased out of Blackmoor by Thonian forces.
- 1015 Famous Battle of Root River. Epic siege of Bramwald by Orc led by Funk II. Uther retakes Blackmoor without a fight.
Battle of the Neck. 10,000 Afridhi slain in routing the Northern Barons, as they lose an entire wing on the banks of Lake Temperance. Afridhi forced to withdraw.
A large contingent of the docrae escape slavery at the hands of the Afridhi and head north.
The Northern Revolt. "King" Uther is backed by Bascom Ungulian and Han Aleford.
Thonian invasion, is beaten. Han Aleford killed by Thonian cavalry. The Great Svenny is made regent of Lakes.
Rissa Aleford made Baroness of the Lakes.
Battle of Glendower against Egg. The Flying Monk burns forest.
Ithamis designated as the lord of the Northern Elves.
- 1016 Battle of the Downs: Skandahar beaten.
Battle of Blackmoor: Afridhi beaten again.
- 1018 Thonians turned back again in Crystal Peaks, this time they lose heavily.
- 1019 *Summer* Newgate, Dragonia and, Ramshead are founded.
The docrae settle at Booh. Williamsfort stripped of its baron and run from Newgate by the Great Svenny.
- 1020 Wizards' Cabal suppresses sorcerer revolt in Vestfold.

- 1022 Ungulian invades Realm of the Egg; and said to have been captured.
- 1024 *Spring* Uberstar Khazakhum, Regent of the Mines, taken by Orcs of the Black Hand in Crystal Peaks. Lortz Kharnundrum invades their stronghold, fails.
Ungulian returns from the clutches of the Egg of Coot.
6th Dwarf-Orc War begins in Crystal Peaks.
- 1024 *Winter* Dwarf-Orc War spreads to Stormkiller Mountains.
- 1030 – Campaign begins

The Kingdom of Blackmoor

Capital: Blackmoor

Population: 70,000

Government: Monarchy

Religions: All known deities in the Northern pantheon


Imports: Metals, Cumasti crafts, spices

Exports: Furs, hides, grain, vegetables

Alignment: LG, LN

The Kingdom of Blackmoor stretches across a large portion of the North. With its capital in the city of Blackmoor, the realm stretches west all the way to Lake Gloomy, home of the Baroness of the Lakes. To the east, Blackmoor stretches to the North Sea's shores. The southern side of Rat Lake, bordering the Dragon hills, marks the kingdom's southernmost. This broad expanse of land encompasses most of the Westryn realms as well. However, the kingdom of Blackmoor has only limited ties with the Westryn, and Blackmoor does not lay claim to their lands. The Westryn ignore borders and rarely venture beyond their forests.

Blackmoor's reigning government is a monarchy. Blackmoor is a hard land and requires a sturdy and capable leader. Leadership in Blackmoor comes in the form of its king, Uther Andahar. The baron of Blackmoor when it was a part of the Thonian Empire, Uther rejected the Thonian Emperor's mandates to pursue peace with the Afridhi even as they pressed closer to Blackmoor's borders. As the Afridhi forces crossed the Misauga River, Uther rallied his forces and repelled the Afridhi invasion force. The Afridhi suffered heavy losses, forcing them to retreat back across the river —where they remain to this day. In light of Uther's impressive leadership, the region's other barons supported his claim to Blackmoor's throne. They swore fealty to him and his promise to defend Blackmoor from invasion.



The Kingdom of Blackmoor

Currently King Uther controls his lands through a system of baronies.

To avoid continued bloodshed after repulsing the Afridhi, Uther secured peace with Blackmoor's major races. The kingdom of Blackmoor recognizes the sovereignty of the Cumasti, dwarven, halfling, and Docrae nations and landholdings (even those that lay in areas claimed by the kingdom) in exchange for a tight alliance that emphasizes mutual defense and open trade routes. The only major races missing from this alliance are the Peshwah and the Westryn elves. The Peshwah continue to search for their own solution to the Afridhi advances. This search is costly, and rumors say that a Peshwah alliance with Blackmoor is inevitable. The Westryn maintain no animosity or belligerent intentions toward the North's other races, but they prefer to stay neutral as they are mired in their own conflicts.

The Regency Council

The Blackmoor Regency Council manages the North's intricate alliance. One representative from each allied race sits on the council, along with some luminaries from Blackmoor's academic circles. Each major culture sends a group of potential council members to the king so that he may handpick his advisors. Many appointees adventured and fought alongside the king and have earned these esteemed positions because of their abilities and proven loyalty. Uther trusts the council completely. In fact, he has ordained that the Regency Council shall take control of his kingdom should something untoward befall him.

While the council is meant to provide an open forum for all participants to air grievances and create or rescind legislation, the king has the final say on the council's actions because of his strong bond of trust with the membership. The other races place high value on his leadership and his wisdom and have come to view him as their honorary leader.

Listed below are the council's current members and their respective positions in Blackmoorian politics.

Members of The Regency Council

Svenson	Baron of Newgate
Menander Ithamis	Lord of the Cumasti
Uberstar Khazakhum	Dwarven Regent of the Mines
Timothy Curlytop	Regent of the Halflings of the Northern Marches
Sildonis	Spellwise of the Wizards' Cabal

Fletcher William

Svale Highfellow

Dean of the University of Blackmoor

FreeKeeper of the Docrae

Baronies in Blackmoor

Blackmoor's powerful barons are responsible for maintaining peace as well as expanding Blackmoor's borders by further settling the frontiers. The Thonian emperor originally established the baronies to encourage nobles to leave their established lands and settle the northern wilderness of Blackmoor. Settling such a wild area proved a considerable — and often deadly — task. After many decades, the seeds of infrastructure planted by those first barons have begun to mature. While Blackmoor is still considered a frontier, some areas show considerable growth and robust economies.

The barons are charged with collecting taxes, encouraging trade, and expanding their lands through the growth of settlements along the frontier. In exchange for this service, the barons are awarded large pieces of land and the right to rule in their regions. The barons raise and maintain armies to assist in this effort. The baronies and their leaders are listed below.

Blackmoor's Current Baronies

Newgate	Great Svenny
Glendower	Bascom Ungulian
The Lakes (South Pim)	Rissa Aleford
Dragonica	Peshwan na Shepro
Archlis	Wolper Gannet
Maus	Piter Rall
Bramwald	Bram Tagus

Uther's Decree

When Uther Andahar became Blackmoor's king, he issued a decree to the region's nobles. Because of the dangers of living on a frontier, Uther and the Regency Council mandated that all nobles of all races loyal to Blackmoor are required, upon reaching maturity, to spend five years traveling throughout the land in service to their people. Only after a noble completes this test, called "validation," can she assume power.

The decree was designed to encourage communication between traveling nobles of different races, and it serves as a rite of passage into nobility's upper echelons. This decree has an interesting effect — it is responsible for keeping the nobility's growth to a negligible amount, as many have proven unable to survive for even five short years in Blackmoor's wilds. Those who do survive are

The Kingdom of Blackmoor

much wiser for it and become well known as strong and reputable leaders. Uther is praised for this decree and for providing the common folk with such ready access to their future leaders of Blackmoor. The Peshwah and Westryn mock and ignore this order, as they have their own rites of passage. They see the test as weak and pathetic since no real danger comes to those who travel carefully out of harm's way.

Life in Blackmoor

City Life

A typical Blackmoorian city resident is a hard-working laborer. With the frontier's land-owning opportunities, many Thonians left their homes to settle Blackmoor and increase their wealth through the land's rich lumber and natural resources. Blackmoor's harsh winter sent many of these immigrants into the cities where they now serve nobles or assist in the local economy as merchants, barkeepers, or entertainers.

Many skilled craftsman also inhabit Blackmoor's towns and cities. In the largest cities, craft guilds require such craftsmen to obtain membership in order to practice their trade. These guilds charge administrative fees to the craftsmen; in exchange, they prevent non-guild craftsmen from taking work in the area and thus competing with the

members. Some cities employ local craftsmen to expand the settlement's defenses as well as build homes and shops.

Wooden houses are common in Blackmoor. These dwellings are often roofed with slate shingles, but may be crafted of lesser materials depending on the proximity to the frontier and the flow of trade through the region. Homes are built in very proximity to each other, with just a few feet of space separating them. A typical Thonian's home is populated by his immediate, and sometimes extended, family. An entire family often serves a single noble. Such a family may be housed within servants' quarters on the noble's estate.

One of the challenges facing city-dwellers in Blackmoor, and one which they can unfortunately do little to alleviate, is the frequent shortage of goods. Supply and trade routes are long and dangerous in the North, and orc and beastman raiders destroy or steal goods bound for cities. In Blackmoor's most remote regions, these raiders also attack outlying farms; these raids have caused extreme food shortages on more than one occasion. Entire cities depend on the success of a single crop in order to feed the populace. Most cities have a network of rural farms that provide their produce and livestock. Should these resources fail, the community's survival is jeopardized.

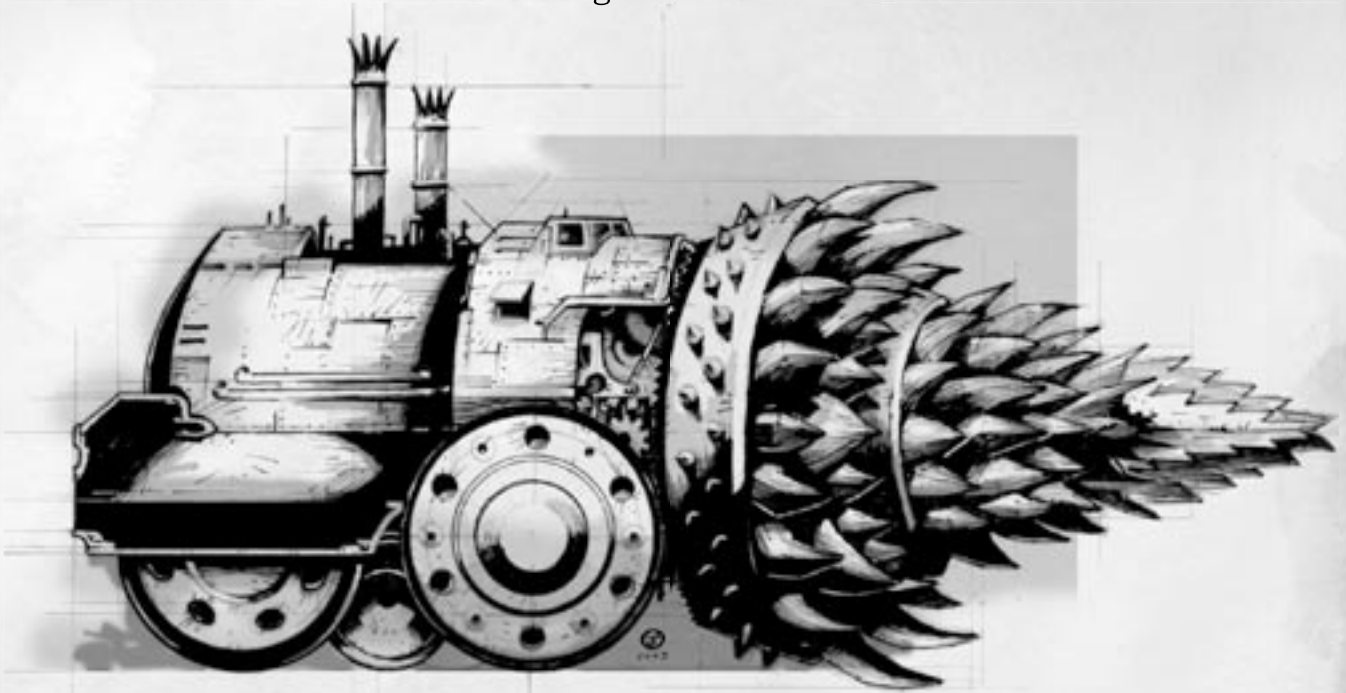
For protection, most cities keep a small complement of warriors under the local baron's command. Larger forces garrison some border settlements. The taxes a city raises are used to better fortify and protect the settlement with new walls or small keeps, as well as to maintain the warriors and guards. By royal decree, each baron must improve the city's defenses in any year in which the community shows a profit.

Education

Extended formal education on a frontier like the North is uncommon. Education's particulars are left to cultural demands. Elves, dwarves, and halflings all provide formal education for their children as they mature as part of their social contracts. Humans, the most recent inhabitants of Blackmoor, put little emphasis on education. Many villagers rely on travelers and wandering clerics to teach them the most basic skills of reading and writing. Some barons provide minimal education to the children in their lands. A barony's warriors often trade portions of their pay for formal education. Those who live in cities can send their children to the local temple of Odir for edification. While not complete in any sense, this jumbled schooling leads to a reasonably educated, literate populace.



The Kingdom of Blackmoor



Education for the nobility is much more extensive. Nobles are taught geographical and political subjects, as well as foreign languages and the customs of the land's various cultures. Nobles also receive basic combat training so they can participate in their holdings' defense. This education is designed to prepare them to occupy their positions in a dignified and effective manner.

University of Blackmoor

The University of Blackmoor provides a home for scientists and researchers to continue their studies alongside the more traditional history and humanities. The University's libraries are expansive, but pale in comparison to their counterparts in the Thonian Empire. The majority of the University's students are of noble background or are the children of prosperous merchants. The rest are from various allied races and lower class individuals. Most hail from the immediate region, but others travel from far away to learn the fine skills of clockwork engineering or the sciences of alchemy, biology, and physics. Fletcher William oversees the University of Blackmoor and prevents the students from causing trouble in the city. He also informs the king of new discoveries made at the University.

Life on the Frontier

By far the most dangerous place to live in Blackmoor is the rural frontier. Those who seek to become landowners risk their own lives, and the lives of their families, in the wilds. The frontier is saturated with monsters and undead horrors that frighten away all but the most stubborn or

bravest settlers. Some frontiersmen are able to establish quick settlements with other like-minded individuals. Barons and local temples subsidize these settlements with horses, tools, and materials. Nobles seeking appointment often sponsor settlers in an effort to expand their own lands and to garner favor with the king.

The typical frontier inhabitant lives in a log cabin or thatched hut, homes that can be built swiftly so that the inhabitants may focus on other matters. Settlers sponsored by a temple quickly build shrines for protection before they build permanent shelters.

Life on the frontier is a daily struggle for survival. Constant raids reduce the numbers of settlers, as does the search for food. Hunters find plenty of food for their families, but are likely to encounter trouble with the beasts and monsters that share the land's resources.

If a rural settlement grows to a population of thirty and shows promise, a baron may grant the settlement an official name and appoint the founder as the settlement's sheriff. The baron provides the new sheriff with a small complement of warriors to help protect it's the village's continued growth. Though still a dangerous task, frontier settlement can be a tempting mechanism change in a common Thonian's life. Each year many such settlements are founded, but most are destroyed before they can establish a foothold.

The Kingdom of Blackmoor

The Blackmoorian Calendar

The North holds to Blackmoor's Royal Calendar, also known as the King's Calendar or Uther's Calendar. The Blackmoorian year consists of twelve months, with between 28 and 32 days in each month. These days are separated into ten-day increments called "tendays." The months of Uther's Calendar, with their equivalent Gregorian calendar months, are as follows.

Blackmoorian Month	Gregorian Month	Days per Month
Asum	January	32
Chrislina	February	28
Yovenouom	March	30
Nuol	April	30
Kavain	May	32
Tihumia	June	30
Fukakas	July	32
Kuilan	August	30
Dumimia	September	30
Eaiwe	October	32
Hotien	November	30
Jekumal	December	32

Asum: The first month of the year is cold and offers little sunlight. Long-distance trade grinds to a halt due to heavy snowfall and snow-choked roads around Blackmoor. This is a quiet month of reflection and time with family since snow covers the fields and the weather is too cold for war.

Chrislina: Those who enjoy recreation in the snow take advantage of this month. Occasional snowstorms threaten the region, but the average temperature is higher, and people leave their homes, readying themselves for spring.

Yovenouom: This month marks the end of winter and the beginning of spring. Cold winds blow the last clouds away, and the days grow brighter and warmer.

Nuol: Spring comes into full bloom. Fields have been turned; rain falls in sheets, and the planting begins. Adventuring companies begin their exploits, and armies rally for coming battles.

Kavain: The crisp spring mornings warm as the sun rises over the horizon earlier and earlier each day. The growing season is fully underway, and merchants travel the road to deliver much-needed goods to the North's far-flung corners.

Tihumia: Armies fall on each other. Bandits shake off the winter's chill and the spring's dampness. Now is the time of the sword-for-hire: merchant caravans need to be protected, as do traveling nobles who venture away from their winter homes.

Fukakas: Uncomfortably hot days followed by muggy nights are the norm. Adventures, trading, and intrigue are at their highest during this part of the summer. Plagues begin to strike larger towns as more people come and go from the cities, inadvertently spreading disease.

Kuilan: The heat of summer quickly cools off toward the end of this month. Harvesting begins as mercenaries, merchants, and adventurers conclude their summer travels.

Dumimia: Autumn officially begins. Armies recede back to their homelands to stand down and assist with the final crop harvests, noble children are sent off to academies to begin their lessons, and merchants tally their profits from the year's trading.

Eaiwe: Leaves change colors as the cold north winds drive across the land. Adventurers are left alone on the roads, while merchants meet with fellow guild members and scheme about the next year's trading.

Holiday	Date
Kissing Day	Chrislina 16
Spring Equinox	Yovenouom 21
King's Day	Nuol 6
Remembrance	Kavain 3–4
Ascendance	Kavain 24–26
Summer Solstice	Tihumia 22
Ten's Day	Fukakas 10
Merryweather	Kuilan 26
Autumn Equinox	Dumimia 24
Spirit Eve	Eaiwe 14
Star Fall	Hotien 30
Winter Solstice	Jekumal 25

Hotien: Overcast skies and cold rain meet increasingly shortened days. Mercenaries find warm inns and safe

The Kingdom of Blackmoor

taverns, brave bards and minstrels make their final seasonal rounds to tell the year's tales, and adventurers mourn their losses and count their gains.

Jekumal: The final month of the year sees winter's bite grab hold of the North. The year has been long, and the peoples that call the North their home have lived to see snow blanket the land again.

Holidays

The North has many holidays, but those that are commonly shared by all races and castes are special times to rejoice. The following are common holidays that all people in the North celebrate; only the cruelest landowners would force their serfs to work on these days.

Kissing Day (Chrislina 16): It is said that Blackmoor's nobles founded Kissing Day as a custom observed at the first party of the New Year. The custom of kissing one another on this day first carried over to the peasant populace and then to other races that found it to be a charming custom. On this day, people dress in colorful clothes and extravagant masks and head outside for citywide

street parties all over the North. At the stroke of midnight, but more often much earlier, complete strangers take off their masks and kiss each other. Rumors say that kings and queens go out in disguise and mingle with the common folk so they too can partake in this festival.

Spring Equinox (Yovenouom 21): Originally one of the four High Druidic Holidays, the Spring Equinox has become a day that all celebrate. On this day, farmers show their prized cattle; nobles purchase large quantities of seeds for the coming farming months, and festivals take place in even the smallest villages. The day after the festival is the

official beginning of the planting and grazing seasons, even though some farmers begin toiling in the fields long before.

King's Day (Nuol 6): This festival honors King Uther's birthday. Tournaments of swordplay and jousting are customary. Nobles from all over the North travel to Blackmoor to participate in or watch the King's Tourney. Following the tournament, a coronation ceremony takes


place as the winners are crowned and inducted into the Friends of the King's Companions, a group of loyal warriors who defend the king and his court and are trained by the original King's Companions. Feasts are common, but so too are murderous intrigues and plots against visiting foreign dignitaries.

Remembrance (Kavain 3-4): This is the most important holiday in Docrae culture. Remembrance marks the day when the first Docrae escaped from the South and headed north. The most spiritual Docrae retrace this route so that the trail remains blazed for those who remain in captivity. Remembrance is marked by a two-day celebration that culminates in a massive feast and a speech by the Docrae FreeKeeper, reminding all to remember

the past and enjoy the present.

Ascendance (Kavain 24-26): A revered and holy time, Ascendance is a three-day religious ceremony for most of the North's religions. High priests are announced, common folk flock to temples, and powerful items of holy might are created. By edicts of the king and temples, no work is performed on these holy days under penalty of imprisonment and a heavy monetary fine. Priests, paladins, and druids observe Ascendance by passing out alms and tending to the starving and sick.





The Kingdom of Blackmoor

Summer Solstice (Tihumia 22): On this second of the four High Druidic Holidays, commoners seek out the fairs and carnivals that spring up in celebration. Games of chance, jousting, and grand demonstrations of magic are commonplace during the festivals.

Ten's Day (Fukakas 10): This is a day of mourning and remembrance to those who fell during the Afridhi invasion of the Duchy of Ten. Thousands of men and women gave their lives to stop the Afridhi hordes on the banks of the Misauga River. This is a day for people to visit the resting places of their departed loved ones. Ten's Day is also a time to swear oaths. Arcane warriors take their vows of fealty to the Wizard's Cabal on this day.

Merryweather (Kuilan 26): Merryweather is the official beginning of the harvest. Much like the Summer Solstice, people gather in town squares and hold games of chance. Knights take to the field for the last jousts of the year. No one works on Merryweather since plenty of hard labor comes over the next few weeks.

Autumn Equinox (Dumimia 24): This is the greatest of the four High Druidic Holidays. When all the crops are reaped and all the cattle brought to auction, druids from across the land travel to farms and villages to bless the fields for the coming year and to thank the gods of nature for all they have granted the peoples of the North. Racial hatreds are set aside on this day so that everyone can relax and bask in the warm feelings of a good year's work. Bards and minstrels make their rounds and tell stories of the year's adventures. Conscripted soldiers are temporarily released from service to spend this day at home with their families for the celebrations and blessings of the druids.

Spirit Eve (Eaiwe 14): This day invites dread. During the time leading up to Spirit Eve, people lock their doors, shutter their windows, and pray to any gods who listens. For on Spirit Eve, the restless and vengeful dead rise from their graves to walk the world of the living. Crowds of travelers huddle in taverns and inns, listening to the ghost stories of war veterans who use undead creatures passing by the windows as visual aids. Children go to bed early, nestled snugly in their blankets away from the ghosts, ghouls, and worse that roam the streets at nightfall. Stragglers left out in the night are never heard from again. When dawn comes, the dead return to their uneasy sleep for another year.

Star Fall (Hotien 30): This is the yearly anniversary of the falling of a great star from the sky. Monks and priests view the Falling as a sign both horrible and splendid. The Peshwah believe that their god Hadeen fell to the realms of man, killed by his own god-brother, Calelrin. Merchant guilds observe this day by renewing contracts or forging new alliances, adventuring groups travel to local constables

and magistrates to renew their adventuring charters, and nobles forge alliances through weddings and pacts on this day.

Winter Solstice (Jekumal 25): The last of the four High Druidic Holidays is also the most widely celebrated holiday in the North. The Winter Solstice is a day of sharing and gift giving. Songs are sung and fires rage in hearths across the North. Children hear wondrous tales of kindly mages who bring presents to good girls and boys, while druids forecast the next year's events by reading omens in the skies. According to Blackmoor's customs, wizards and wokan must take on hopeful apprentices at this time. They also must give free magic shows in the streets for all to see. Normally, wizards find this custom as much fun as the children who delight in the great and colorful explosions in the skies.

Magic in Blackmoor

While magic is a common element of life in Blackmoor, the ability to manipulate it is not. Commoners do not fully comprehend the use of magic and are afraid of it. In an effort to avoid trouble, where common folk may witness them, wizards are very careful to avoid spellcasting, beyond minor tricks and harmless chicanery, unless absolutely necessary. Some spellcasters are not so reserved and must deal with the area's magical authorities if they are caught.

In recent days, the presence of magic-users has led communities to form "sorcerer gangs:" vigilante squads that openly seek and attempt to capture sorcerers and renegade spellcasters. Many magic-users have been carried away during their daily spell preparation and stoned to death on the mere suspicion that they might cause trouble or bring horrid monsters to the area. Magic-users learn that drawing attention often draws trouble as well.

The Wizards' Cabal

With the formation of the Wizards' Cabal, Skelfer Ard determined that one of the organization's responsibilities would be the protecting the populace from harmful or dominating magic. Over the years, its influence has waxed and waned, but today the Cabal dispatches arcane warriors to police various regions and cities in the North. These warriors have the authority of the Cabal and King Uther to regulate and control magic in populated regions. While many still fear magic-users, they respect and welcome arcane warriors and view them as the chief defenders against renegade sorcerers.

The Kingdom of Blackmoor



The Cabal also requires all of their graduates to spend one year serving one of Blackmoor's nobles. This service allows the people to see the mages' work firsthand and makes quite a difference in the populace's perceptions. The people have begun to trust the Cabal's representatives, though they still hold strong fear and prejudice toward those who do not openly belong to that organization. This unfortunate reality causes a number of sorcerers to hide their magical abilities from their families and friends. Many sorcerers deny their abilities completely in an attempt to maintain a normal life. Those who refuse to do so find themselves facing the Cabal's arcane warriors or, worse, inquisitors.

Sorcerer Gangs

In towns where anti-magical sentiment runs high, groups of local townspeople fear magic and hate renegade spellcasters. Calling themselves "sorcerer gangs," these groups search the local areas to find and identify renegades in their midst. These gangs often become ruthless mobs that stone suspected spellcasters to death rather than await the presence of the Cabal's arcane warriors or inquisitors for true identification. Sorcerer gangs are responsible for the deaths of many people, most of whom were not magically inclined at all. The local authorities have different

approaches to these mobs differently. Some ignore such activities or even take part, while others oppose them and jail the offenders for breaking laws and acting without authority.

Merchants and Trade

Merchants conduct open trade throughout Blackmoor's settled regions. Only limited laws exist to regulate commerce, and as long as a merchant pays his taxes he is free to conduct business as he sees fit. While the land boasts a wide range of capable merchants, stores run by the Merchants' Guild are the best stocked, often selling goods that no one else can obtain. While conducting what they consider to be a fair business, the members of the Merchants' Guild have an intricate communication network that allows them to rapidly identify profitable opportunities. These opportunities often come in the forms of adventuring parties who seek treasure and fame. Upon entering a town, many adventurers find the prices increasing as they drag large caches of treasure into the market. Merchants do not openly cheat adventurers, but they have a knack for appraising valuable items, setting exchange rates, and coming up with service fees. Adventurers who disagree with a merchant's appraisal skills are welcome to take items and gems to another

The Kingdom of Blackmoor

town in hopes of a better deal. Local Merchants' Guild stores keep considerable amounts of coin on-hand for such transactions. With such large stashes of gold and silver, local Merchants' Guild stores also serve as banks and lending institutions in smaller towns or on the frontier.

The Merchants' Guild is a wealthy organization that makes considerable profit from its members' knowledge and wares. The guild often hires protectors to guard stores or shipments. The guild is known to use pressure tactics as well as violence to protect their shipping routes and strength in an area. Rumors persist that the Merchants' Guild is actually a front for a strong-arm smuggling ring that takes spoils from Skandaharian raiders and thieves and sells them back to the populace.

Weapons and equipment

The people of Blackmoor are well versed in the ways of combat and have developed a number of effective weapons that are found throughout the land.

Arbir: The arbir is a double weapon with one end that culminates in a spear-like tip and another that ends in a long, curved, sword-like blade. The curved blade deals

1d10 points of damage, and the spear-tipped end deals 1d6. If the spear-tip is set against a charging creature, it deals double damage on a successful hit. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

Arrow, Fire: A fire arrow contains a small amount of a flammable substance that is automatically ignited from friction caused by the arrow being fired. The arrow will not inadvertently ignite until it has been fired. In flight, the flame engulfs the arrow and will inflict an additional 1d6 of extra non-magical fire damage.

Arrow, Storm: Storm arrows contain small amounts of a special material called sparkstone, found only in the Stormkiller Mountains. When combined with alchemical reagents in the arrowhead, the electricity found in sparkstone is dramatically increased. When impacting against a target, a storm arrow inflicts 1d6 extra non-magical electricity damage to the target.

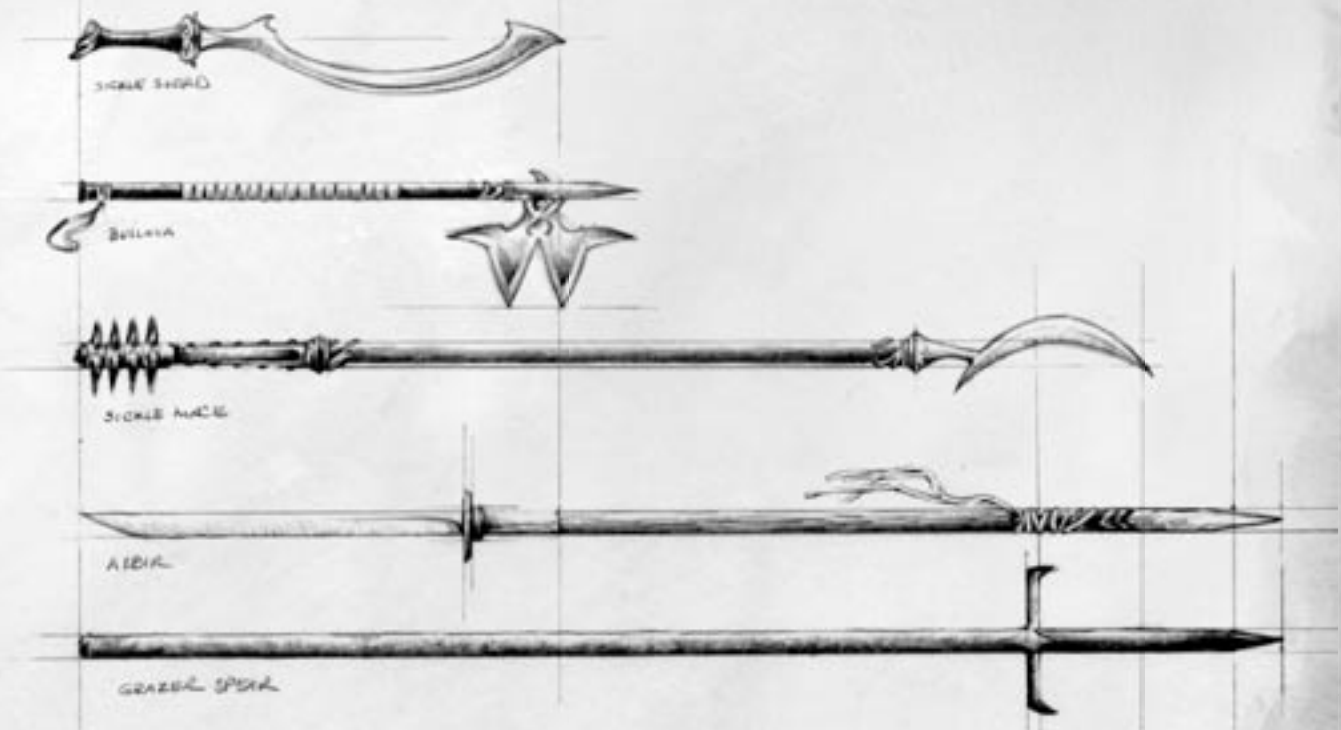
Weapon	Cost ^a	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Exotic Weapons							
Light Melee Weapons							
Dwarven Bayonet*	12gp	1d3	1d4	18-20/x3	-	1 lb.	Piercing
One-Handed Melee Weapons							
Elven Longblade	100 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Sickle Sword*	30 gp	1d6	1d8	18-20/x2	-	6 lb.	Slashing
Two-Handed Melee Weapons							
Arbir††	95 gp	1d6/1d4	1d10/1d6	x2	-	10 lb.	Slashing/Piercing
Bullova	35 gp	1d6	1d10	19-20/x2	-	10 lb.	Slashing
Grazer Spear*†	20 gp	1d8	1d12	x3	-	7 lb.	Piercing
Sickle Mace*‡	80 gp	1d6/1d4	1d8/1d6	x2	-	10 lb.	Slashing/ Bludgeoning
Ranged Weapons							
Dwarven Slug Bow*	100 gp	1d8	1d12	x3	40 ft.	5 lb.	Bludgeoning
Metal Slugs (6)	1 gp	-	-	-	-	1 lb.	-
Stone Slugs (12)	1 gp	-	-	-	-	3 lb.	-
Elven Sword Bow*	300 gp	1d6/1d4	1d8/1d6	19-20/x2	60 ft.	6 lb.	Piercing/Slashing
Arrow, Fire (6)*	10 gp	+1d6	+1d6	-	-	2 lb.	-
Arrow, Storm (6)*	10 gp	+1d6	+1d6	-	-	2 lb.	-
Arrow, White (6)*	10 gp	-	-	-	+30 ft.	1 lb.	-
Arrow, Yew (20)*	6 gp	-	-	x3	-	3 lb.	-

* See the description of this weapon for special rules.

^a The cost of these weapons is set by the Blackmoor gold market standard, and not the Peshwah barter standard.

† If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging creature.

The Kingdom of Blackmoor



Arrow, White: The white arrow uses a specially made shaft and incredibly sharp arrowhead to cause potentially more damage to a target. When using a white arrow, the critical hit range is increased to 19-20/ x3 damage.

Arrow, Yew: A yew arrow is designed from a lighter wood than that of a typical arrow and is capable of traveling much further distances. The use of a yew arrow increases range of a bow by 50 feet.

Bullova: The bullova is a wicked-looking horseman's axe that has an inverted triangle cut from the blade. This cut in the blade causes the bullova to cause heavier damage on a critical hit.

Dwarven Bayonet: This metal attachment can be affixed to a medium crossbow and used as a last defense against an overrun position, or if the crossbow is out of bolts. Attaching the bayonet to the crossbow takes one round.

Dwarven Slug Bow: The slug bow is designed to fire small pellet-like slugs at high velocity. While it appears to be a smallish light crossbow, the slug bow is deadly in the hands of a trained user. A variety of ammunition types exist, but the most common slugs are made of metal or stone.

Elven Longblade: The elven longblade is the legendary weapon of the elven warriors. Its comfortable curved grip fits nicely into the hands of a skilled warrior.

This weapon is the favorite of most elven warriors and has been adopted frequently by the humans residing near elven lands.

Elven Sword Bow: This beautifully crafted longbow has a razor edge on the outside that allows it to be unstrung in a single round and wielded as a normal twin-bladed sword dealing 1d6 points of damage.

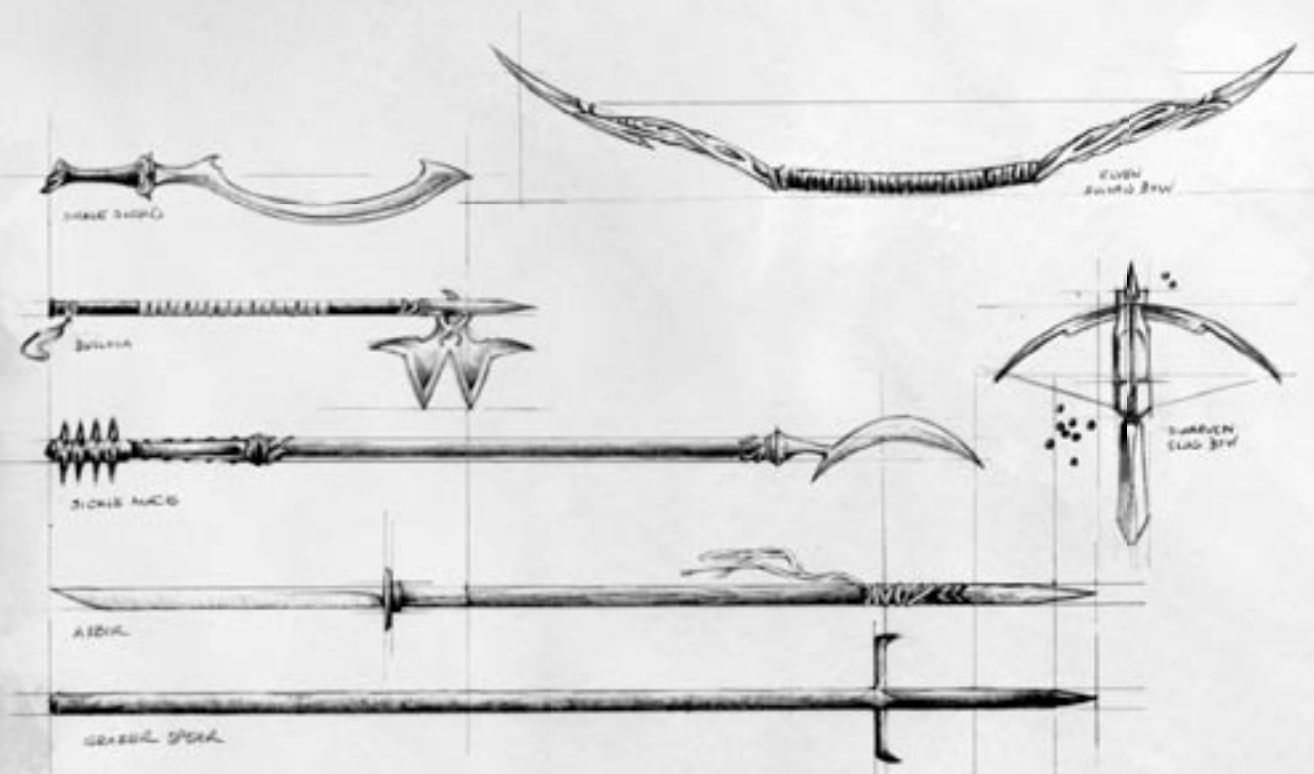
Grazer Spear: These spears differ from normal spears in that they have a crossbar two feet from the point to keep an impaled grazer from driving the spear through itself in order to get at its attacker.

If the grazer spear is set against a charging creature, it deals double damage on a successful hit.

Sickle Mace: A sickle mace is a double weapon with a scythe-like blade at one end and a mace head at the other end of a six-foot long pole made of either ash or yew. The sickle side of this weapon deals 1d8 points of damage, while the mace deals 1d6. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

Sickle Sword: The sickle sword is a long scimitar-like sword with a more drastic curve in the blade. A character can use a sickle sword to make a trip attack, due to the curve in the blade.

The Kingdom of Blackmoor



Slug, Metal: These small metal chunks are made of solid steel and act as armor-piercing ammunition in slug bows. In addition to doing normal damage, metal slugs reduce the hardness points of a target by 2.

Slug, Stone: These small stone pellets are polished and used by the dwarves in a slug bow.

Armor and Shields

Horse Shield: Horse shields are made from the hides of fallen steppes chargers and other northern horse breeds. They are small (about the size of a large buckler) and are made by stretching the hides over a frame of green tree boughs that have been lashed together with grazer ligaments and sinews. These lightweight shields are

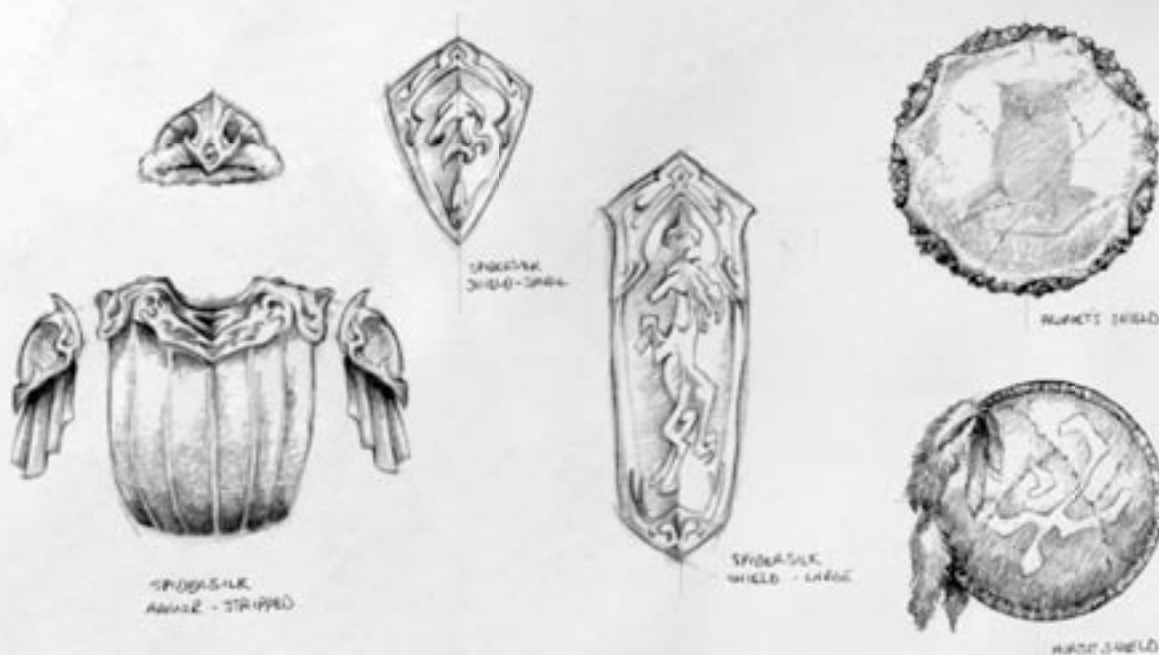
Armor	Cost ^a	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	--- Speed --- (30 ft.) (20 ft.)		Weight [†]
Light armor								
Softened Spidersilk*	175 gp	+0	+8	0	0%	30 ft	20 ft	2 lb.
Stripped Spidersilk*	200 gp	+1	+8	0	5%	30 ft	20 ft	4 lb.
Padded Spidersilk*	300 gp	+2	+8	0	5%	30 ft	20 ft	6 lb.
Shields								
Horse Shield	15 gp	+1	-	-1	5%	-	-	4 lb.
Prophet's Shield*	35 gp	+1	-	-2	5%	-	-	6 lb.
Spidersilk Shield, Small*	175 gp	+1	-	-1	5%	-	-	4 lb.
Spidersilk Shield, Large*	225 gp	+2	-	-2	10%	-	-	8 lb.

* See the description of this item for special rules.

^a The cost of these items are set by the Blackmoor gold market standard, and not the Peshwah barter standard.

[†] Armor fitted for Small characters weighs half as much.

The Kingdom of Blackmoor



commonly adorned with feathers, paint, and fur trim to help denote the clan, family, and region the wielder comes from.

Prophet's Shield: These strange shields look almost macabre with their bone crosspieces and black or yellow cured hide stretched over their lightweight wooden frame. This unusual small shield also contains a sharpened bone edge around the entirety of this round shield. This sharpened edge can cause 1d8 points of slashing damage when used as a weapon, with a critical multiplier of x2. This shield is commonly used by clergy of Yoosef and is adorned with his holy symbol.

Spider silk Armor: Peshwah raiders are not an uncommon occurrence on the High Hak. Caravans move as quickly as they can when they hear news of raiders in the area. But few raiders are more feared than those that wear the various types of spider silk armor. This nearly silent master-crafted armor affords little protection, but it conveys a +5 non-magical circumstance bonus to all Hide and Move Silently skill checks. There are three variations of spider silk armor: padded, softened, and stripped. This armor comes in four colors: grey, white, black, and mottled brown.

Spider silk Shield: As with spider silk armor, a spider silk shield is a terrifying symbol of the power and ferocity that the Peshwah raiders of the Hak. A small version of this shield conveys a +2 non-magical

circumstance bonus to all Hide skill checks, while the larger version conveys a +4 bonus to checks. Like its associated armor, these shields come in four colors: grey, white, black, and mottled brown.

Engineering and Technology

The rise of academic magic in Blackmoor has recently been overshadowed by rapid developments in technology. Mechanical men are employed as guards in some freeholds, and occasional nobles keep mechanical animals as guards and even pets. Most recently, dwarves fielded a steam-powered war machine to repel a large orc army near the Dragon Hills. This extraordinary machine shook the ground and sent the orcs fleeing in panic. Such technological wonders astonish all, particularly the common folk who fail to comprehend steam technology and clockworks.

Magic has incredible power in the land, but the rise of science and the scientific method's implementation allow for these remarkable creations to move from concept to reality. While some of these inventions are truly impressive, others are dismal failures. Many inventors give their lives to their creations in the pursuit of knowledge.

The two main divisions of current technology are steam and clockworks. Though other technologies, such as wind power, are in development, none have yet proven their worth. Most technological developments stem from

The Kingdom of Blackmoor

dwarven or High Thonian scientists. While most believe that gnomes made the earliest and most direct advances in understanding the precise nature of clockworks, the raw wealth at the disposal of the High Thonians and dwarves allows them to create or purchase the components required to complete their inventions.

Every major city in Blackmoor has a shop that caters to inventors. These shops sell expensive components and complete inventions. While some of these contraptions work flawlessly, merchants make no guarantees on their products since a single misplaced component can cause the entire mechanism to break or jam. They offer to attempt repair on anything that someone has purchased from them — for a fee, of course.

Steam power

Some decades ago, dwarven scientists harnessed the power of steam to help in their mining efforts. While they have long been masters of the forge and learned to manipulate steam quickly, the dwarves needed assistance to manipulate the intricate clockwork control mechanisms used in greater steam inventions. This skill is a seemingly innate ability for gnomes. A symbiotic relationship formed and grew into a great friendship. Today gnomes and dwarves work hand-in-hand in all major dwarven settlements.

The first major steam-powered machine was called the “steam bore” (De. “Komo Burm”), which drills through mountains, exposing rich veins of mithral, silver, and gold. When the steam bore’s construction began, the more traditional dwarven leaders voiced opposition, claiming the project was a waste of time, money, and labor

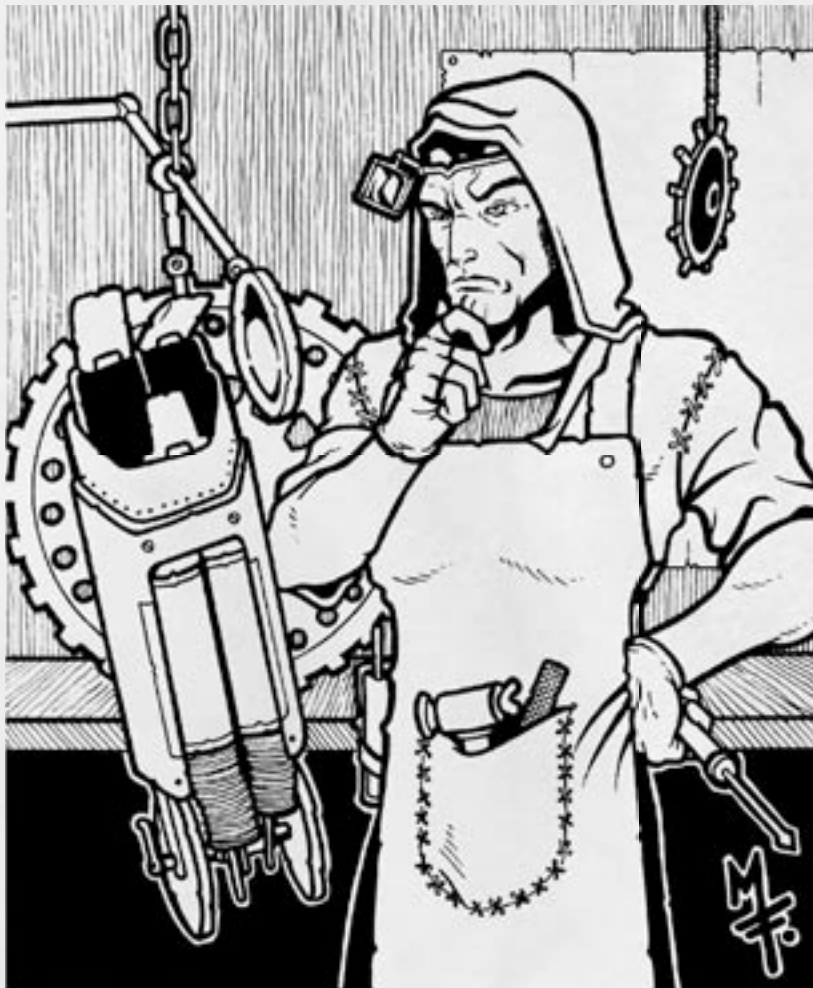
that could be used for mining. The traditionalists were unconvinced that a machine could ever prove superior to strong dwarven backs.

Construction continued on the bore despite this opposition. When it was finished, the first public demonstration was astounding. The steam bore cut through 30 feet of solid rock in its first hour, a feat that would have taken 72 hard dwarf-hours with conventional tools. Even the staunchest opposition fell silent at this incredible productivity. Dwarves now use steam bores to open large tunnels in mountains, granting access to the minerals within; these mines often grow into intricate networks of crosshatching tunnels. While steam bores continue to

expose valuable ore, they are also prone to breaking down. The general expectation for a steam bore engine is five to seven hours of consistent use before some component fails. While these breakdowns cause delays, the bores are consistently able to outwork common dwarf miners by a hundredfold.

When a bore breaks down, the dwarves return to their regular mining tools until repairs are finished. At this point, the majority of the manual labor in the mines is relegated to sifting through the tons of material excavated by the

bore and creating support infrastructure by timbering the walls and ceilings. The dwarves use interlocking sets of timbers to support large chambers. These “square sets” allow the dwarves to open a large cavern for use as a living



The Kingdom of Blackmoor

area or meeting hall. In time, the dwarves replace the wood timbers with stone pillars and may continue to decorate the area with carvings and other traditional handiwork.

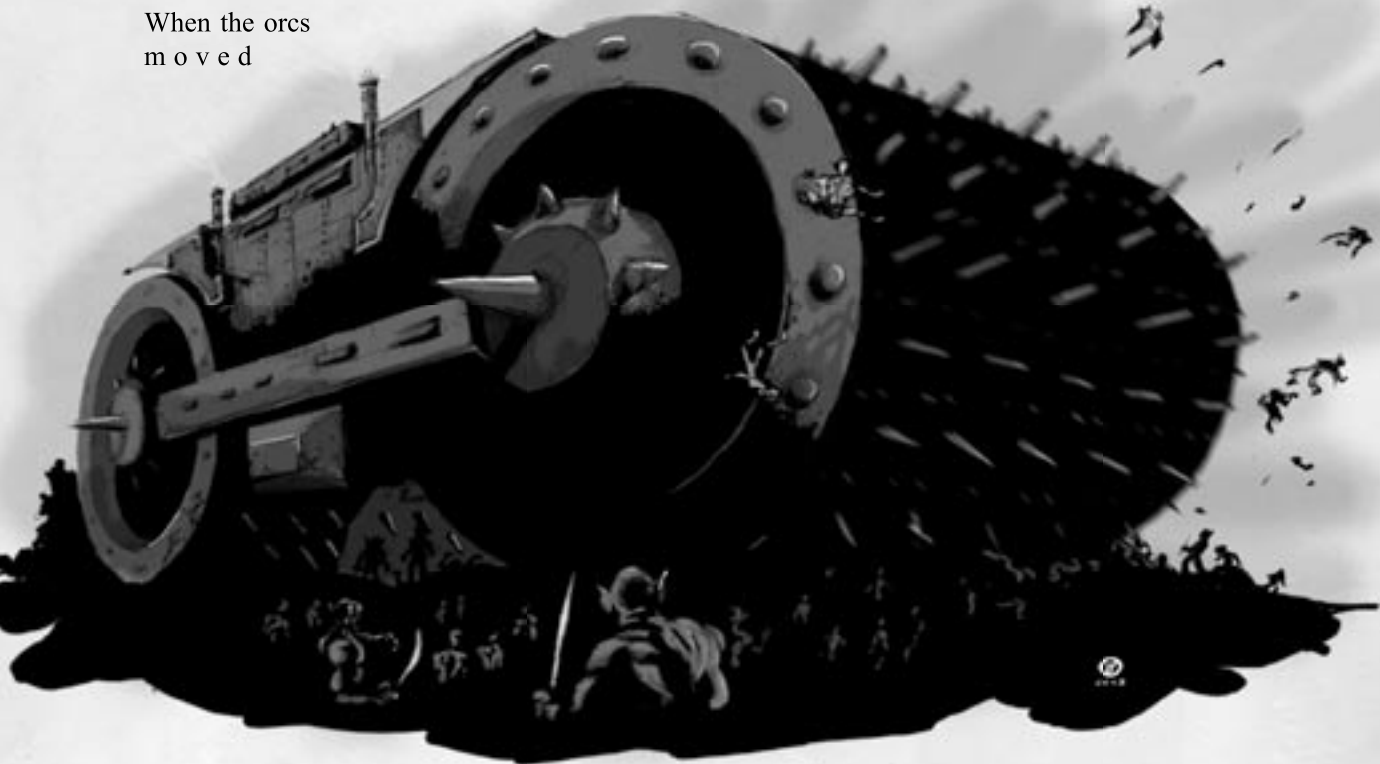
After the steam bore, the next advances in technology took much longer to manifest. Content with the functionality of the steam bore, the dwarves attempted to employ their newfound power for their other major love: war. Dwarven leaders designed a steam-powered machine that could rid them of the orcs near their mines. On a regular basis, orc hordes rained down upon mines in the Stormkiller Mountains and the Dragon Hills. While the dwarves were always able to repel the orcs, they could never soundly eliminate them.

After a couple of years, the first dwarven war machine made its debut. In anticipation of the demonstration, the dwarves sent out advance parties to skirmish and roust the orcs to battle. While pretending to retreat from the orcs, they lured them in for the kill. Soon a swarm of orcs surrounded a major mine in the Dragon Hills. This orc force was much larger than any that they had fielded in earlier battles, offering more of a fight than the dwarves anticipated.

Sticking to their plan, the dwarves baited the orcs to come closer. When the orcs
m o v e d

halfway up the mine's road, the dwarven engineers let loose their war machine. The mechanical monstrosity rolled down upon the orc horde like a landslide. Its massive wheels crushed so many orcs that a streak of green blood and bone splinters stretched behind it for hundreds of feet. The machine's colossal sound was so great and terrifying that most of the orcs fled instantly. Those who foolishly chose to fight or could not escape were ground into lumpy paste. The massacre was so resounding that the dwarves renamed the road "*Oorku Waumuk*," which means "Orc Road." Many say that this decision was made as a joke — since so many orcs put their lives into the road, they should be acknowledged for their contribution. Since that great battle, the orcs have not returned to the Dragon Hills.

The war machine's success keeps a number of dwarven engineers and scientists busy creating new methods to use steam in war. While the war machine proved powerful, the device is difficult to control and is only good for short bursts of speed. When the machine depletes its steam reserve, it grinds to a halt. Since it is incredibly heavy, it



The Kingdom of Blackmoor

requires huge teams of horses and dwarves to haul it back to its stronghold. For this reason, the dwarves pour research into developing a lighter steam engine and a more maneuverable war machine.

Clockwork

Complex clockwork inventions comprise Blackmoor's other major technological field of study.

Scholars at the University of Blackmoor construct expansive laboratories filled with precise gears and springs that can be used to construct a great many machines. While the dwarves have utilized clockwork within their machinery, the High Thonians have proven to be the masters of clockwork. The main research in this complex technology continues at the University of Blackmoor. While most inventions fall under the University's control, a number of affluent nobles employ engineers and inventors to construct impressive machinery for their own amusement and, in some cases, protection.

Initial research into clockwork produced the discovery of the pendulum and its use in precise timekeeping. This innovation proved an important advance in the field but was limited by the amount of time that a pendulum can continue swinging. Further advancements led to the discovery and creation of an escapement mechanism that maintains a pendulum's swing for much greater periods.

The pendulum is still used in clockwork inventions but is considered an old technology compared to the modern oscillating wheel and springs that move and control shifts in gears. Wheels and springs provide a more efficient way to run clockwork inventions. Tiny pendulums allow inventions containing fragile clockwork to be more easily protected and operated for prolonged periods. Currently, the limitation of most self-contained clockwork inventions is that they are dependent upon the amount of energy supplied through winding a spring. When the spring depletes its energy, the mechanism stops functioning. To overcome this limitation, inventors use multiple springs to increase the amount a device's power.

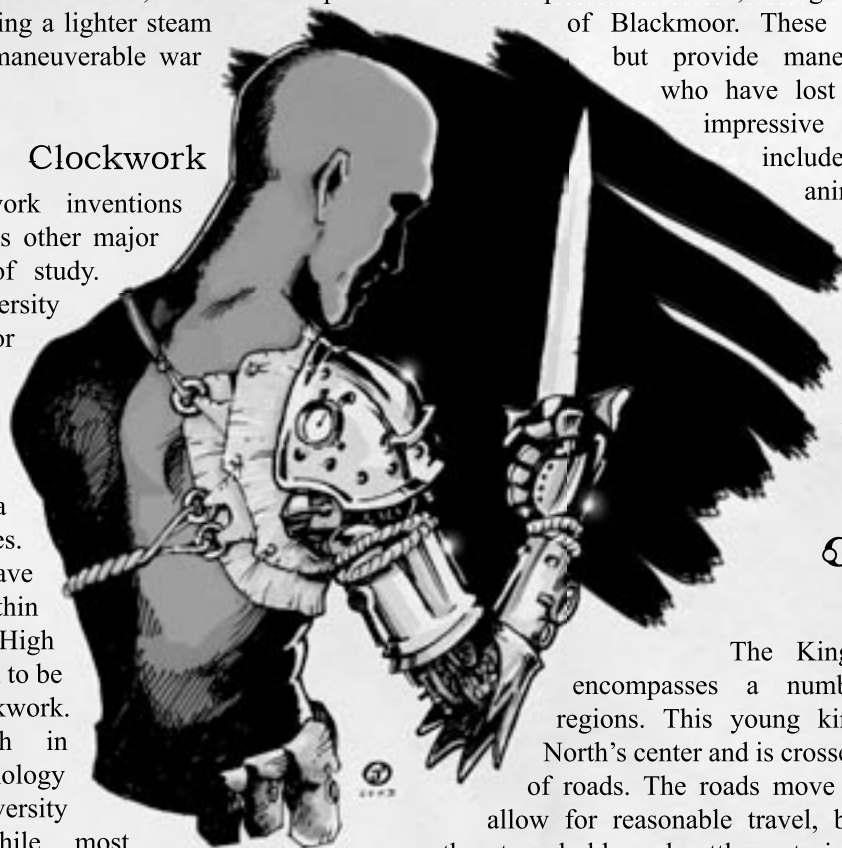
Some of the more interesting clockwork inventions include prosthetic limbs, designed at the University of Blackmoor. These limbs are expensive but provide maneuverability to those who have lost legs or arms. Other impressive clockwork inventions include mechanical men and animals. Though unable to act independently, these constructs prove useful for completing simple tasks and impressing the guests of wealthy nobles.

Major Geographical Features

The Kingdom of Blackmoor encompasses a number of geographical regions. This young kingdom stands in the North's center and is crossed by a limited number of roads. The roads move through the land and allow for reasonable travel, but safety away from the strongholds and settlements is never guaranteed. In general, Blackmoor is composed of hills and fields to the east and southeast of the capital. Blackmoor's western portion is riddled with mountain peak and swampy bogs. To say that the kingdom is young and relatively unsettled is an understatement.

The Peaks of Booh

To the immediate south and west, a long mountain range known as the Peaks of Booh borders Blackmoor. This range stretches nearly 350 miles into the south of Blackmoor, and terminates a few miles from the convergence of the Barleycorn River and the Draco Channel. The Peaks of Booh have few, if any, dwarven inhabitants. Tunnels and caves serve as evidence of past dwarven occupation; many of these places remain secret, known only to the Docrae who reside in Booh and Ramshead. Though the peaks are not tall, only two passages, one on the Greenway and one on the War Road, allow travel through the mountains. Travel along these paths is certainly easier than climbing, but the route is hazardous — especially for merchants' slow, plodding wagons. These roads make easy hiding places for bandits and are staffed with guards. Even the best of guards, however, can patrol only so much of the



The Kingdom of Blackmoor



The Kingdom of Blackmoor

road.

On the other side of the Peaks of Booh lies the comfortable town of Booh. Friendly halflings and suspicious Docrae inhabit this town. Travelers often stop in Booh to obtain protection before heading on to Blackmoor. One can always find swords for hire in or near Booh.

Rivers in Blackmoor

Within the kingdom lies an unparalleled network of rivers, streams, and lakes. This makes travel by water particularly common in Blackmoor. The rivers are marked by their unnatural depth, and are capable of handling even the largest of ships. Because of this proximity to water, Blackmoor's people are normally able to feed themselves on fish and similar aquatic food. Rumor maintains that Blackmoor's rivers run so deep that strange aquatic cultures inhabit the depths, never seeing — or being seen in — the light. Local legends claim that Blackmoor's original founders have gone down into these depths, and still protect the kingdom by keeping these creatures at bay.

The Haven Peaks

To the south of the Barony of Maus lies the Haven Peaks. These mountains are rumored to have once contained a great dragon's lair. The only current inhabitants are renegade dwarves who keep to themselves, coming to Maus only occasionally to sell or drop off custom mechanical items. The Regent of the Mines does not recognize these dwarves, and many believe them to be outcasts who mixed technology and magic for the purposes of evil. Most think the mountains to be barren of ore. In the past, dwarven expeditions came to the Haven Peaks and labeled them off limits to dwarves. The Regent of the Mines also declared that anyone undertaking an expedition to the Haven Peaks would suffer the complete termination of relations with Mount Uberstar. Many believe the Regent is hiding something — perhaps something of great value he wishes to take for himself. While a number of small ventures have entered the mountains, none have found anything of note, and many did not return at all.

Blackmoor (City, population 5,400)


Rising above a slick, shimmering black mass of stone is the city of Blackmoor, a thriving and growing place, built on a truly ancient foundation. Numerous other settlements have been built on the strange rocky protuberance that now serves as Blackmoor's foundation; all of them have fallen to a horrible fate. Their ruins remain beneath the city streets, the stones from their long-crumbled walls becoming building material for the current generation. The rock has a curious dark shade, which lets off an eerie glimmer when light strikes it at just the right angle. Even the North's most erudite alchemists have yet to identify the cause of this strange hue. Investigations make two things clear about the dark rock upon which Blackmoor sits: it is magical, and it is dangerous.

Those who call Blackmoor home are a brave lot indeed. As the capital of the Kingdom of Blackmoor and home of King Uther Andahar, this city is a fine target for any number of enemies. Blackmoor is practically encircled with foes that assault her by land, sea, and air. This ever-present danger breeds an air of uncertainty in the people.

While most of Blackmoor's citizens feel safe, they are obliged to keep an eye out for suspicious behavior and sometimes overreact to what they perceive to be threatening. Blackmoor is widely populated by a diverse group of races and professions who have formed small but territorial pockets within the city's center. They band together not merely for protection, but to interact and voice concerns relating to their homelands.

The city is well fortified with a number of tall stone and timber towers that keep watch over the populace. The height of a building within Blackmoor often signifies its importance. One of the city's most important buildings is the Regency Hall, where the Regency Council meets and debates the kingdom's course. Most important buildings are constructed of sturdy stone and boast guard posts on the roofs for protection. The great aqueduct can be seen drawing in water from the bay and passing it through a





The Kingdom of Blackmoor

number of flowing pools throughout the city. A powerful magic ward ensures the water flowing through the aqueduct is indeed potable.

One of Blackmoor's most distinguishing features is the famous Castle Blackmoor. The specter of this haunted fortification looms over the city like a long, evening shadow. The people fear this place, as it continues to claim the lives of local and visiting fools who dare to enter and explore its lower dungeons. Even King Uther and the others who live in the castle avoid certain areas.

Blackmoor's population is organized by caste. The nobility occupies the city's southern and inland areas, dwelling in large, walled homes staffed by their personal guards. The common laborers live in the crumbling, less hospitable stone buildings and wooden homes — some of which date from the settlement's earliest days — on the city's western and eastern sides. Blackmoor's northern segment is almost exclusively dedicated to its large garrison, which resides in strong stone barracks. The king's greathouse is located here and is under the direct military protection. This garrison is currently estimated at some seven hundred strong within the martial center, with another three to five hundred troops on patrol in and around the city. Because of the number of troops on patrol, the crime rate in Blackmoor is very low — especially compared to other cities in the North.

A deep moat encircles the entire city. While it is filled primarily with water, a black, flammable residue pools upon the surface. Several hundred yards outside the city walls is a large pool of bubbling black oil that slowly seeps up from the rock. During times of war, large amounts of oil are held in solid casks in the guard towers and cast down upon those unfortunate enough to cross the flaming moat. Due to the availability of this oil, flasks and casks of oil and alchemist's fire are always available at a 25% discount in Blackmoor.


Due to the intense magical nature of the stone on which Blackmoor is built, arcane spellcasters in the city gain several benefits. The University of Blackmoor stands upon the epicenter of the region's magical forces, and the University's main rises above what was once known as the Wizard's Pit. Long before the current castle was constructed, an ancient and mad wizard ruled the land of the Black Moor (as it was then known). His eventual defeat resulted in a bottomless crater almost 60 yards across. The University has built a solid wooden floor over it, and girded it with adamantine bars, arcane locks, and binding sigils — just in case.

Those with the ability to cast arcane spells find their magical senses attuned once they have spent an hour within any building built of the black stone (including the castle), or sitting or standing upon the stone itself. Any Spellcraft checks the character makes in this attuned state (which lasts as long as the caster maintains contact with the stone or stays within a dwelling built of the material) receives a +2 circumstance bonus. Similarly, while the caster is attuned, the Difficulty Class of all his spells gain a +1 bonus. While the caster is attuned, the DCs of any magic items he creates are also increased by 1. Magic items of this type are more expensive than those created elsewhere (increase associated item costs by +5%). For some unexplained reason, the black stone loses these traits when it is chipped away or removed. By the king's decree, removing the black stone is a criminal offense.

As a consequence of these benefits, many wizards and sorcerers journey to the city both for research and to craft magic items. Few better places on the entire continent exist to buy and sell magical items. The availability of items, from the cheapest scroll to potent mystic blades, is even greater than in Maus. Prices vary widely, although the University controls the availability and price of arcane spell scrolls. Scrolls of any arcane spell from levels 1 to 7 are available from the University at their normal price, though scrolls of spells beyond 2nd level are restricted to those who maintain a cordial relationship with the University. Scrolls of spells above 4th level are available only to students and faculty. The University has special permission from the Wizards' Cabal to sell such items and honors Cabal requests to limit access to powerful magic.

Wizards who have graduated and are in good standing may utilize the library to scribe spells (up to 4th level) into spellbooks or imbue them into foci provided that they pay an honorarium of 100 gold pieces per spell level scribed. This honorarium is used to keep the books in good condition and to pay for the library staff. Wizards are allowed access a total of three times a year and can research a single spell with each visit. A wizard wishing more frequent access to the library or access to spells higher than 4th level must obtain special dispensation.

The University library is peerless, but cannot be accessed without a sage's fee. Strangers are never allowed in the library; sages fetch books and allow visitors to peruse them in a well-guarded reading room. Rumors that some of the sages continue their service beyond the extent of their natural lives are dismissed as rubbish by University staff.



The Kingdom of Blackmoor

While the citizens prefer to believe that all Blackmoor's dangers are restricted to the area directly beneath the castle, this wishful thinking is not true. Along with the occasional haunting, several supernatural hot spots within the city limits are considered particularly dangerous. First among these is the catacombs, the resting place of many of the previous nobility who lived and died near Blackmoor. A large hillside on the west end of town (close to the peninsula leading to the castle) bears a huge crypt entrance. Around the crypt are many old graves, and within the crypt is the catacombs' entrance. The catacombs' depths are unknown, but judging from some of the creatures that have emerged they must reach dangerously deep indeed. Additionally, the ancient ruins of the Temple of Id are northwest of the city of Blackmoor. These ruins are rumored to hold a secret entrance to the lost levels of Blackmoor dungeon. These remain rumors as no one has lived to verify them.

Castle Blackmoor

The long dead King Robert of Geneva built the Blackmoor's current castle, which stands on a protrusion of land in Blackmoor Bay. The battlements rise up from the sea, with walls extending down to such steep cliffs that any marine assault is certain suicide. The castle is connected to the greater landmass only along a narrow peninsula, which is blockaded by an old stone structure that shows clear signs of Cumasti craftsmanship. While the walls around the city are substantial, the natural barriers aiding in the castle's protection are a tremendous impediment to would-be conquerors. In more than one war, the city of Blackmoor has fallen long before the castle could be breached. While this breeds some unease among the populace, few citizens would choose to flee to the castle's interior, primarily due to the fact that the castle is haunted. The current castle lies upon the ruins of at least three previous layers of occupation, and unmapped ruins may lie deeper still. Infrequent survey missions travel into the ruins beneath the castle, but they return screaming like gibbering idiots as frequently as they return with any usable maps of the deeper reaches.

While the castle is an important part of both the city's defense and the kingdom's rule, certain towers within its walls are uninhabitable. While many of the suspected hauntings are no more than mere hoaxes, enough strange activity occurs in and around the castle to keep a full-time staff of a half-dozen inquisitors busy. While the inquisitors and their clerical assistants from the Church of Blackmoor work hard to banish any evil presence they conclusively detect, the magical nature of the black stones that form the castle walls provides refuge for numerous spirits that

meld into the stone to escape the exorcists' eyes and spells. All undead within the castle gain +4 turn resistance, and incorporeal undead that are successfully turned merely fade into the rock for the duration of the turning. The castle walls have spell resistance 32.


In addition to the ruins beneath Blackmoor, an immense dungeon complex exists deep beneath the sturdy castle walls. The deceased Bloody Duke (who, rumor has it, still dwells within the complex) was a notorious sadist who spent the duchy into poverty to build a tremendous dungeon in which he imprisoned all who opposed his rule. Whatever else he might have been, the duke was a creative man and a fine architectural planner. His dungeon is so full of tricks, traps, and fiendish puzzles that even those who survive a journey "down under" are never quite right in the head when they return. It is said that hundreds of slaves were sent into the lowest depths of the dungeon to expand it even deeper. While many of their corpses are accounted for, some explorers claim that fresh construction can be found in the depths, and that whole generations of lost slaves may still be trapped beneath Blackmoor, continuing to fulfill the Bloody Duke's whims. King Uther refuses to imprison criminals in the dungeon, as the place has become so wild and dangerous that few who are locked in even the topmost cells are likely to be seen again.

The ComeBack Inn

One of the most famous locations in Blackmoor is the ComeBack Inn. The proprietors and patrons of this incredible place regale its visitors with tales of legend and magic that cannot be found elsewhere. Many adventurers frequent the Comeback Inn when in Blackmoor City, and participate in the tale-telling and negotiation of typical adventurer business.

The ComeBack Inn is a solidly constructed, L-shaped building. A sturdy stone foundation supports four stories of stout oaken timber for the public house and lodgings. The west wing is a two-story wooden structure, which contains the stables and hayloft. From the outside, the inn, although of fine workmanship and impeccable upkeep, appears normal; in fact, to some who have traveled widely it appears suspiciously average. Once characters enter the inn, passing the pair of well-groomed guardsmen stationed on either side of the front door, evidence of the potent enchantments that are woven into the place's structure slowly becomes apparent.

Within the inn is a large public hall, containing numerous tables, booths, and a long oaken bar. Hanging about the place, as decoration above the booths, are tokens left by past guests of the inn. While many of the objects



The Kingdom of Blackmoor

(primarily helms, shields, brooches, and tabards — never weapons) appear familiar, among them are several objects that, while ordinary in general form (i.e., an object that is obviously a helm), are completely out of the ordinary in terms of style and fashion.

When pressed about such objects the barkeep or any of the barmaids reply that they are from “visitors” and that the inn has always attracted “people from all over.” Local rumors (DC 14 Gather Information) attest to the fact that the inn is often the source of new fashions. From time to time, oddly dressed and equipped persons stop at the inn, and sometimes the local folk find that the newcomers carry superior equipment and clothing.

Food and drink are plentiful, high quality, and inexpensive. For this reason the inn is almost always filled near capacity, especially around mealtimes and in the early evening (providing a +2 circumstance bonus on Gather Information checks). Those who return at different times of the year find that the food stays remarkably consistent in quality from season to season. This stability is due to the enchanted cellar, which, at the stroke of midnight, magically regenerates all foodstuffs (animal or vegetable) within it. The bones and scraps of leftover meat become fresh hams and whole, plucked geese, while the few vegetables left in each of the produce bins duplicate themselves until each bin is full of fresh carrots, cabbages, and potatoes. Similarly, the kegs refill themselves with fresh, crisp ale and rich, creamy stout (depending upon the keg, of course).

In addition to the magically-enhanced mealtimes, the inn is under several potent protective enchantments that help make it a safe place in a wild land. Of primary importance is the fact that no one (other than the owner and his direct employees) can leave the inn of his own accord. Attempts to walk out through either the front or rear door fail, causing the character to be instantly teleported back into the place (as *greater teleport*), turned completely around. Similarly, a character leaping off the roof or out the windows lands in the middle of the main hall (and possibly takes 1d6 points of falling damage, at the DM’s discretion). Magical means of transportation, such as *teleport* and *dimension door*, only move characters about within the inn (and sometimes into others’ rooms).

The only known way to leave the place is for someone from outside the inn lend a hand and pull the individual out. In general, the innkeeper only instruct the guards at the front door to let you out if you paid your bill and he is happy with your behavior while inside the inn. The innkeeper and his direct employees are immune to this enchantment and may leave freely.

Some believe that the ComeBack Inn exist in many worlds simultaneously. It is rumored that deep within the inn’s basement stands a shimmering, rippling, black, vertical surface that serves as the opening to a magic gate. Peering into the surface provides little information. The gate leads both to nowhere and to almost everywhere (although each and every “everywhere” to which it leads is within the basement of a comfortable inn). It is said that scholars have discerned several features about this gate. First, it is not always open, and under certain circumstances attempts to enter the gate prove fruitless. Second, the gate’s opening cycles are associated strongly with the moon and planets. Certain celestial alignments portend more substantial voyages. Third, a character can influence control over the outcome of a journey through the gate with powerful talismans, constructed specifically for the manipulation of gate travel. These talismans must be constructed from rare combinations of metals, such as a bronzelike alloy made from copper and platinum. While this portal can be used to leave Blackmoor, it is also a likely place from which adventurers from afar might emerge, arriving in the cellar of the ComeBack Inn or from another plane simply by coming right through the front door.


Archlis (Small Town, population 1,100)

The remote town of Archlis lies at the south end of the Crab Coast, just above the cluster of islands known as the Dancers. Isolated from the North by hills, mountains, forest, and rivers, the people of Archlis interact with others almost exclusively through their visits to Blackmoor’s many ports.

Acknowledged as the most capable seamen to sail the North Sea, Archlis’ people are unconcerned with politics, governments, and other such ephemeral manners. Instead, they care about dry wood and strong rope — the supplies that make or break a man at sea, where politics take a second-row seat behind storm and wind.

The people of Archlis, though not truly unfriendly, cannot be described as particularly sociable, either. They are tough-minded folk who live difficult lives and know only as much about the outside world as their seagoing brethren tell them. Since most of what shipmen learn of the world occurs in the dockyards of large port cities, Archlis’ people view the world as generally sick and depraved.

Heavy storms are not uncommon in Archlis and can cause extensive damage. Though they live good lives, the local fisherman are not wealthy and construct most buildings as sturdy wooden structures with flat wooden



The Kingdom of Blackmoor

roofs. Some of the more wealthy residents have stonework homes with high brick walls that slow high winds. The town is bland and lifeless, saving all its splendor for Archlis' greatest attribute: a small port on the North Sea.

Archlis' actual port is a testament to the industrious nature of its people. The salty air blows strong with the smell of fresh fish, causing excitement and anticipation of the day's fortune. The long wooden dock stretches far out of sight along a bustling, cobbled road filled with horse-drawn carts loaded with the North Sea's latest offerings. Tall ships sway to and fro as the busy fisherman carefully extract fish-filled nets and barrels. Singing comes from the nearby circles of women who work with calloused hands to sew and repair the heavy nets for tomorrow's labors. The port of Archlis is the mainstay of the population and most of its people are found near the port or the water throughout the day, leaving their dull homes behind for the excitement of the sea.

Captains sometimes stop at Archlis for new crewmembers. However, ever since a famous incident known as "Six Mothers and their Oars" (immortalized in a popular sea shanty sung constantly in the town), most captains are wise enough to avoid the shanghai technique, unless they like being beaten to a pulp by old women wielding oars with an uncanny level of proficiency.

Archlis' people have a good trading relationship with the Regent of the Mines and exchange fish for metal items. When the coastal Skandaharian raids become too severe for Archlis to combat on its own, the dwarves of the Iron Hills send much-needed aid. These raids have taken a toll upon Archlis' people, and many of those who live within Archlis and the surrounding countryside bear a substantial physical resemblance to the Skandaharians. It is best, for those who wish to keep their tongues, to avoid mentioning this.

Boggy Bottom (Small Town, population 1,700)

While the entire North is a wild frontier, the people of this bustling town live in a wilder world still. Far enough from Blackmoor City to be outside the close scrutiny of the king's men, yet far enough as well from the swamp to be out of the line of fire, Boggy Bottom is known as a haven of ill-repute. While the place is not yet as corrupt as Port Dacoit, the town attracts its share of gamblers and prostitutes.


Boggy Bottom is positioned at the meeting of the Root River and the Blood Lake. Due to the frequent waterborne traffic, this town is small but busily occupied by merchants who seem anxious to complete their tasks and depart as soon as possible. The town has a ubiquitous brimstone smell that annoys all newcomers but is ignored by the locals. This smell can be traced to a moderately sized, sulfur-laden spring on the town's border. Most of the locals call it the "Stink Pit." This obnoxious odor makes Boggy Bottom the subject of a number of jokes — jokes that every last one of the residents are utterly sick of hearing.

The town's lack of growth, coupled with the frequent presence of waterborne merchants and traders, draws a substantial criminal element to the town. Raiding parties organized in the town often set out to victimize neighboring areas, returning days later with their spoils. Occasionally they return in boats pirated from those foolish enough to bring them aboard. This scheming pervades the local mentality; the people here try to get ahead on the suffering or foolish generosity of others. As these stories filter back to the east, Boggy Bottom earns a reputation as a tough town without any true authority.

Blackmoorians tolerate Boggy Bottom partly because of the lucrative trade revenues that flow through the town's central market, but also because the place serves the needs of the many soldiers stationed on the Great Dismal Swamp's fringes. Their harsh lives are made a little less dreary by the knowledge that their next leave of absence may take them to the Soggy Bog, Boggy Bottom's most infamous pub. Living every day as though it might well be their last, the people of Boggy Bottom drink late into the night and rarely bother to hold on to their money. In addition to Boggy Bottom's finely brewed beer, the town is known for its local specialty liquor, Mesok. This potent concoction is distilled from the honey of giant bees. While bringing one to the point of intoxication quickly, it also has therapeutic effects, granting anyone who drinks a full cup a +1 alchemical bonus on Fortitude saving throws for the next hour. Often fed to those who are diseased or poisoned, it has never been clear if the goal of such administration is curative or just a distraction from the pain.

Booh (Large Town, population 2,700)

Nestled against the foothills of the great Peaks of Booh, the halfling settlement known by the same name has grown up around a tall guard tower, built in ancient days to protect access to the two main passes through the peaks. The great tower itself so substantially dwarfs the rest of the settlement that from a distance the town seems invisible, and only the tower is seen. However, hundreds of



The Kingdom of Blackmoor

comfortable dwellings are built into the hills surrounding the tower, most of them concealed by fantastic gardens and lush hedgerows.

Along the War Road's edges are small shops and stalls, where Booh's halflings ply their wares. Fresh fruits and vegetables, cured meats, fermented beverages, and baked goods are the most common items for sale in the town. Many other goods and services are available to those who are willing to poke about and haggle with the little people of Booh. General supplies (not weapons or armor) are available in Booh for between 95% and 105% of the list price. Magic items, weapons, and armor are rarely found at the local shops but can be purchased through the merchant caravans traveling through the town.

On Booh's east side, the small hillside dwellings in which the halflings live are built right into the earth and rock. Geologically speaking, Glendower, Blackmoor, and Booh are all placed upon the same ancient, rocky protrusion, of which the Peaks of Booh are also a part. Although Booh's flagstones are not cut from the same black, magically-infused rock that forms Blackmoor's foundations, many say that the deep tunnels beneath the town are somehow connected to the massive cavern network that runs through the Peaks, south as far as Blackmoor City and north as far as Glendower.

The tunnels beneath the town carry with several important boons. Hot spring water trickles from the earth at the town's far east end. Stone aqueducts capture the water and direct it to a low-lying building that contains hot public baths. Nowhere in Blackmoor are people as clean as those who live on the east side of Booh. Rivalry exists between individuals living on Booh's west side, from where much of the trade comes, and those living to the east—the town's west end is dustier, more commercialized, and more at risk from assaults along the War Road.

As well as sources of hot water, the tunnels beneath Booh's hills are used as secret storage locations and refuges in times of war. The Peaks of Booh have never been completely purged of monsters and humanoids and, from time to time, trouble creeps into town through the vast network of subterranean caverns. The tunnels allow foes into the town often enough for Booh's guards to form a special company of Tunnel Fighters. Halflings, dwarves, gnomes, and even a few Docrae make up this elite group of warriors, trained to fight in dark, close quarters. They enjoy substantial prestige among Booh's halflings, and if they survive long enough they often retire to important positions within the town.

Bramwald (City, population 4,100)


Bramwald has remained loyal to the Thonian Empire — one of only two communities in the North to have done so. While the duke of Bramwald argued in favor of Blackmoor's independence, he refused to join the rebellious faction that broke away from the empire's control. Now, as a heavily fortified city at the Stormkiller Mountains' southern edge, Bramwald is a small outpost of imperial control in a transformed political landscape. Through both force of arms and diplomatic skill, Bramwald remains loyal to the empire despite the strong belief of many members of Blackmoor's Regency Council that the North would be better off without a fortified imperial city in its midst — one inhabited by almost a thousand enemy troops.

Due to a strong, long-term agreement with the Regent of the Mines, whom no party wishes to alienate, Bramwald retains its imperial association without any substantive threat from the Kingdom of Blackmoor. Bramwald's alliance with the Regent also helps keep the empire's hated Iron Duke from controlling Bramwald and preserves the dwarves' independent control of the Iron and Black Hills.

Unlike the rest of the imperial-controlled North, Bramwald is not short of metal. Armed to the teeth, the city contains a large foundry and many competent smiths. As they serve more as an occupying force than a standing military troop, the proportion of armed warriors within the city is among the highest in all of Blackmoor.

At first glance, Bramwald is clearly a Thonian city. Its tall spires and walls indicate the empire's early attempts to calm and reassure the nobles who left their lands for this new frontier. The roads are well kept, repaired with new bricks and cobblestones on a daily basis. The people's homes are wooden, with slate roofs in the traditional Thonian style. Bramwald is a glistening gem, with its tall, proud statues to the emperor inspiring a feeling of safety to citizens loyal to Thonia. Even on the edge of the wilderness, Bramwald's people are more concerned with thieves and pickpockets than they are of an invasion from Blackmoor. Confidence in the armed forces is high and pervades the city.

Although the baron of Bramwald attempts to maintain cordial relations with Blackmoor's Regency Council, all know that Thonian operatives have a base of operations in Bramwald. Bramwald agents have, on more than one occasion, prevented subversive Thonian forces from launching attacks on the surrounding baronies and framing Bramwald for starting the trouble. All trade in and out of the city is scrutinized, as no one knows who or what might



The Kingdom of Blackmoor

be on the road between Bramwald and Newgate. Opinions differ regarding the border between Bramwald and baronies loyal to Blackmoor, and substantial areas surrounding the town are no-man's lands. So long as neither side provokes the other, these areas act as buffer zones, keeping opposing troops far enough apart from each other to prevent petty border skirmishes.

While travel into and out of Bramwald is a bit thorny Jackport's thieves' guild can always arrange passage. The restriction on trade between Maus and Bramwald makes smuggling too profitable an endeavor for the guild and other shady characters to resist. Bramwald's authorities are well aware of the amount of illicit trade heading north out of their city, but from their perspective, to crack down on it would be to sacrifice a portion of their economy they cannot afford to lose. Certain Thonian prestige goods, such as embroidered shawls, blessed imperial fonts, candles for High Thonian church rituals, and many southern plant products, are available nowhere in the North except Bramwald. Prices are steep, however, and availability is limited. A substantial market for divine scrolls exists in Bramwald, since the North's only legitimate High Thonian Church is found in the city's center.

Cloudtop (Tiny Citadel, population 1)

High atop Mount Kergwailin is a tall stone tower wreathed in thick misty clouds. Few mortals ever set foot within the place, yet tales of its inhabitant are plentiful across the North. Cloudtop is the home of Robert the Bald, believed to be the single most powerful wizard in all the North. His reputation for impatience is uncontested, and none are foolish enough to drop in for a visit without his express permission.

While Skelfer practiced his magical experiments, Robert the Bald performed his own studies, which enabled him to become Skelfer's equal. Unlike Skelfer, Robert has no interest in the political tide or the common man's perception of magic. Robert the Bald keeps his distance from the Wizards' Cabal and prefers continued experimentation over promoting magical goodwill.


Robert has neither an apprentice nor any living servants, though other creatures do indeed dwell within the tower. Robert uses constructs and unseen servants to maintain the tower since living, breathing assistants have proved unreliable in the past. Within his tower, the wizard performs all manner of strange magical experiments, some of them involving the breeding of rare creatures in the hopes of creating ever more wondrous beings.

Many of these creatures, especially those that prove to be dangerous, hostile, and stupid, find themselves dumped out in the foothills surrounding Kergwailin.

If one can make it through the sea of outcast, mutant creatures at the base of Robert's mountain, one must ascend the tremendous peak to reach the tower. On the way up the slope, the many creations that Robert considers successful (meaning dangerous, hostile, and intelligent enough to be controlled) are found in dens and lairs screened by permanent illusions. Anyone who makes it past these dangerous challenges not only find a fine view, but are also met at the top by a pair of stone golems. These golems always seem to know exactly why a traveler has come and ask very difficult questions. The precise nature of these questions varies. Most often, they cover arcane matters, and range from the practical (the exact ingredients required to make a particular potion) to the truly obscure (the precise statements written on an arcane text found in Vestfold). Alternatively, the golems may ask general questions regarding the petitioner's knowledge of the lands through which he has traveled (such as the exact distance from a random point to the tower, or the cultural practices of a particular tribe or community.) Only if the newcomer answers their questions successfully do the golems grant access to the tower. Additionally, the visitor is expected to provide a magic gift of substantial value (at least 10,000gp) upon admission.

Dragonia (Small Town, population 1,200)

Located at Blackmoor's southernmost tip, this well-armed settlement is the only substantial population center within the new barony that bears its name. King Uther granted the barony to Shepro, a tough-minded, swarthy Thonian, after his many successes as a field commander during the rebellion against the Thonian Empire. Shepro spent a great number of years with the Peshwah's Bortai tribe before the rebellion, becoming an honorary member of the tribe and one of the few Blackmoorians ever given a Peshwah name: "Peshwan Na Shepro." King Uther decided to use Shepro's standing with the Peshwah to improve relations and stop their raids in Blackmoor's south by offering him a fief at the headwaters of Wurm River. Shepro now stands guard against incursions from the Peshwah or the Thonian Empire. His appointment as Baron of Dragonia has proven wise and has nearly eliminated the Peshwah raids. However, the recent war between the orcs and dwarves throughout the Crystal Peaks spreads beyond the hills and threatens Fairfield Abbey, the only other significant human settlement within the barony. Now with



The Kingdom of Blackmoor

their attention divided, Dragonia's people call upon Uther to put an end to the war in the Crystal Peaks, as they claim it destabilizes their region and makes it impossible for them to devote their full attentions southwards.

Of course, given its name, one might suspect that Dragonia has trouble with large, scaly, winged beasts. Dragonia's close proximity to the Dragon Hills is possibly the single worst danger it faces, notwithstanding the possibility of a huge Thonian invasion. Dragons frequently storm the city, attacking it from all angles without apparent reason. One rumor states that thieves steal the dragon's eggs, but the residents have never seen such eggs in their town. Another rumor cites a powerful wizard who experiments with his control over dragons by letting them loose on Dragonia. Unfortunately, the Dragonians have no clue why they are the targets of these draconic assaults.

Having learned much from the Peshwah, the Dragonians adopt many subtle tricks to reduce the possibility of dragon attack and to increase their chances of survival. City law mandates that no building may be constructed with a flat roof, for these provide stable perches to hostile dragons. All roofs must be sharply peaked, and may possess spires or spikes. Further, all buildings are constructed of stone; the town permits no wooden structures, regardless of the expense saved, for stone is far less vulnerable to fire and lightning attacks. Some homes contain small, tightly sealed rooms where families shelter from the gas attacks of green dragons, and many buildings have wide overhanging roofs to provide shelter for anyone passing by. Many private homes, and all the guard posts, are equipped with ballistae or other siege engines mounted on ramps, kept angled upward. Dragonia's streets are strategically narrow, which grants a claustrophobic feel to the entire town. The natives are accustomed to squeezing past each other in these narrow passages and to carrying goods by hand or cart where larger wagons cannot pass, but strangers to Dragonia are uncomfortable in the tight confines and bustling masses.

Those making camp in Dragonia are prudent to post an extra guard to scan the skies. In Dragonia (and also among the Bortai Peshwah), a distinction is made between men who stand guard and those who stand "sky guard." Good eyes are prized commodities, as early warning of a dragon's presence is the best way to avoid destruction. Dragonian sky guards are more alert and sharp-eyed than standard soldiers — particularly in the summer months, when dragon attacks are more frequent. Dragonian patrols include more horses than riders. If the patrol spots a dragon, the cut loose the riderless horses and drive them toward an open area while the rest of the group scatters


and flees. While a single old horse is not much of a meal for a dragon, this distraction buys time for others to escape. Among those who speak the Dragonian dialect, the expression "saved by a mare's flesh" has become a popular way to refer to any narrow escape.

All this fear and caution, watching the skies for dragons and the south for Thonians, makes the citizens of Dragonia a somber — and, some might say, paranoid — people. They dress in dull colors, fearing that bright hues might allow dragons to pick them out easily. Their eyes constantly dart about, ever alert for attack or espionage, and most grow nervous if forced to remain in one spot for long. Although no law expressly prohibits it, the town's government frowns on large gatherings for fear that such assemblies present attractive targets to airborne predators or enemy agents. Dragonia's people have a reputation for unfriendliness. This reputation is not deserved; the folk here are not hostile to outsiders, they are just slow to open up and never allow themselves to fully relax. If an outsider acclimates himself to Dragonia's unusual circumstances, he never finds another place where his neighbors are as likely to watch out for his own safety. If their position teaches Dragonia's citizens anything, it is that they must look out for one another — for nobody else will.

Erak (Small Town, population 1,350)

The second of the two Northern communities still loyal to Thonia, Erak is in a difficult position. While not nearly as large as Bramwald, Erak is strategically important as an east-facing port. The water running in from North Sea is deep all the way to Erak, and larger vessels cannot easily navigate it beyond Erak's harbor. A great deal of land-based trade flows along the short road between Bramwald and Erak. While the Blackmoorian government does not condone raids against this trade route, they do nothing to dissuade it. This condition makes life very difficult for those who dwell in Erak. Supplies are hard to come by (no more than a 70% chance to find even standard goods when shopping in Erak) and never cheap (at least 15% markup above the base price). Although the town is not yet at the point of starvation, a single poor growing season or a successful raid from the sea could cause severe famine.

As one walks through Erak's streets, the toll this unfortunate situation takes on the village becomes clear. The formerly bustling port is now deserted, save for the dozen or so guards that inspect incoming cargo ships. In days gone by Erak served as a resting point on the first leg of the journey into Blackmoor. The fancy inns that used to be filled to capacity now crumble to dust. The cobbled streets are filthy and littered with garbage and the distinct smell



The Kingdom of Blackmoor

of rotting flesh. The dead are impossible to miss, as they too litter the streets without drawing the slightest response from the locals. Children play with dismembered body parts in macabre games that clearly show the indifference these people feel for their plight. Most residents occupy wooden buildings and houses within the city. The majority of the town's buildings are so dilapidated that they appear as though they may collapse at any time.

New visitors to Erak are often mobbed by those who still cling to hope that some relief will come to them. Many townspeople offer menial service in attempts to earn a few coppers. Beggars and cripples seem suddenly healed, and amble into position for the small chance to acquire some food or money. Visitors who are too open with their wealth may encounter problems of a different sort as rogues and thieves do not hesitate more death to the streets.

Certain factions within Erak see their current position as a suspended death sentence and attempt to abandon their subordinate position as the northernmost part of the Thonian Empire. However, the town's current magistrate understands just how precarious their situation is, as the military force in Bramwald is more than enough to subdue any rebellion that the Erakians could muster. For this reason, Erak harshly oppresses any dissenters. Traitors (often defined as anyone who says a single good word about Blackmoor or King Uther) are hanged with alarming frequency, and morale drops steadily. Rumor has it that Blackmoor intends to liberate both Erak and Bramwald, but the current residents have yet to see anything to prove it true.

Only constant immigration from the empire keeps Erak's population from plummeting. Only the desperately poor or the terribly misinformed make the trip north, and once they arrive the local authorities do not make it easy for them to escape their lot. A small community of escaped Erakians lives in the foothills of the Stormkiller Mountains; however, this community is very unstable, as fierce humanoid force them to remain mobile and prevent the refugees from founding a new village.

Glendower (Large Town, population 2,300)

Perpetually in the line of fire, Glendower is a town built so solidly that only soldiers are comfortable living there. Always in danger and prepared for a constant state of emergency, Glendower is Blackmoor's first line of defense against invasion from its northern shores. Skandaharian raiders and the Egg of Coot's minions are the town's most common foes, though seafaring goblinoids, corrupt water


elementals, and a host of other enemies are recorded in Glendower's annals. These assaults are unpredictable, but they are often timed to coincide with the thick mists that waft out of the oceans currents. These fogs coat Glendower so thickly that vision becomes completely obscured at five paces. Glendower's inhabitants fear these times, and when the mists come, the town accepts a noisemaking curfew so the guardians can hear invaders approaching the walls. At these times, the town is incredibly tense, waiting for what they call the "fog of war" to pass them over one more time and leave them to enjoy the sight of their rocky peninsula.

The fact that Glendower is constructed to resist these frequent attacks causes discomfort among civilians. Multiple stone lookout towers are positioned on the great walls that encircle the city. These towers are manned day and night, and the guards' suspicious eyes watch over everyone in the street no matter how innocuous his activities. New buildings have to pass a rigid inspection by the military, who must be assured that the new construction does not undermine the city's ability to defend itself. Glendower's roads are cobbled and extremely well maintained to give the greatest possible maneuverability to siege weapons and warriors. Local traffic is subject to military rule and is inconsistently directed. Military personnel *always* have right of way, causing delays and spoilage of foodstuffs.

This rough edge causes discomfort for the civilians as they attempt to scurry underfoot and live their daily lives without interfering with the military. Were it not for the government stipend paid to the residents and the throngs of frequently rotated warriors, Glendower would likely be little more than a military outpost. As it stands today, Glendower's merchants and craftsmen pocket quite a profit from the ordeal. For this reason, they force themselves to tolerate the day-to-day concerns of war.

Glendower's warriors and guardsmen command great prestige — so much, in fact, that very few young men do not seek to become a part of its militia. For this reason, women hold many important economic positions. Even female smiths (a rarity in Blackmoor) are not uncommon within Glendower's walls. Women from Glendower make their names as great craftspeople all over Blackmoor, perhaps leading the way for the North's women to take on more untraditional roles.

At the time of the rebellion, the baron of Glendower was, along with the baron of the Lakes, among the first to join Uther in rebellion against the empire. Glendower's militiamen and guards took the brunt of the initial imperial attacks, and for this reason the men of Glendower are considered the most loyal and honorable men-at-arms in the North. Prized for their skill at arms as well as their



The Kingdom of Blackmoor

courage, their services are in high demand throughout the region. Caravans stop in Glendower to recruit guards for their more valuable or dangerous cargoes. "Upon the rocks of Glendower" is an oath used among mercenaries and other folk who wish to back up their promises with a statement of their honor and trustworthiness.

Despite their reputation for honor and duty, Glendower's soldiers seem to have taken "Eat, drink and be merry, for tomorrow we may die!" as their motto. The attitude should come as no surprise for a city that has been stuck in a state of military alert for years on end and has yet managed to keep morale high.

Jackport (Small Town, population 1,500)

The source of many of the world's half-elves, Jackport is a human settlement built at the confluence of the Champion River and the West Channel, east of the Red Wood. Away from the main line of trade between Blackmoor and Maus and the paths of the many armies that march through the North, Jackport is remote, yet anything but sleepy. Often the first place curious or disgruntled Cumasti go when they wish to learn about human ways, the town is also a well-known location for humans to visit if they wish to see true elves.

Jackport has become an unwitting cultural experiment, as the elves who stay influence the town's development in many interesting ways. Jackport's architecture is a mashing of Cumasti and human building techniques. Detailed woodcarvings wind from building to building as if they were the roots and branches of tress that knew no mortal boundaries. Often these carvings are so dense that the distinction between structures is difficult to see. Though most newcomers think this style odd, the winding decoratives show a firm and strong relationship between the humans and elves who are happy to live and work together. This rapport is particularly obvious on the town's few stone structures, where stonemasons, rather than woodcarvers, continue the patterns. In several locations, the designs are so perfectly melded that only the change from wood to stone marks their boundaries; the shapes and curves are perfectly aligned.

Certainly, some elves and humans in Jackport wish to stay separated. These camps are found at the town's extreme ends, where more traditional architecture distinguish the homes. Without the benefit of lush forests, Cumasti surrogate large plants imported from the Redwood and combine them with tall grasses to remind them of their forest home. These plants help pass the time until the

nearby groves, recently planted by the Cumasti, come of age. Humans also employ traditional styles their homes' construction. They use sturdy wood to build residences with thatched roofs. Travelers have note that the town itself has become a balanced scale, with the extremes on either edge and new friendships marking the center.

With more inns than one would expect for a town of its size, Jackport is always full of foreigners. In fact, the town has developed the closest thing to a tourist trade that exists within Blackmoor. This situation leads to a substantial industry of pickpockets, charlatans, and others wishing to separate the naive from their pouches.


Given Jackport's close association with the Cumasti, most elven goods are available, including mithral shirts and elven chainmail. The markup is always substantial (at least 20% above normal), although the proprietors are not as picky about their customers as those in Ringlo Hall. Spell components are also available, and elven wizards sell low-level scrolls at reasonable prices (not more than 10% above normal). Jackport is famous for its fine perfumes; some say those made here are the finest in the North. Innovative merchants in Jackport make deals with the dwarves of the Stormkiller Mountains and, on occasion, clockwork and steam-powered technology is found here.

While Jackport is an appealing town to visit, its isolation prevents it from growing larger. The Elf Road passes out of Ringlo Hall's sphere of control long before it reaches Jackport, and giant spiders, beastmen, ettercaps, dire wolverines, and fiendish boars pose dangers to those traveling from the west. Lycanthropes infest the point of land sticking out into Dirk's Cove above Jackport. Wererats roam the land, and a strange, aquatic lycanthrope inhabits the river and channel. Travelers are warned to be very careful of unsolicited offers by boatmen in this region.

To the south, between Jackport and the Cut, are several summer encampments used by pirates who work the many channels and coves in the area. Thus, those who come to Jackport by boat are in at least as much danger as those who traverse the Redwood. Even within the town, people go missing with relative frequency. Recent rumors suggest that doppelgangers pose as local merchants. It is unclear if this rumor is a real threat, or if some merchants are yet again spreading lies in the hopes of harming competitors' business.

Kenville (Small Town, population 1,300)

Many of Blackmoor's peasants do not understand how well off they are compared to those who live in other kingdoms. In Kenville, however, the relative bounty



The Kingdom of Blackmoor

that Blackmoor's peasants enjoy is clearly evident. The population of the town itself is not large, as few of Kenville's people actually live within the town proper. The strip of stalls and shops known as Kenville is really more of a central market that supports the large number of villages clustered in the region. An important part of Blackmoor's agricultural heart, the population around the town is packed as densely as any area in the North. Most of Kenville's residents are farmers or fishermen who live in wooden homes on the town's fringes. A hard day's labor is often rewarded with a visit to the main part of town where traveling entertainers stop on their way to or from Blackmoor.

Swimming is an especially popular pastime in Kenville. Kenville is surrounded on three sides by waters and was founded in a relatively swampy area. The residents are competent swimmers and enjoy taking dips in the Lake of Mists. When not working or shopping, swimming is the most popular activity among the residents.

With Kenville's culture strongly tied to the seasons, the goods available for sale change as the year progresses. Itinerant merchants pass through Kenville, bringing craft goods, rare foodstuffs, and even components useful for creating scrolls, potions, and other exotic items. In general, the chance of finding a rare item in Kenville is double that of other markets. Even though Kenville's rich markets attract a fair number of thieves, the substantial military presence of the Blackmoorian Guard limits crime and keeps violence to a minimum.

Lake Gloomy (Small Town, population 1,450)

Only a few settlements lurk within the thick, dark wetland known as the Great Dismal Swamp. Lake Gloomy is perhaps the proudest of these places, as it is the seat of the barony of the Lakes. Being regal in such a place is not easy, but the stalwart folk of this dismal outpost take their roles very seriously. One might not realize the amount of effort that goes into polishing every piece of metal in the town, especially if one does not know that the clouds pour down a foul-smelling sulfurous rain 270 days a year and that unattended swords rust to paste within a month. Yet beyond an eye for detail and a strong arm with metal polish, Lake Gloomy's people have a stern determination that grants them a measure of respect no matter where they roam. Men who know what it means to give one's life for

one's lord understand that the average man from Lake Gloomy does at least as much as the best men from other hinterland towns.

Surrounded on all sides by wild territory, Lake Gloomy is a veritable fortress. The people of the barony of the Lakes have many enemies: to the north are the hostile Westryn elves, while to the west is the Afridhi-occupied Duchy of Ten. To the south and the east lies the Great Dismal Swamp, from which many of Lake Gloomy's problems originate. As well as enduring chronic assaults by swamp trolls, marsh goblins, and frog-men, Lake Gloomy is set squarely on one of the most popular routes into Blackmoor — known to many as the "War Road." Lake Gloomy's people know that when trouble rises in Blackmoor, it arrives first on their doorstep, and they prepare accordingly. While the town has fallen more than once in its history, people from all over Blackmoor always lend their hands to rebuild the settlement more securely each time. As the town is a place of almost constant conflict, its men are accustomed to combat. The town's citizens are not only allowed to carry weapons anywhere they wish, once they reach the age of fourteen they are expected to be armed (usually with a short sword) with them at all times.

A palisade of logs and sharpened stakes surrounds Lake Gloomy on all sides. It is, perhaps, a primitive defense for a town that prides itself on its regal appearance, but it is easily maintained and a metal fence would rust quickly, and the region simply does not provide enough stone for a defensive wall. Still, the palisade's gates include both wooden doors and polished bronze portcullises, and woe to the soldiers whose shift commander finds a spot of tarnish on the bronze. Most of the roads through Lake Gloomy are dirt (or, more accurately, mud), but the roads that lead through the main gates, and to the town's central market, are cobbled. Work crews labor constantly to replace and straighten cobbles lost or shifted in the mud, but this work is a small price to pay to ensure that merchants traveling the War Road can easily reach the market and sell their wares.

The road is not the only portion of town subject to constant maintenance. Town mandate requires that every shop and private residence to maintain a high level of cleanliness, as though the town's leaders could make travelers forget they are in a swamp. Stone is kept scrubbed, wood polished or whitewashed. The town's poor includes a thriving industry of cleaners-for-hire, who make a living scrubbing other people's homes. Of course, some prefer to do it themselves, and a few folks would rather pay the fine for dirty properties than the fees to keep them clean. Most of the townsfolk put on airs, conveying a superior and a

The Kingdom of Blackmoor

“seen it all” attitude toward outsiders. They keep their town so scrupulously clean almost as a mark of defiance, as if to say “Look, we refuse even to acknowledge the swamp. What sort of impact can *you* hope to make?”

While portions of the town are constructed on solid earth, others must find ways to cope with the mud, or even the waters, of the swamp. Many structures are built on heavy stilts, thick (and polished, of course) wooden pylons that keep the house level no matter the mud’s consistency, or high above the water and the creatures that swim within. Despite the hassles of maintaining a stilt-house, many of the city’s richest inhabitants prefer them, treating them as a mark of resilience and accomplishment. (The fact that the accomplishment actually belongs to the workers that maintain the place, rather than its owner, is something better left unmentioned.)

Maus (Large City, population 18,800)

By far the largest population center in the North, the walled city of Maus lies in the far northeast of Blackmoor and provides access to the North Sea. With walls as thick as buildings and higher than the masts of the tallest ships, Maus is a massive fortress that stood independently before men inhabited the rest of the North. At first a small freehold set up for trade, the city grew rapidly, and despite having been sacked on occasion by Skandaharian raiders, nothing prevents Maus’ continued growth.

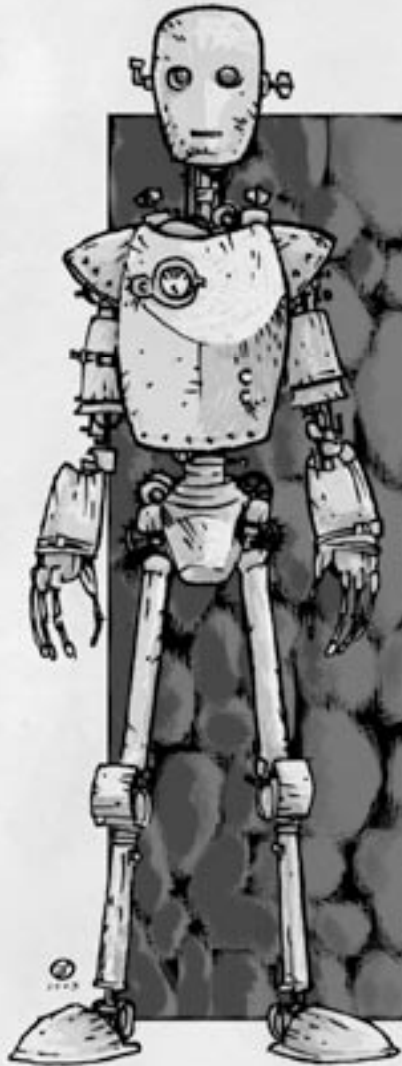
Maus is the North’s only truly cosmopolitan location, as no other city approaches its size or its style. Drawing residents and visitors from the four corners of the world, Maus is one of the North’s few human settlements where one can get by without speaking a word of Common. Due to its size, it is also the one place where one can truly hide in plain sight, and many individuals with dark pasts settle here, where they can fade anonymously into the crowd.


Because of the city’s sheer size and the wealth within its walls, it boasts a wide range of architectural styles. The land’s best architects and masons reside in Maus and, with the patronage of various nobles, continue to experiment and build new styles and structures. Maus was the first city to experiment with plaster over wooden frame walls, and this led to a number of artistic decorations on these

buildings. The city is pockmarked with differing styles, old and new coexisting in a riot of colors, angles, and materials. Maus’ streets are subjected to the same style of experimentation as the buildings. The roads vary from hard-packed dirt, to cobblestone, to the newly laid brick roads in the market’s center. The streets are constantly repaired to avoid any delays or damage to goods coming into or out of the city.

While places like Robinsport and Vestfold are substantial trading ports, Maus is an enormous economic center; its reputation extends far beyond the North. Any goods and services imaginable are available here, including masterwork items, clockworks, steam-powered machines, and magic items. Prices vary tremendously, and unlike in Vestfold, the Merchants’ Guild of Maus gains much of its power by avoiding careful scrutiny of incoming ships’ cargoes. Unsavory items, such as slaves, poison, and cursed objects, are found on the town’s southeast side. This area is known to many as the “Shallows,” because of the proximity of a shallow waterway leading south and because of the sorts of social relationships typical in the area.

Objects that cannot be unloaded in any other part of Blackmoor are sold in Maus, though rarely at anything approaching fair value; the buyers here know full well that the sellers have nowhere else they can go. Prices for rare art seldom fetch more than 80% of their appraised value. Strange magic items can be sold here, but anything too odd risks provoking the inquisitors’ attentions. The Wizards’ Cabal keeps a close watch on the merchants





The Kingdom of Blackmoor

of Maus, despite the best efforts of the Merchants' Guild to maintain what it calls "free trade" — often a euphemism for contraband.

Maus' political situation is curious, as the city is much larger than the tiny barony that initially spawned it. The city's mayor influences regional politics to a far greater degree than the baron of Maus. While the city is officially part of the Kingdom of Blackmoor, the policies of Blackmoor's Regency Council have little effect on Maus' legal codes and trade negotiations. Nevertheless, for Maus to hold anything but cordial relations with the powerful and popular King Uther would be imprudent. If the kingdom's political situation were to change in the near future, the mayor of Maus would be among the first to curry favor with whatever new regime came to power.

Newgate (Large Town, population 2,900)

Newgate is one of the newest communities in Blackmoor, and it is undoubtedly the fastest growing. Positioned at the intersection of the Root River, the Draco Channel, and Southlake, this inland town commands an essential strategic position, both for the long-term defense of Blackmoor against the Thonian Empire and in the development of river trade across the North. Grain from Kenville, weapons from Uberstar, and perfumes from Ringlo Hall pass through Newgate on the many small riverboats and large barges that transport goods across the North.

The town's strategic position for trade and defense are not the only factors responsible for its swift growth. Ever since the Afridhi invaded the Duchy of Ten, refugees and prudent souls seeking more secure living conditions travel eastward in a steady migration, and many settle in Newgate. The Great Svenny, baron of Newgate, is a great hero and defender of the poor. Thus it is not only Newgate's tactical position that attracts those who fear the Afridhi, but also the baron's charismatic reputation as the strongest of all Blackmoor's knights.

Within the town dwell more non-humans than in any other Blackmoorian settlement except the city of Blackmoor. Gnome clock workers have shops here, as the availability of parts and materials from both the University of Blackmoor and the nearby dwarven waterpower projects make Newgate a technological hotspot. Halflings from Ramshead come to Newgate with fresh casks of cured pipe weed, and dwarven miners spend their holidays sipping the creamy Mesok imported from Boggy Bottom and feasting on the cooking of the halflings who run several local inns.


Many say that the finest roast meats in all Blackmoor are found at the Ram's Hoof Tavern, located on the southeast edge of town. The tavern caters to all manner of customers, but especially to dwarves, halflings, and gnomes. Not only do they offer lower chairs, but the shorter-legged tables and chairs are placed on raised platforms, making every tabletop in the room the same height. While this technique causes a bit of trouble when drunken dwarves tumble off the platforms, no injuries have yet been serious enough to dissuade the short folk from drinking.

In an effort to keep the commerce in a consistent state of growth, the law enforces Common as the language of commercial choice in Newgate. Those doing business in other languages face stiff penalties and possible confiscation of their goods. This decree is not much of a problem, as most merchants barely keep ahead of demand and do not dare challenge the law.

The heavy rate of immigration combined with the high rate of commercial growth causes a number of awkward and unplanned occurrences within Newgate. The streets are littered and unkempt. The buildings are a mishmash of new and old structures sitting side by side. This clash in architectural style and decoration causes the city have a run-down look despite the many workers who raise new buildings each day. Due to this growth, the town's districts all see explosive and intrusive encroachment into areas never intended for such use. These problems can be attributed to the city planners, who were not prepared to manage growth of this scale. They approved a high number of building requests and failed to increase taxes or limit expansion to a manageable rate.

Immigrant Tenians sleeping in the shadows of wealthy homes are common sights. Many of these refugees are homeless and hungry. This fact weighs heavily on Baron Svenny and causes him to take measures to help. His natural charisma and his people's trust allow for the sponsorship of a number of social programs aimed at alleviating this problem. Many able-bodied men are conscripted into the baron's army, giving them and their families access to the benefits of service. Others are apprenticed at guilds or put to work at local farms. While these measures help, more people flood into Newgate each day. Many wonder how much longer the city can sustain these masses before the overcrowding causes a plague, famine, or similar social disaster.

The loyalty of Newgate's soldiers is nothing less than spectacular. Due to Svenny's astounding background and achievements, he is every man's hero, and not a soldier or guardsman in Newgate hesitates to give his life for his lord. The people talk admiringly about their baron, especially



The Kingdom of Blackmoor

when he is away and they long for his return. The only sure way to get into trouble in Newgate is to bad-mouth Svenny. Anyone doing so generally ends up beaten, ostracized, and thrown in the mud.

Old North Watch (Outpost, population unknown)

In the past, the Old North Watch (then known simply as the North Watch) was an active guard post where a company of horsemen stood guard over trade between Blackmoor and Maus. Since Blackmoor's unification, the trade route has become substantially safer, although raiders still appear occasionally. Now long abandoned as a guard post, all sane creatures actively avoid the Old North Watch. Rumors hold that it is a frequent resting place of the mighty dragon Chamber, who is more affectionately called "Watchworks" in this region. For several decades, no one has entered the watch, explored it, and returned to tell a credible tale of their adventures.

Ramshead (Small Town, population 1,000)

On a short peninsula ending in a tall bluff that overhangs the mouth of the Wurm River lies the comfortable and well-fortified town of Ramshead. To see the place from a distance makes clear the priorities of those who rule it. The site was chosen for the sound protection it provides to the many small dwellings nestled on the bluff's back slope, while at the same time allowing easy access to the rich fields that benefit from the river's steady nurture. Here, many of Blackmoor's halflings make their homes. The town is far enough from most human settlements to provide its residents the peace of mind they relish and close enough to dwarven settlements to comfortably maintain a steady stream of trade.

Ramshead's people have gradually transformed the surrounding landscape into one of the most picturesque locations in the North. The dwellings in Ramshead are particularly sturdy. They are constructed from brick and stone and roofed with thick wooden slates. Taking advantage of the commerce that travels through the town, the locals often ornate decorations on doors and columns to indicate their acceptance and friendly dispositions. Assorted crops grow in the gently rolling fields, making a multicolored view that is broken only by the great stone granaries that hold both local and imported crops as they are prepared for distribution. Ramshead is quaint and comfortable. Those who visit the town long for the safety and solitude that can be found away from the busy docks.


While Ramshead's economy is made up primarily of grain agriculture and brewing, it also generates a large amount of funds by selling and importing goods. Ramshead's merchants take in steady streams of clothing, ore, weaponry, and foodstuffs by longboat and wagon. The normal shipments come to a peak in the third week of each month, and long trains of wagon carts leave Ramshead carrying goods of all kinds.

Any excitement in Ramshead arises with the quarterly festivals held in honor of the many nymphs and dryads that dwell in the nearby copses and vales. Fierce competition among the shepherds determines which prize ram is sacrificed at such a ceremony. Sometimes, if judging the rams does not settle the issue, the shepherds engage in a variety of contests in order to settle the matter. Smoking blowing, long-distance spitting, and rock skipping are especially common methods used to settle these disputes.

The current serenity follows many difficult years, and the older halflings know just how bad times can be. Tales of the Docrae's enslavement are told to children to encourage them to stay near the town, lest they be snatched up by "the greedy Freedy," as the local halflings refer to the Afridhi. Ramshead's sheriff, Philo Holbytn, is constantly alert, and he is determined that no trouble will come to those under his protection. To this end, he employs not only eighty quick-witted halfling scouts, who constantly patrol the region's outskirts, but he also enlists a small dwarven garrison who live on the edge of town. While they are officially "metalworkers" who run an active forge, there is not one among them who is not an experienced warrior in addition to their other skills. In return, an active company of halfling observers ("cooks") is stationed at Mount Uberstar under the command of the Regent of the Mines.

South Pim (Small Town, population 950)

South Pim and Lake Gloomy together contain the majority of the population of the barony of the Lakes. While the two towns are thus linked politically, it is difficult to find two such culturally dissimilar locations within a single barony. While those in the barony's capital fight against the swamp, always vigilant and ever shining in their polished metal armor, the people of South Pim adopt a very different attitude. They allow the swamp to permeate their lives to such an extent that the border between town and swamp is barely perceptible.



The Kingdom of Blackmoor

The stout wooden palisade that surrounds the small settlement is built of a wide variety of local wood, and from a distance appears to be nothing more than a thick copse of trees struggling up out of the swamp (add +5 to the DC of any Spot check made to notice the town from a distance). Countless sharp spikes top the wall, most plucked from the spiny Cush-Anat tree. Each of these spikes is wrapped with coils of thorny brambles, which both add to the illusion and also make scaling the wall extremely dangerous. (Anyone who climbs 20 feet up the wall must succeed a DC 14 Reflex save or take 1d6 points of damage. Failure also requires a DC 12 Concentration check to avoid falling.) Most of the population stays close to the town. Men die in the swamp within a stone's throw of the walls. As the lost, feverish, or mad are not desired as citizens, if they fall outside the city walls, few are likely to mourn them.

While Lake Gloomy's main gate is polished brass, a bright beacon to those traveling east along the War Road, the front gates of South Pim send a different signal. They are built of the skull and bones of a gigantic alligator that once lurked in the deeper waterways. The skull of this tremendous creature functions both as a solid gateway and a warning. That the men of Pim slew this great beast (known at one time as the "Dragon of the Swamp," and venerated as the living god of a broadgrin colony) shows that they are fully capable of dealing with any other menace. Within the walls, the town is just as fierce, with bits and pieces of fallen foes woven into the buildings that provide both structural support (troll skulls are remarkably strong, as it turns out) and ornamentation (marsh ogre knuckle-bones serve as doorknobs for distinguished warriors).

Making full use of the swamp's myriad resources, South Pim is a strange-looking place, especially to those who arrive after a visit to Lake Gloomy. Metal is all but forsaken here, and in its place is a host of sharp spines, scales, and teeth. One finds belt buckles held together by carved crab claws, knives made from giant alligator teeth, and needles carved from the spines of poisonous fish. Make no mistake, though; while the people of South Pim make use of the swamp's materials and have given up their polished breastplates for woven turtle shell armor, they still believe strongly in the barony's mission and work tirelessly to patrol Blackmoor's boundaries against incursions from the Great Dismal Swamp. Some would say, due to their methods, they are even more effective at this task than those within Lake Gloomy, though they are seen less often.

Due to the wide variety of unusual materials and ingredients available in South Pim, several alchemists and sorcerers set up shop within the town's walls. Alchemical components are available at a 10% discount. Potion-brewing ingredients, healer's kits (regular and masterwork), and rare spell components are found on the shelves of the alchemists' cupboards. Everyone in South Pim remembers the day when the town's vital supply of antivenom ran out, and several shops work diligently to make sure such a catastrophe never happens again. Along with the various conscripts sent from Blackmoor to the town's garrison, the area attracts an eccentric mix of people.

Gnomes especially enjoy their time in South Pim since they can live quiet lives, doing their work without being bothered or annoyed by others. Most of the town's inhabitants are skilled in wilderness survival, and portions of the place more closely resemble temporary military encampments than permanent town quarters. While the walls are not comparatively tall, an elaborate scheme of traps and moats protects South Pim, one of which is filled with pitch that can be set alight on a moment's notice. The penalty for unnecessarily igniting the moat is now set at 420 casks of oil or a six-month sentence spent rendering pitch from the peat bog south-southwest of town.

The Coot's Watch (Outpost, population 50)

This small outpost serves as a watchtower from which Blackmoorians watch nervously for signs of invasion from the Egg of Coot. Guards ride along the coast day and night, alert for any possible incursion. A stable of fast horses is kept ready at all hours in case messengers need to race south to alert inland settlements between the outpost and Glendower. A small flotilla of cutters is kept nearby to allow messengers to alert the coastal inhabitants of impending trouble. A single Cabalist wizard also occupies the outpost, waiting to teleport away at a moment's notice. When the alarm is raised, each of these groups departs the outpost to fulfill their missions. A small contingent of warriors and Docrae outlooks ill remain as a delaying force against the insurgence, making every effort to hold their foes to the last. Only volunteers from Blackmoor's regiments and Docrae outlooks man the Coot's Watch.

The Wizard's Watch (Outpost, population 70)

The Wizard's Watch is located on top of some truly ancient ruins, far out on a long spit of land that extends into the Bay of Reeve. The spit's far end is completely

The Kingdom of Blackmoor

uninhabited, and a large iron gate easily isolates the peninsula's base from the rest of Blackmoor in case of emergency. The Wizards' Wizard's Watch is under the direct control and supervision of the Wizards' Cabal, which continues to use it to train wizards far enough away from the general population so as not to raise suspicion. The Watch's gated entrance holds powerful magical wards that monitor and watch over all those who pass through it. This not only prevents enemies from entering, but also detains those who do not have permission to leave. The wizards who founded this place took great pains to protect it with powerful spells placed around the entire peninsula. These spells aid in capturing and controlling conjured and created beasts. Young wizards training in the art of summoning and binding magical and demonic outsiders are responsible for a great many accidents in the Wizards' Watch, and the protective wards are the only reason many such creatures do not escape into the outside world. This area also serves as the main training grounds for the inquisitors, who learn how to best counter the magic of opponents. Most training is done out on the sand flats to the north of the outpost to avoid accidental incineration of the buildings, students, or teachers.

Vestfold (City, population 5,600)

Nestled against the fertile plains at the mouth of the Barleycorn River, the walled city of Vestfold overlooks the calm waters of the Bay of Reeva. Like many powerful cities, Vestfold prospered because of its well-defended position and access to waterways. Trade up and down the Barleycorn keeps merchants busy during the windy storm season, when large ships fear to exit the bay around the point known as the Breakers. During the nine months of the year when seagoing ships can freely round the Breakers, the north docks are a hectic place, and the city as a whole is a hive of activity.

Vestfold is always a lawful and well-organized settlement. Due to the high level of protection provided within its walls, the city serves as a frequent meeting place of the Regency Council when they wish to assemble away from the bustle of the capital or the eyes of Uther's enemies.

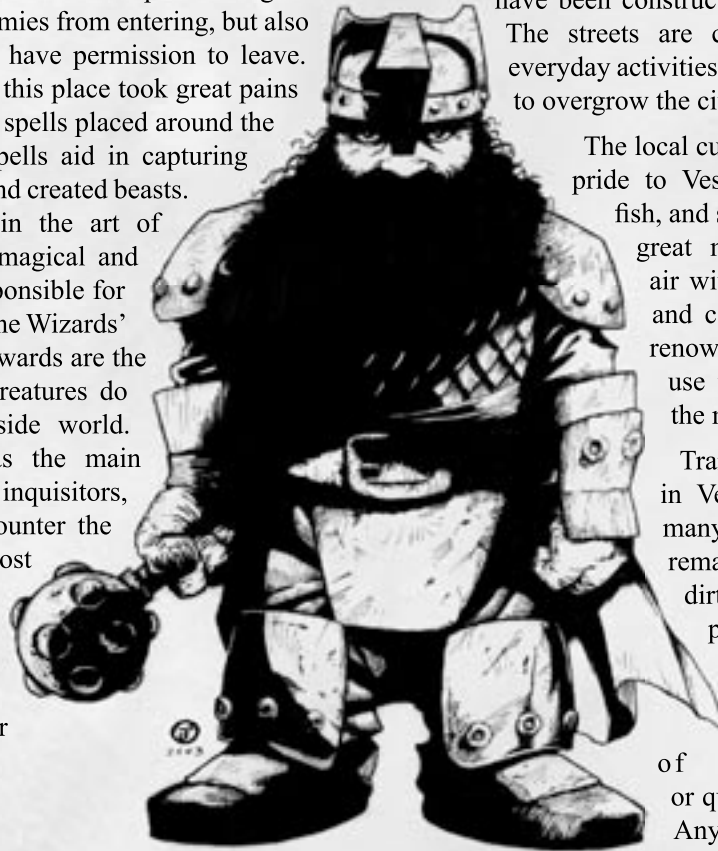
It also serves as a secure location for political luminaries in times of danger. This situation has surprisingly little effect upon the city, other than giving the residents unappealing, haughty attitudes.

For most who live on the frontier, Vestfold is an impressive sight. Tall stone buildings climb into the sky. Temples representing most of Blackmoor's pantheons have been constructed with respect and quality. The streets are crowded, bustling with the everyday activities of a population that threatens to overgrow the city's walls.

The local cuisine is a source of particular pride to Vestfoldites. Fresh fruit, meat, fish, and spices are in no shortage. The great millhouses fill the morning air with the scents of fresh breads and cakes. Vestfold attracts many renowned chefs and bakers who use their skills to the delight of the masses.

Transportation is well organized in Vestfold. Recent growth sees many new streets go uncobbled, remaining as hard, compacted dirt or clay until they can be paved properly. Entrepreneurs stand on every corner, seeking investors and participants for all manner of inventions, military coups, or quests for greatness and glory. Any number of adventurers can be found on corners or in jam-packed taverns, commissioning local bards for ballads and themes indicative of their greatness. With its bustling commerce and abundant population of thrill seekers, Vestfold is a true city of the North

Trade is carefully scrutinized in Vestfold, and few merchants can avoid paying their taxes in full, let alone smuggle contraband into or out of the city. Despite the easy access to raw materials and useful products, the impositions of taxes and the restrictions on trade mean that most items cost 5% more than normal within Vestfold. While this may seem excessive to some, the city's Merchants' Guild guarantees the quality of all merchandise stamped with the mark of a guild craftsman in good standing, so many consider the goods worth the extra cost. Shoddy goods are rare in Vestfold, and stamped, defective items may be freely returned. Because of the scrutiny that the guild places on their craftsman, returns are rare. Any guild



The Kingdom of Blackmoor

craftsman who has his work returned on a regular basis may be drummed out of the guild and run out of town. The Merchants' Guild vigorously enforces this return policy, and anyone who seeks to sell less than first-class goods soon learns that he would be wise to go elsewhere.

While Vestfold's merchants are well regulated, the city is no stranger to crime. Within Vestfold lurks the best organized and, perhaps, strongest thieves' guild in all of Blackmoor. The guild master's identity remains so well hidden that only rumors hint at his or her (or its) appearance. The guild performs few overt actions within the city walls, instead remaining hidden and planning operations that are carried out in other cities. Other guilds make repeated attempts to assassinate members of Vestfold's guild — attempts almost always fail. Oddly enough, many of these assassinations are thwarted not by the guild's agents, but by the Vestfold government's highly effective secret police. The secret police are good at everything *except* finding incriminating evidence against the Vestfold thieves' guild.

Williamsfort (Small Town, population 1,400)

In ages past, when humans first colonized the North, a band of struggling settlers skirted the Stormkiller Mountains, and as soon as their feet touched arable land, they stopped and settled. Pushed up against the majestic peaks of the Stormkiller Mountains, Williamsfort is a beautiful town, with a view stretching across the broad plain that lies between the mountains and the Redwood forest. Most of Williamsfort's homes are built of wood and stone pulled from the base of the mountains. A log palisade fence, substantially reinforced with stones, surrounds the town. The fence provides more than enough protection for the locals, so much so that Williamsfort is an excellent base of operations for small military excursions. Although the town is very old and the view is very nice, Williamsfort has few other notable features. It has grown little, as anyone with any sense can find a better place to live. The soils are slightly acidic and the winters very cold, making agricultural life difficult. Without access to rivers, trade bypasses the town by way of Southlake and the Root River.

Only in times of war is Williamsfort a bustling place. This fact was particularly true during the rebellion, since the town lies near the border of Blackmoor and Bramwald. Guards from each town patrol the areas directly surrounding their cities, but they have no

interest in engaging one another and have thus created a wide no-man's land into which neither army crosses. This exacerbates the trouble with humanoid raiders, as they thrive in the interstices and steadily increase their numbers while staying out of sight of the major patrols.

Williamsfort sits at on the inside edge of Blackmoor, and its people are dour. They do not have a close alliance with the dwarves, the humanoids from the Stormkillers raid their flocks, and the fierce might of the Empire of Thonia is just down the road. It is a wonder that Williamsfort has as many inhabitants as it does.





Chapter 5: The Lands Beyond



Though the kingdom of Blackmoor lends its name to the region (and indeed to the campaign setting), it most certainly does not account for the entirety of the wide and the sprawling Northern Marches. Other nations, communities, and cultures exist there as well, and they are only marginally less prominent in the region than Blackmoor itself.

The Duchy of Ten

Capital: Starmorgan

Population: 78,000 (56% Thonian, 21% Afridhi, 6% Peshwah, 5% halfling, 5% half-orc, 2% elf (cumasti), 1% elf (westryn), 2% gnome, 2% dwarf)

Government: Currently a theocracy; traditionally a quasi-republican duchy

Religions: Zugzul, Thonian High Church, Brothers of the Greenwood

Imports: Horses, metals, weapons

Exports: Fur, hides, grain, vegetables

Alignment: LN, LE

Life and Society

The Duchy of Ten (formerly known as the “Duchy of the Ten Heroes”) was founded when outcasts and rogues from the northern edges of the Thonian empire fled across

the Misauga river to form an independent state on the northwestern edge of the fledgling barony of Blackmoor. Initially, the empire completely ignored these people, which earned them the nickname “the Unwanted.”

Eventually, the struggling people mastered the harsh lands drew attention as their power grew. In time, the imperial government decided to reign in the northern wild lands. Their attempts to crush the growing power of the Unwanted did not merely fail, they failed spectacularly. The empire’s efforts succeeded only in offering the region’s formerly disparate pirates and a common foe, inspiring them to unite in a powerful independent state. In the wake of the “war for independence” (or the “pirates insurrection,” as the Thonian scribes call it), the people of Ten came to be ruled by a governing council led by ten of the war’s greatest heroes.

Proclaiming their independence from the Thonian Empire, The Duchy of Ten became the first free republic in the land, recognizing the authority of no king or emperor. Unfortunately, that which was born of this union was lost with the coming of the Afridhi’s murderous hordes.

Today Ten’s entire political fabric is sundered, its brilliant political system lost to history, as the land now lies under the cruel Afridhi’s iron-shod boots. Still, to understand the lands of Ten, one must know something of



The Lands Beyond

its unique history. While the Afridhi have tried their best to destroy the duchy and enslave its people, the Tenians still strive for their freedom. Even in the midst of the Afridhi occupation, the Tenians' desire for independence grows and swells. One day, they are sure, the Afridhi yoke will be raised from their necks and they will live free in the North once more.

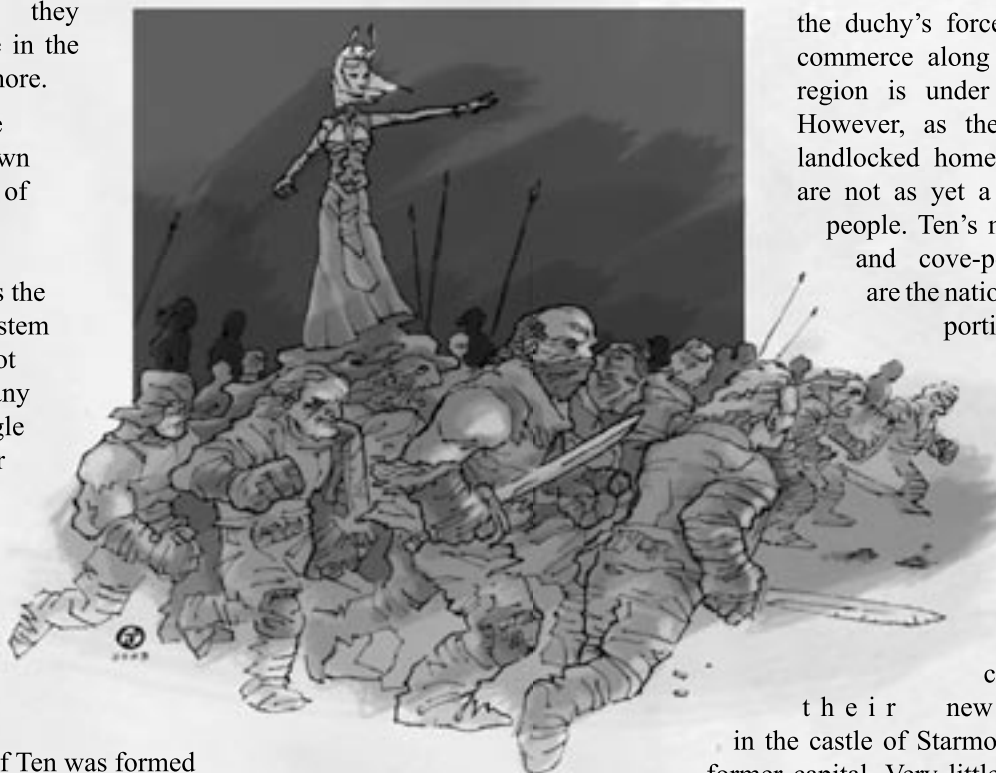
While the nation is known as the Duchy of Ten, "duchy" is somewhat misleading as the governing system of Ten was not beholden to any ruler. No single duke has ever ruled the land, for no one person has ever won the hearts of the entire population.

As the land of Ten was formed by a hasty union of rebellious rabble, the duchy's leadership was forged in a similar manner. Nine men (some of whom had held official titles as noblemen in the Thonian Empire) and one woman rose from the Unwanted to become great heroes of the rebellion. In the wake of the violence, they formed a ruling council, each taking the title of duke or duchess to show that none would sit higher than any other. They maintained control of Ten's wild lands until the Afridhi invasion.

The loss of Ten to the Afridhi is a long and painful story, full of suffering and tragedy. The Afridhi incursion reaches from the southwest (well beyond the far-flung trading outpost of White Horse and the lands of the Peshwah) to the banks of the Misauga River in the east, and as far as the mouth of the Firefrost Channel in the north. They now control of the cities and towns in Ten. All that remains of the free peoples of Ten are a few small groups of bandits and outlaws trapped in the region's hills, forests, and swamps. Only the swampy border with the kingdom of Blackmoor held back the Afridhi, and some say the horde

is even now massing along the eastern frontier, ready to push through the Great Dismal Swamp into Blackmoor and complete their conquest of the North.

At present, the (former) Duchy of Ten represents the largest portion of occupied Afridhi land. With the complete defeat of the duchy's forces, all travel and commerce along roadways in the region is under Afridhi control. However, as they come from a landlocked homeland, the Afridhi are not as yet a skilled seafaring people. Ten's many small rivers and cove-pocked coastlines are the nation's last remaining portions that still provide a limited degree of free travel and trade within Afridhi-occupied territory.



The Afridhi have chosen to make their new eastern capital in the castle of Starmorgan, the duchy's former capital. Very little is known of the Afridhi's ruling structure. The most reliable reports identify their leader as a powerful female cleric named Toska Rusa, alleged to be the bride of the "one god," Zugzul. He has supposedly chosen to make the entire North a wedding gift for his new bride, and thus her people storm across the land to make their great god's word into truth. (None have yet discovered how Toska Rusa and her zealots managed to gain such control over the Afridhi war-leaders.)

The present Afridhi theocracy is composed primarily of women who belong to a religious caste known as the Handmaidens of Zugzul, deadly warriors and powerful sorceresses who place enchantments on their soldiers to assist them in combat. The Handmaidens enter deep trance-like states, induced by obscene ceremonies conducted before the sacred fires of Zugzul. Much of their decision-making relies on visions and dreams they experience while in these states, visions they believe are sent by Zugzul himself. These savage ceremonies involve several distinct forms of human sacrifice, each designed to please the evil deity Zugzul and to petition for his infinite insight.



The Lands Beyond

An Insurgent Force

Within the Afridhi-controlled lands, brave men and women still oppose the Afridhi's savage rule. Some of Ten's more prudent residents escaped before the invasion's full force fell upon them. One rebel group makes its home to the northwest of the great Barrier Swamp, in an area known as the Empty Lands. Led by the former Duke of Oktagerm, an army of two thousand stands ready to retake their lands. Afridhi forces constantly comb this area, seeking to find and eliminate these rebels.

The Brothers of the Greenwood is another group that opposes Afridhi control. Serving as spies and saboteurs, this group claims to have a membership of over eight thousand. The Brothers are composed of a substantial Tenian militia who fight to retake their lands. Rumors persist that the kingdom of Blackmoor supplies this group with weapons, and on this basis the Afridhi claim that they must subjugate Blackmoor's Barony of the Lakes in order to protect their "rightful god-given lands." The Brothers of the Greenwood use guerilla tactics of infiltration and subversion to hinder the internal workings of the Afridhi state. They have developed into a dangerous force and now pose a substantial threat to the stability of the Afridhi occupation.

Major Geographical Features

The Duchy of Ten sits primarily on a fertile plume of land situated around the delta of the Misauga River, nestled at the feet of the dry and dusty Gargoyle Hills. It is bordered by the Misauga River to the east and, to the south, the thick fens produced by that slow-moving river. The great Amber Channel to the north provides access to the sea for trade. Two main features define the duchy's western edge. While the plains of Hak create a long, vague, and uncontrolled border to the southwest, in the northwest the deadly Barrier Swamp forms a sharp natural boundary, which the Afridhi must actively patrol to prevent incursion from the many vicious creatures that dwell within.

Barrier Swamp

To the duchy's north lies a vast, cold marsh known as the Barrier Swamp. When the Unwanted first crossed the Misauga River and passed beyond Thonian control, they found a fertile belt of land that stretched as far as the eye could see. Centuries later, however, the Tenians have found the natural end to their expansion. Even the tough folk of Oktagerm fear to enter the vast Barrier Swamp. Sixty miles

across at its widest, even the swamp's narrowest portions present at least twenty miles of slow-going, dangerous wetlands.

Some compare this area to the Great Dismal Swamp between Ten and Blackmoor, but the Barrier Swamp is, if possible, even less pleasant. A large part of the swamp is a brackish mixture of slow-moving freshwater and icy cold seawater. While many southern amphibian creatures cannot tolerate this mixture, it provides inland habitat for many of the seas' more vicious denizens. Along the coast, the swamp is said to be as bleak as an open plain and as deadly as the jungle. The Barrier Swamp's coastal flats provide little shelter from the constant, driving wind and rain that sweep out of Firefrost Channel. Among the tussocks lurk the tendrils of shambling mounds and the tentacles of dire octopi. On the many small waterlogged





The Lands Beyond

islands along the gradual transition from land to sea, coveys of sea hags make their filthy homes. Throughout the marsh, deeper channels act as thoroughfares for the larger, faster-swimming ocean creatures that penetrate the marsh in their constant search for food.

Various seagoing races wage constant war just beneath the murky surface, along the deeper channels that cut their way through the swamp's filth. Each race seeks to expand its oceanic empire onto the land by way of the swamp. The swamp's channels serve as both staging areas from where these races mount assaults and highways along which they ferry slaves and booty. Were it not for the endless conflict between these evil races, the northern end of Ten might well be an even more dangerous place than it already is.

While much of the swamp near the coast is filled with cold, brackish water, the inland reaches grow warmer due to the hot sulfurous springs that pour from the foothills of the volcanic Barrens of Karsh. These waters form a warm oasis in an otherwise cold land, drawing all manner of creatures that would not otherwise tolerate each other's company. Filthy yellow-green scum conceals ponds that contain ancient lairs of unknown horrors, while the large rocky outcroppings along the swamp's western edge provided excellent lairs for trolls (both of the terrestrial and aquatic persuasions, as well as those curious individuals that fall somewhere in between). These voracious carnivores harry all those who attempt to pass into the swamp from the Karsh.

Unique to the swamp, and found primarily in the intermediate zone where the water is only subtly warmed by the inland springs, is a strange assortment of man-like creatures that, with long, toothy muzzles, resemble humanoid alligators. These humanoids, called broadgrins, form dense settlements within the swamp. They present the best-organized and fiercest resistance to any who attempt to enter the swamp, and pose great danger to all who dwell nearby. Not only are the gatormen carnivorous, they require a constant supply of warm-blooded flesh to placate their great, aquatic gods.

The Great Dismal Swamp

Between Blackmoor and the Duchy of Ten lies a region almost universally recognized as one of the more dangerous areas in the entire northwest. Warm, still puddles of muck and thick, tangled vegetation conceal all manner of vicious and venomous creatures that lust for nothing more than the sweet taste of soft, civilized flesh. The swamp's edges are innocuous, and that is part of their danger — those new to the region can unsuspectingly walk into the swamp, first plagued by nothing more than a few mosquito bites and

wet boots. The first few minutes of travel into the mists may turn out to be the last few minutes of life for those unprepared for the swamp's dangers.

Upon entering the swamp's depths, one is immediately surrounded by a constant barrage of buzzing insects, oozes, slimes, and other foul vermin. Dangerous as these are, they often prove even more hazardous as distractions, for patches of deadly quicksand lie concealed beneath layers of leaves and mud. Exiting the swamp is often far more difficult than entering, as mists close in around the unwary, cutting visibility to 30 feet even on the brightest of days. After an hour within the swamp, a living creature takes a -2 morale penalty on all Fortitude saves due to the constant nips and bites subject. Many adventuring parties have tried to take shortcuts through the swamp — only to find their numbers, not their travels, cut short.

Home to all manner of abominations, the Great Dismal Swamp almost throbs with an evil life force. Sometimes desperate bandits lurk on the outskirts, as they know no sane person would follow them into the swamp. As often as not, they end up the prey of the more sinister creatures that dwell beneath the waters. As the whole dank mass of terrain is positively teeming with life (mostly of an amphibious nature), the chance for random encounters is double standard. Creatures with soft, bloated, wet bodies thrive within the swamp's stale waters. Aboleths, curious froglike humanoids, and giant leeches all dwell here in great numbers. However, the swamp is not only the home of the living, but also an abode for the dead. Rot-infested zombies and wailing banshees are found within the swamp, most often among the ancient ruins that lie beneath the waters. Rumors tell that under the swamp's waters lie the remains of a great civilization that collapsed long before mankind knew Blackmoor. Some say that feverish madmen now work tirelessly within the depths of the swamp in the hopes of resuscitating an ancient evil, lying trapped beneath the mud.

Important Cities and Communities

Starmorgan (Small Citadel, population 5,700)

When the fledgling barons of Ten decided to create a capital befitting their new duchy, they set about erecting a castle that would stand as a shining example of the prosperity and prospects of their union. They decided to erect the castle in the Vale of Glenfinan, a well-defended spot, high above the fertile land west of Hanford. While the castle's intent was to demonstrate independence from



The Lands Beyond

the Thonian Empire, its design is nothing if not Thonian. Some might say, out of earshot of any of the members of the baronial families, that Castle Starmorgan is more Thonian than Thonia itself, as the castle and its contents clearly imitate a classic style of construction long out of fashion in the empire. Thus, while the form of government administered from within the castle is new, everything from the construction of the battlements and crenellations to the wood of the tables in the great hall is thoroughly, traditionally Thonian.

The epitome of this strange dichotomy is the central presence of the High Church of Thonia's great temple. While the imperial church was forced to excommunicate the bishops who sided with the Unwanted in the rogue duchy's formation, the church within Ten reformed as an independent entity and is as strong as ever, maintaining all traditional rituals and practices. The architects behind Starmorgan were so devout that the temple holds a central place in the small citadel, its solid stone walls and columns supporting one of the greatest domes yet constructed.

Walking through the city can be an eerie experience, as Starmorgan is an occupied capital. As many Afridhi as Tenians now walk the streets. Since the west wall came down and the fierce Afridhi poured through the breach, Starmorgan has undergone a terrifying transformation. After the initial period of pillaging and burning, the Bride of Zugzul chose Starmorgan as her capital of the eastern end of her conquered territories. Thus, a great wooden structure now stands within Starmorgan's walls, with the sacred fire-pit of the One-God, Zugzul, smoking and smoldering in what was once the citadel's central square. Messengers scurry all about the new wooden structures, built by Tenian slaves to replace that which was destroyed in the fortress' capture. Scribes spend their days passing scrolls back and forth as the thousand or so administrators, pulled from Tenian ranks, now have the responsibility of aiding the Afridhi in their administrative control of the occupied territories.

However, no matter how much the Afridhi dangle their revolting war charms over the doorways of the castle's dwellings, they cannot remove the stamp of Thonian culture from the place — Thonia's essence is impressed deeply into the walls themselves. Much of Starmorgan was built of solid stonework, and while the Afridhi breached the west wall and looted much of the city, few buildings inside the walls were razed. Although it makes Toska Rusa uneasy, the Afridhi have not yet dared destroy the High Church's great temple, as they seek to learn the secrets of its architectural ingenuity before tearing it down. Instead, they have defaced the icons, removed the altar, and turned

the building into a festival hall. Similar treatments have been served to many of the more important buildings within the citadel.

Throughout the citadel, one finds solid Thonian buildings lain with Afridhi rugs and put to some new purpose. In a strange change of fortune, the palaces of the ten barons have all been turned into slave quarters for the many architects, scribes, messengers, and builders the Afridhi have moved from the surrounding cities. Skilled men and women throughout the lands of Ten were moved to Starmorgan, where they now slave away under the ever-watchful eyes of Afridhi guards. The citadel's foundry and forge area has changed the least of all. The only substantial differences in this quarter are the leg-irons now worn by the smiths who labor here, as they work to cast endless spear points and manacles to for their captors.

While the occupation force has been unable to remove all traces of Tenian pride from within the citadel, they completely razed all the buildings outside the castle walls. Due to the size of the occupation force — most of which, including over six hundred horsemen, make camp outside the castle walls — the castle is now surrounded by a forest of tents and makeshift wooden dwellings. The citadel itself has become more like a prison in which dwell three thousand of the brightest and best-educated people of Ten, locked up and overcrowded, now little more than humble servants to their cruel jailors.

Robinsport (Large Town, population 4,900)

Perched precariously at the northwestern edge of Thonian influence, Robinsport is a wild and rugged place. The town was originally settled because of the large natural harbor located near the intersection of the Firefrost and Amber channels. Port Dacoit, along the coast to the south, is found at the Misauga River's mouth where the water is shallow and large vessels cannot easily dock, making Robinsport the only significant deepwater port west of Blackmoor. During the vicious winter storms that sweep down across the water, only ships nestled deep within Robinsport's well-protected harbor stand much chance of remaining undamaged.

Robinsport has always looked to the sea, both for opportunity and in fear of danger from the north. While the constant incursions from the Barrier Swamp to the west forced the construction of stout palisade walls early on, it was the raiders in Skandaharian longboats coming from the Firefrost channel that burned the wooden walls to cinders. Since then, the tough-minded men of Robinsport have built up their town's defenses in two ways. First, the town is surrounded by earthen ramparts that took years



The Lands Beyond

to build and manage to protect the inhabitants from the swamp's creatures, as well as withstand all the tricks of the Skandaharian raiders. Within the walls, Robinsport feels very temporary, almost like a large summer festival or an open-air market. The town holds no large stone buildings, no significant structures more than a few years old, and no construction (except a few watch platforms) over one-story tall.

In addition to the ramparts, and perhaps more important in providing defense, is the Warren. When Skandaharian longships appear on the horizon, Robinsport's merchants have one useful trick up their sleeves: they hide. Beneath the tall bluff on which the town lies is a huge and complex network of tunnels, some chipped away by the hands of man, many washed patiently out of the rock by the slow and steady action of the waves. Full of twists, turns, sudden drops, and dead ends, many parts of the Warren are so easily defended that even the bravest Skandaharians do not waste their lives attempting to penetrate this dark, trap-laden labyrinth, despite the fact that much of Robinsport's wealth is hidden deep within.

When not under attack from land or sea, Robinsport is a booming locus of trade and exchange. It is a major part of the primary sea route for most of the trade into and out of the northwest region (including the Duchy of the Peaks, the Plains of Hak, and the High Hak). Robinsport is bustling and busy throughout much of the year, and almost anything offered for sale in the North can be found here.

Unlike many other towns in the Duchy of Ten, no single baronial family ever maintained a strong grasp on Robinsport. This was due in part to the constant raids, but also to the large amount of wealth that moves through the region. Thus, while Robinsport is always considered a part of the Duchy of Ten when described in writing, by word of mouth it is often referred to as the "Free Port of Ten" due to the open, liberal attitude that prevails in the town.

Since the Afridhi took control of Robinsport, much has changed. Afridhi guards now patrol the streets, their customs inspectors examine cargoes entering and leaving the port, and a large, ever-smoking fire temple stands in the town's center. In addition, a substantial wooden palisade, containing a large military garrison (over fifteen hundred





The Lands Beyond

men), stands just beyond the town's south end. Despite the Afridhi's attempts to control Robinsport as a strategic and economic asset, most know that entering or leaving the Free Port of Ten is a simple task for those who know the Warren. Even after the Afridhi's best attempts to crush the people in their iron-mailed fists, trade and communication with those outside the earthen ramparts has only been pushed further into the night and deeper into the bristling nest of caverns and coves that honeycomb the rocky coast on either side of the city. For many who choose to make Robinsport their place of work, that is exactly how they like it.

Oktagern (Small Town, population 1,350)

Once a bustling town at a busy crossroads that led to Robinsport, Port Dacoit, Starmorgan, and the Duchy of the Peaks, Oktagern is now a "model town" within the eastern Afridhi Empire. In other words, Oktagern is little more than a slave camp where Afridhi work the local Tenians to death, building up a large, well-defended supply depot for the Afridhi military. The Afridhi burned many of Oktagern's older buildings during their conquest. The town is now divided into three primary sections. First are the slave quarters for the Tenians, which are surrounded by a large, well-guarded palisade. Second is Old Town, mostly ruined, but now containing a large Afridhi shrine, always smoldering and smoking with the fires for the One-God, Zugzul. The third and largest portion of the town is the huge military supply depot the enslaved Tenians have constructed in order to support the campaigns of the Afridhi military.

One bard, Wilhelm Hurlax, who escaped the town and made his way to Robinsport, made a name for himself composing "The Ballad of Degern's End," which chronicles the quick conquest of the small town of Oktagern. The ballad tells how, after Starmorgan fell, a host of light cavalry rode through the night to surprise and seize Oktagern. Caught asleep and overrun by the Afridhi's unstoppable might, the town fell within an hour. Late in the night, the bound and shackled peasants were forced to watch the conquerors rounded up the baron's family and cruelly executed them by the light of their burning manor. In the days and weeks to follow, the Afridhi forced Sir Kay Degern, who had disguised himself in peasant rags, to dig the graves of his kinsmen. He and his people could only watch as the Afridhi plundered everything the noble family had built since they had bravely founded their small settlement on the edge of the Barrier Swamp. Eventually Sir Kay managed to escape from the work camps and made his way into that very swamp.

Now, Oktagern lives on in two places. While the physical location of the town has not changed, the spirit of the place has been pushed into the wild and dangerous swamp. Outside Oktagern, to the northwest, lies a hidden campsite where Sir Kay and many of those who have escaped from slavery under the Afridhi plot ways to overthrow the Afridhi's brutal rule over Ten, starting, of course, with the liberation of Oktagern and the reinstatement of the Degern lineage.

Hanford (Large Town, population 3,100)

This small yet bustling agricultural center has suffered through two tragedies in its history. Almost two centuries ago, it was sacrificed by the barons of Ten in their fight for independence against Thonian Empire. The Tenian generals knew that once the warlike generals of Thonia had a taste of blood, they could be lured more easily into an ambush. Thus it was that the cheerful town of Hanford, one of the earliest settlements in the region, served as bait. The Thonians burned it to the ground as an example to the other rebelling factions. Soon after destroying the town, the Tenian forces lured the imperial army into a deadly trap within Brushy Fen, and the Thonian army has never again set foot within the duchy.

Hanford's people have never forgotten this historic sacrifice, and beyond the already rebellious nature of all Tenians, they harbor a deep resentment towards all things Thonian. Thus, while most of the Duchy of Ten appears to outsiders as a curious mirror image of old Thonia, Hanford's style and culture are truly unique. Constant contact with the people of Blackmoor — sometimes friendly, sometimes not — has turned Hanford into a melting pot, with immigrants bringing pieces of their own culture to the place. For this reason, the town has always played home to a substantial number of gnomes, dwarves, halflings, half-elves, and even half-orcs.

Irreverent humor is considered the social norm within the town, and anyone with too serious an attitude may find himself conspicuously out of place. Nowadays all the humor has gone underground, those who keep their ears to the ground know that the best jokes at the expense of the Afridhi originate in Hanford.

All know that Hanfordian festivals are timed to occur on days of the year when no Thonian ritual observances take place. This is one aspect of Tenian life the Afridhi tolerate, as they have developed a concerted plan to stamp out all remnants of the Thonian church in Ten. At one time the festivals drew substantial crowds of professional



The Lands Beyond

bards, jugglers, and acrobats, all performing alongside the famous Hanford puppeteers (who fled to Kenville just before the invasion). Now that the Afridhi are in control, the festivals are short, tense gatherings of “official” artists and performers, who are forced to perform acts which demean the spirit of the lost Duchy of Ten and grossly exaggerate the power of Toska Rusa.

Since the Afridhi’s arrival and the “second burning” of their town, as Hanfordians refer to the invasion, Hanford has grown densely packed. Full to the brim with over eleven hundred Afridhi military troops and another thousand Afridhi civilians, the town has almost tripled in size. Within the freshly built walls, the Tenians of Hanford make due. The Afridhi require most to work as slaves in the fields they once owned. However, Hanfordians are used to hard work and bear their burdens with the same irreverent dignity that has always helped them persevere through adversity.

Since the Afridhi conquest, scores of professional bards and performers, who had just arrived in town for a major festival scheduled to begin the morning after the invasion, mixed with the farmers. They attempt to pose as authentic peasants in order to avoid decapitation at Afridhi hands.

While the bards feel they are doing a great service to the people by living and singing among them in the muck and the dust, the peasants know that only if they keep the bards and minstrels busy working with their hands will these wayward souls find the mental strength that is the key to surviving the cruel occupation.

Port Dacoit (Large Town, population 4,200)

While much of the Duchy of Ten grew together after the Unwanted’s rebellion, Port Dacoit has always remained isolated from the region’s other towns. Founded many decades before the arrival of the majority of the Unwanted into the area that would later become the Duchy of Ten, Port Dacoit was originally a small, walled stronghold created by Amber Channel pirates to provide themselves a place to spend their wealth. Initially a haven for all that was banned in Blackmoor, this small pirates’ paradise grew in popularity until it could no longer remain secret and grew into an exciting, luxurious, and sinful town. While eventual assimilation into the Duchy of Ten lent the place some legitimacy, many refer to it as “nothing more than a nest of pirates, whores, and scoundrels.”

Within the port, fortunes are gained and lost. Young men with money pouring from their pockets frequent the town’s center, with its many gambling dens and houses

of ill repute. Those who have fallen upon hard times and have nothing left but the shirts on their backs sulk near the waterfront. Money flows through the port as quickly as water flows down the Misauga. Due to the large number of intoxicated, wealthy travelers, the port town has attracted a substantial number of cutpurses. Additionally, the large population of homeless and destitute has attracted press-gangs and slavers. No true safety exists in Port Dacoit, and the docks and the town’s very busy center are particularly dangerous. (Double the frequency of random encounters.)

Near the center of town stands a large complex owned by the ruling Dacoit family, supposedly built on the same plot of land the Amber Channel pirates first inhabited. Within the stone structure is a pair of gambling halls (one large, open area and a second, concealed area only accessible to those of obvious wealth), a bloody gladiatorial ring, and a small zoo full of exotic animals and monsters. A brothel, smoking-hall, and soft-cushioned den for lotus-eaters can be located in the complex’s back areas.

Port Dacoit was the last Tenian stronghold to fall during the Afridhi invasion and was thus full of refugees when the walls finally tumbled. The traditional social order within the town had always been shaky, so the Afridhi have managed to keep the population disorganized and unable to mount any successful resistance.

The Afridhi had learned much of the Tenians by the time they took Port Dacoit, and thus their methods of imposing their authority were particularly effective. When the port’s militia surrendered, the Afridhi took them far away from the city before slaughtering them, so as not to arouse anger in the populace. Many unknowing widows still believe that their husbands and sons were led off into slavery. The only solace the Tenians of the port have is the sight of the watch fires’ flickering flames across the river in Blackmoor. Many have fled there, including the wealthiest and most important of those who once made the port their home: the van Ringe family.

Silverbell (Small Town, population 1,100)

The town of Silverbell grew up around a tower that was built to protect Ten against the numerous foul swamp creatures that dwell to the south and the east. At one time, many little settlements dotted the river, most dependent upon fishing. One by one, each of them fell to some sort of swamp-born tragedy. Only Silverbell, with its strong walls and bright-burning lanterns, manages to persist in this damp, dark, hostile environment.



The Lands Beyond

The town is named after the large bell hanging in the fortified watchtower in the center of town. After a series of incursions by the ghosts of the drowned, the military forces stationed in town allowed priests to consecrate the tower to grant the men a better chance of fending off fell beasts and the living dead. While the official High Church of Thonia would never condone such a practice, the bishop responsible for this region agreed that the tower could be consecrated, as long as the men-at-arms in the tower agreed to make the defense of the clerics and church grounds their top priority.

The great bell atop the tower is plated in silver and rings with a potent, melodious enchantment. While anyone can produce a sound by hitting the bell, only those with at least 1 rank in Perform (percussion instruments) and 1 rank in Knowledge (religion) may properly ring the bell. When played correctly, it can produce tones from subtle jingles to resounding clangs that can be heard up to two miles away. The bell's tone operates like a *bless* spell, except that the effect applies to all good-aligned creatures that hear the tone.

Since the Afridhi invasion, Silverbell has been a quiet spot. The Afridhi dislike the town's warm, damp climate, and the constant biting insects have a special taste for Afridhi flesh. As Silverbell is not as well-connected to the duchy as the other towns, its Afridhi garrison feels isolated and pointless. The land Silverbell commands is primarily of value for fishing, and as fish are considered an inferior food among the fire-worshipping Afridhi, the place holds no great importance in their grand strategy of conquest.

Since the formation of the Brothers of the Greenwood in the Barrier Swamp, some of Silverbell's citizens escape into the swamp to join their ranks. While the Brothers do not yet have the numbers to mount a successful rebellion, dozens of men-at-arms and clerics have formed temporary settlements in the swamp, hoping that the Afridhi will decide that Silverbell is useless and leave. So far they have not been so lucky, but they know that if the Afridhi's grasp is weak anywhere, it is on the slick, slippery stone tower of Silverbell.

Rusagern (Small Town, population 1,800)

Tenians initially settled Rusagern to provide a secure base from which the Knights of Ten could sortie into the Plains of Hak to teach the raiding Peshwah a lesson. Unfortunately for the mighty Degern family (who once ruled both Oktagern and Rusagern), the Peshwah were the ones to dispense the lesson. Rusagern's heavy cavalry were of very limited use against the spear and bow-wielding light horsemen from the Hak.

Despite these rough beginnings, Rusagern eventually grew into an important trading post and unofficial border point past which neither Peshwah nor Tenian often strayed. Sturdily-walled and built to withstand the strong winds that sweep across the Hak, this hybrid guardpost/tradepost eventually became a place where Peshwah and Tenians learned to put aside their differences and live in relative peace. They met to trade furs for metal implements, as well as to breed their horses. While some conservative Peshwah claim the best-bred horses in the world are found in secret vales deep within the Peshwah territory, the prices Rusagern's horses fetch on the market tell a different story. Mixing the bloodlines of the fast and nimble Peshwah stallions with the sturdy and even-tempered Tenian mares produces many of the finest warhorses ever to stride the earth.

Rusagern also holds a greater concentration of forges than most towns its size, due to the constant demand for metal objects from those who dwell upon the Hak. The Plains of Hak have few rocky outcroppings, and thus ores are not common in the area, rendering most Peshwah reliant on others for crafted metal items. The majority of the metal bits, bridles, and saddle fittings found on the Plains of Hak, to say nothing of shield rims and axe heads, come through or are produced in Rusagern.

The Afridhi presence in Rusagern has seriously disrupted their supply of metal, and some of the horse-tribes are now in desperate straits, unable to acquire enough metal goods to serve even their basic needs, let alone arm themselves with spears or arrows. Each and every forge in the town smokes for 24 hours a day. The Afridhi are in constant need of metal goods, and while much of their needs are met by Starmorgan's slave-smiths, they keep as many forges open as possible so that their large army remains well supplied. As the Afridhi massacred almost all Rusagern's men on the night the town fell, the smithies are operated by the widows and daughters of the slain. These women have successfully transitioned from the traditional gender roles and have taken to the trade, becoming capable smiths in their own right. The Afridhi themselves are not as highly skilled in metalwork, and prefer that slaves perform such tasks.

When the Afridhi invaded Ten, Rusagern was the first major settlement to fall into their hands. The fierceness of the Afridhi attack shocked the Tenians, even though the Peshwah had warned them of Afridhi savagery. When Rusagern fell, it fell hard, as the duchy had strongly reinforced the town, building up its battlements and preparing them with supplies for a siege. Proud and overconfident, the Tenians stood fast in Rusagern when



The Lands Beyond

they should have retreated across the river to regroup, and many of the duchy's bravest knights lost their lives in a mad battle that never should have been fought. Rusagern's fall not only cost the duchy many of its finest warriors, it also took a sizable chunk out of the Tenians' pride. When anyone mentions Rusagern in the duchy today, brows furrow and faces turn hard. Now used as a small, strongly occupied Afridhi command post, fallen Rusagern is a wound in the spirit of all Tenian men — a wound that will not heal until the Afridhi are driven away and Tenians may again look as free people across the Plains of Hak.

Almost 80 percent of Rusagern's population is Afridhi (and there are now over a hundred half-Afridhi children growing up in the town), making it in many ways the least Tenian town in Ten. The small minority of Tenians who survived the Afridhi massacre are all women, who the Afridhi keep as slaves. While the Afridhi fear powerful women of their own culture (especially the Handmaidens of Zugzul) they treat the women of Ten harshly. They are thought of as property, and can be traded for horses and other goods. A moderately attractive woman fetches a price of two to five horses, while an older or less attractive slave girl is worth only a few goats. The Afridhi duel each other in fights to the death for the most beautiful Tenian girls.

Few traces of Tenian dwellings remain in Rusagern, as the Afridhi razed the majority of the town. Most of the populace lives within traditional Afridhi war-tents that have been erected within the area where Rusagern once stood. The tents are so numerous and tightly packed into the town that they present the appearance of a gaping maw containing the scattered stone buildings as both tooth and testament to the Duchy of Ten's memory.

The palisade has been reconstructed — with one particularly hideous modification. Afridhi magic involves specific and detailed uses for each part of a human corpse. As good luck charms, many Afridhi wear necklaces of human canine teeth, while they use human molars as tokens in their favorite game, Tzatch'Tzuk. Enemies' spinal columns are considered one of the most potent pieces of the body, and those of strong enemies are believed to be useful as charms to ward off evil spirits. The more vigorously a foe fights in battle, the greater the strength of his Kzurk. Afridhi believe that this Kzurk lodges at the base of the spine after death, and thus is can be used as a potent talisman to repel the invisible fiends that stalk the night near battlefields. All around Rusagern's new palisade, the Afridhi have lashed the spines of their dead foes to the poles, using strips of flayed human skin. As many of these men were executed in front of their families, the women in the town know exactly which poles

hang their husbands' spines. To the left and the right of the main gate hang the spines of Muldren Degern, the last lord of Rusagern, and Andrar Degern, his son and one-time heir.

Elven Lands

The Kingdom of the Westryn

Capital: Citadel of the Westwood

Population: 3,100 (82% elf (westryn), 15% elf (cumasti), 2% halfling, 1% gnome)

Government: Monarchy

Religions: Faunus, Elemental Lords, Ordana

Imports: Cumasti prestige goods, grain, worked metal

Exports: Wild game, herbs, spices

Alignment: CG, CN

The Kingdom of the Westryn is composed of five forest realms distributed in Blackmoor's western reaches. Though they are technically within the borders of the Kingdom of Blackmoor, Blackmoor presses no claims on these lands — and the Westryn would ignore such claims in any case. The Westryn's forest realms are found in the Westwood, the Wilds of Ten, Unicorn Wood, Pelham Wood, and the Greenwood

Though little is known of the Westryn and their culture, most know that individual kings historically ruled each of these forest realms. In current times, a single King of the Westryn makes his home deep in the secluded forests of the Westwood. Princes loyal to the crown rule the remaining forest realms, valuing secrecy as the highest priority in protecting their people. The Westryn borders are heavily guarded, and sentries often eliminate unwanted visitors without warning.

Since the split between the Cumasti and Westryn elves, the Westryn west of the Peaks of Booh have managed to maintain at least some contact with one another, leading to the formation of a single interconnected network of land and culture. However, since the massive influx of humans from Thonia to the North, the Westryn lands have been divided. The forest has been cut to make way for cropland, and the timber from the edges of the wood has been turned into ships, charcoal, and palisade walls. What was once an enormous deciduous forest, stretching from the Misauga to the Root River, is now dissected by roads and human-controlled areas. At present, while Pelham Wood, Unicorn Wood, and the Greenwood all contain populations of Westryn elves, only in the Westwood — the former capital of the unified Westryn lands — does a Westryn kingdom



The Lands Beyond

truly remain. Woe to any man, dwarf, or orc who sets foot within, for if the wood's many hostile creatures do not turn him into a snack, rumors say that the Westryn themselves will fill his body with so many arrows he will be full more of wood than blood.

No non-elven ambassador has ever returned from diplomatic missions to the Westryn. Knowledge of their government comes from Cumasti travelers who do not openly speak of their distant brethren. Visitors reveal limited details about a fierce "spirit war," waged by the Westryn against abnormally powerful undead residing in the North. This private crusade draws their attention away from the petty land disputes of humans and dwarves. The Cumasti believe that this conflict with the undead is of prime importance, but the Westryn refuse all offers of aid. As a sign of support for the Westryn, the Cumasti nevertheless send monthly wagon trains of supplies and leave them just within the borders of each of the Westryn realms

The Eaves

Long before the Unwanted passed across the Misauga River and began the early colonization that resulted in the growth of the Duchy of Ten, tribes of Westryn elves lived simple lives of hunting and gathering throughout the area that is now the Duchy. Roaming the rich land from the Amber Channel coast down as far south as the Great River, they thought they had escaped the influence of men. While the coming of the Unwanted brought new challenges for the Westryn, the formation of the Duchy signaled the end of their roaming, and the majority of the elves choose to continue their westward migration. After a well remembered summer of violent clashes between Tenian settlers and Westryn hunters, the elves crossed over the Gargoyle Hills, suffered the long journey across the Barrens of Karsh, and eventually found refuge in a dry and dusty scrub forest at the headwaters of the Great River. During the "long walk west" as the migration is called by the elder Westryn, almost a third of their number were lost to famine and dehydration. It is an experience the elves of the eaves will not easily forget, and thus of all the Westryn, those who dwell within the eaves are the most overtly hostile to human contact.

Although the Westryn within the Eaves will never willingly speak to humans (preferring, of course, to shoot on sight) they have observed them carefully from within their forest home, and since the time of the migration they have learned many things. The Peshwah in particular, have acted as models for a new Elven culture, one based upon riding, and raiding. While at first the elves stole horses from the Peshwah, they soon realized that while horses

were strong, tireless mounts that were effective upon the plains, they were too large and ungainly to be of great use along the slim forest trails where the Westryn prefer to make their homes. Due to their smaller size, the elves found that if they were careful, they could ride the larger deer that lived within the Eaves, and thus was born an alliance that has lasted. The Westryn roam their sparse forest on the backs of strong stags, sharpening their mounts antlers, and training them in the art of a deadly charge. Training their youths to fight while mounted most warriors among them have both the Mounted Combat and the Mounted Archery feats. They have taken to using Small scorpion venom (DC 13 Fortitude save resists, 1d3 Str) on their arrow and spear tips.

Unlike the Westryn within the Wolf Wood or in the Westwood, the elves of the eaves choose not to share their forest home with other dangerous predators and actively hunt all predatory creatures within their lands. Thus while there are occasional leopards and lions on the outskirts of the forest, there are no serious threats within the Eaves other than the elves, and the unavoidable snakes and vermin which make their homes in all habitats. In order to protect themselves against further human incursions, the Westryn have prepared their forest home with numerous traps and spent their days creating many blinds from which ambushes may be launched. The Peshwah know from experience, just how dangerous the forest is, and have strong taboos against taking their horses into the Eaves, beyond the sight of the plains. Since the Afridhi invasion, the elves have redoubled their efforts and at this point, not a single Afridhi patrol has emerged unscathed from the forest. While the Afridhi have considered attempting to burn the entire forest down, they have for the time being decided to keep well away from the Eaves, as they consider the area worthless. While there are occasional skirmishes with patrols out of Fort Wazir, so far the elves have managed to defend their new home (which the Afridhi do not covet) and the Afridhi recognize that the presence of the hostile elves in the wood means that any who seek to assault their holdings from the west have a choice to press along the edge of the wood, and suffer casualties from the belligerent elves, or else push up to the North of the Barrens of Karsh to push through beneath the Barrier Swamp where they will face the larger garrisons of Afridhi forces stationed at of Fort Peiwar and Fort Khost

Wolf Wood

On the western edge of the Firefrost Channel far past the northern reaches of the Duchy of Ten lies a great expanse of unmapped coniferous forest known to men as the Wolf Wood. Skandaharian raiders avoid landing their



The Lands Beyond

boats on the west side of the Channel as they know that if it is heard that they survived a voyage into the Wolf Wood, they will be ever marked as Wolf-touched, and shunned from what passes as polite society among the gruff Skandaharians. Fears of a mauling at the jaws of the great wolves which stalk through the eves of the forest are only the beginning of the nightmares that have emerged from this cold, sparse boreal forest.

Along the edges of the wood, within striking distance of the windswept plains lying beneath the foothills of the mountains that make up the stronghold of the Duchy of the Peaks, are two organized clans of lupine beings, each ruled by a powerful werewolf chieftain. The Prince of Wolves is a High Thonian werewolf, who controls the forest edge along the south and east borders, including most of the west bank of the Firefrost channel. Stories say that his clan is ruled through simple, fearsome brutality, and he is often seen leading his pack, in half human-form wearing ancient Thonian finery and rich gold jewelry. The Spirit of the Moon, a Skandaharian werewolf, rules along the north and west forest edge. To many of his pack, he is worshipped as the living spirit of Madness, and is only ever seen in the flesh for ritual feasts during the nights of the full moon. Each of these werewolf chieftains holds sway over a number of dire wolves, worgs and werewolves. The Prince of Wolves has brought three packs of winter wolves into his clan while the Spirit of the Moon has negotiated an alliance with a grove of twisted, evil coniferous Treants. Both clans maintain control over packs of normal wolves who act as scouts for their powerful predatory networks. Members of each of the two werewolf clans know and respect each others territory. To pass across the border out of ones territory means almost certain attack by packs from the opposite clan



without the support of other packs ruled by their chieftain. A successful Survival check (DC 20) will allow any character with the Track feat to notice the 'wolfsigns' that indicate the borders between territories.

Within the wood, there are some who thrive on the gruesome tales of hungry wolves. It is these very tales which provide the shady cospes in which they live some measure of protection from the woodsman's axe as they have so far scared off all attempts by humans to settle any region northeast of the Gnolls and the Thunder River. A little known tribe of Westryn elves now makes their home in these chilling woods, having left forever the warm glades of the Westryn Forest kingdoms. They moved here centuries ago in order to escape all contact with their most hated foe, humankind. Within the wood, the tribe keeps a close watch on the territory boundaries of the two clans of the werewolf lords. The elves know that only as long as there are multiple werewolf factions in the wood are they safe from an all out attack by the combined might of the lupines. They keep careful watch of the numbers on each side, and actively raid into the either chieftain's territory to slay wolves and bring back their skulls and pelts. Through this method, not only do they manage to collect large numbers of wolf pelts, with which they make most of their clothing and shelters, but they manage keep the numbers of wolves on both sides tightly balanced, so that neither group gains an upper hand, and the status quo is maintained. This process has become such an important part of the lives of the Wolf Wood Westryn that their youths are not considered full members of the tribe unless they return to the village with the skill of a wolf they have slain with their own spear.

Goblins from the hills across the Firefrost Channel sometimes put together flimsy rafts, and come across the channel in hopes of capturing worg pups, to raise for use as mounts. The voyage across the channel by raft is very dangerous, and the raids upon the worg dens are often suicidal. Those goblins who have made the journey and returned to the Goblin Hills with a worg pup to raise always have at least one level of warrior and at least one skill point in the skills Craft (rafting), Handle Animal and Ride.

Westwood

The Westwood is the last and largest part of the great northwestern forest, and as the lands around the wood have been cut and burned, those creatures



The Lands Beyond

that dwell within retreat further back into the wood. At present, the land overflows with all manner of creatures that make the tall, dark forest for their habitat. Treants, giant spiders, huge centipedes, great cats, shambling mounds, and ettercaps all dwell in surprising numbers within the forest's shade. In the evening, predatory creatures hunt in the open lands near the forest's edge. Despite the pretty, mossy undergrowth and fresh, pine scent, the Westwood is no less deadly than the Great Dismal Swamp.

The Westryn kingdom is said to lie within the Westwood's center, yet no outsider knows how to find the place. Potent enchantments woven by the Westryn's greatest druids and sorcerers make finding their enchanted glades almost impossible. Pathways melt back into the forest behind intruders, and the undergrowth never quite seems to stay in one place. Even well-led, well-organized parties armed with maps, charts, and the latest in gnome compasses have failed to find the Westryn's home, and if they ever manage to return to Blackmoor, they do so exhausted and terrified. However, given the rumors of the existence of particularly powerful magic within the Westryn kingdom, adventurers continue to attempt to penetrate the forest. Many are tempted by tales of great

halls woven out of the trunks of living trees and of a huge temple that lies hundreds of feet above ground, formed of the woven branches of the tallest oaks in the world. Westryn characters who choose to dwell among mankind are also affected by the mysterious curse that hides the Westryn kingdom, and once outside the forest they can never find their ways home again.

Westryn Forest Homes

While the majority of Westryn live in the Westwood, their total population is scattered across the North among a number of forest settlements that were once part of the great primal forest. Within the area known as the Greenwood, the Westryn are hard-pressed, with human settlements all around them. Of all the Westryn settlements, the Greenwood is perhaps the least xenophobic. Due largely to the influence of the kindly halflings of Booh, the Greenwood Westryn have consistent but limited interaction and trade with Blackmoor's halflings. Certain factions within the Greenwood abhor this situation; rumors whisper that they seek to form an alliance with the Docrae





The Lands Beyond

to put an end to travel over the Mountains of Booh and to further isolate the Greenwood from human and halfling influence.

Unicorn Wood, named for the prevalence of the one-horned creatures that dwell among its northern glades, is a sizeable forest that grows out of the boggy shores of Blood Lake. The forest is diverse, with thick, brushy fens in the southwest and sparse, dry deciduous forest in the northeast. The Westryn roam the entire area, but troubles with the broadgrin gators along the lake's edge have pushed them away from the swampy areas more than once.

Pelham Wood is a sore point for many Westryn, as this forest was once much larger than it is today. A combination of steady human logging and agricultural clear-cutting has gradually eroded the forest for centuries. More recently, a great spiritual disturbance spread from the Blood Wood and infected a large proportion of the elder trees, twisting them into evil treants. The Westryn were forced to use fire to destroy portions of their home that these unnatural forces had infested. Now, with some of their most sacred glades tainted and destroyed, they are even more protective of their few remaining forested homes.

While many say that the Westryn once settled the Blood Wood above Boggy Bottom, this forest is no longer safe for mortal creatures. At night the wretched spirits of Westryn kindred, which manifest as many foul types of undead, haunt the glades and copses along the wood's edge. Possessed of the ability to beguile unwary travelers with glamour and deception, they lure any passers-by deep into the wood. It is a journey from which few, if any, ever manage to return.

The Lands of the Cumasti

Capital: Ringlo Hall

Population: 4,200 (68% elf (cumasti), 20% Thonian, 7% halfling, 1% elf (westryn), 2% gnome, 2% dwarf)

Government: Monarchy

Religions: Faunus, Elemental Lords, Ordana

Imports: Grain, wine, parchment

Exports: Perfumes, enchanted items, maps, historical documents

Alignment: NG, CG

Elves have lived in the forests northeast of Thonia for as long as any living scribe can recall. Records of their habitation long predate the North's first human settlements; folk-tales and legends place them in the region for as long as the even the most ancient of the trees among which they have chosen to live. Once, a mighty elven nation (its name now long lost to the tongues of men) ruled all the North,

and a single grand elven culture spread from sea to sea. Over many centuries the elves' power waned, and none are more cognizant of this fact than the Cumasti, the last heirs of a great and proud tradition that existed before the dawn of human history. The tale of the elves' downfall and their eventual displacement by the "lesser races" (as some Cumasti refer to men, orcs, dwarves and other short-lived people) is a long and difficult one. Even the Cumasti no longer know the story in its entirety, as it contains many points about which debate still rages, and perhaps always will. What is clear is that modern Cumasti make concerted efforts to rejuvenate their failing culture in the hope that they can prevent their noble society from degenerating into the unrefined and base ways of the Westryn. While the Cumasti honor the Westryn as their kindred, they do not respect the simple, harsh life of hunting and gathering to which most of the Westryn elves have become accustomed. Culture, family and history are the three most prized possessions of any Cumasti. Without these "Three Pillars of Eternity," an elf is naught but a hollow shell, like a dry log through which sap no longer runs.

The days at the Cumasti high court are filled with beauty, but it is an empty beauty, evoking only memories of what was. Religious leaders conduct endless ritual performances dedicated to heroes whose names can no longer be pronounced. They hold such ceremonies on holy days for distant gods who have devolved into little more than elemental spirits, barely remembered by those who once revered them. These rituals are impressive, but not even the performers themselves — who often seem almost entranced, lost in the magic of their art — remember what they mean. While the high court settles matters of law and is the seat of government, the court is first and foremost a center of Cumasti art and performance. Even those Redwood elves who dwell in the small manors spread through the great forest return to the court at least once a year to watch the beautiful dances, listen to the entrancing music, and participate in the awesome rituals.

Every Cumasti's bloodline is recorded in great detail, and each Redwood elf knows her family history back at least eleven generations. Given that a Cumasti generation lasts almost four hundred years, many living Cumasti trace their bloodline to the most ancient progenitors of their race and sometimes even back as far as the oldest of the elven gods. While Cumasti know the names of their ancestors, they no longer understand the traditions that made them a great people.

No human can truly understand the Cumasti's ways. They live their lives so firmly lodged in the past that those without vast historical knowledge are constantly at a loss



The Lands Beyond

to interpret their actions. Some few Cumasti recognize that no matter their efforts to preserve their lineage, they will not last forever in this world. They are ready now to tell the story of the rise and fall of the elven nation to those with the wisdom to ask the right questions and the patience to hear the answers.

Cumasti lands are sparsely populated, with over two-thirds of the Cumasti living within and around the citadel of Ringlo Hall. While most of the Westryn prefer to live in small settlements spread thinly throughout their forestlands, the Cumasti have become a centralized, urban people. Of course, “urban” has quite a different meaning among the Cumasti than it might in Thonia or Maus, as the city in which the Cumasti dwell is a living part of the great Red Wood.

The Redwoods (The Red Wood)

East of the city of Blackmoor lies the Elf Road, a long and winding path that leads into the enormous and ancient forest known as either the Redwoods or the Red Wood. This is the home of the Cumasti elves, whom many of Blackmoor’s men have learned to fear. When the ale flows freely in Blackmoor, many tell wild tales of elven savagery. These fables are populated with the man-hunting stag-riders of the west and the berserk wolf-friends of the north. All men who travel know that becoming lost in the Red Wood means death.

The term “Red Wood” is used by those who learned all they know of elves from these sensational tavern tales, and thus know little of the distinction between Cumasti and Westryn and their respective forest homes. They believe the name “Red Wood” comes from the “fact” that the forest floor has been stained red with the blood of all the men the cruel elves slay. These reasons cause men to fear the Elf Road that leads into this great forest.

Unable to dispel this widespread myth, the Cumasti of the Redwoods have fallen into two factions. The majority wait patiently for humankind to recognize that they are friends, not foes. Those few men willing to travel the Elf Road find that the trade route is rich, and when they meet with the elves, they are treated sternly but with courtesy and grace. Perhaps the civilizing influence of the Cumasti upon such men keeps them out of the stinking taverns where the wildest stories are told. The second faction represents a minority, and it maintains that humans should fear elves and that Cumasti should perpetuate the myth of the “Red Wood” in order to keep meddling humans out of Cumasti lands. Humans, they argue, are foolish, crass and violent. Anything that keeps such orlike creatures out of the Redwoods is a boon.

The Redwoods is a large, ancient, damp, redwood forest. In the winter rain falls almost every day, and even in summer showers are not unexpected. The forest thrived for centuries, yet now, since the split between the Cumasti and the Westryn, the forest itself seems to suffer the Cumasti’s torment and the greatest trees are now as sterile as their aging caretakers. A DC 15 Knowledge (nature) check allows a character to recognize that the forest is sparser than it should be, and that not enough young trees have sprouted to replace the great redwoods that have fallen. Huge logs lie scattered throughout the forest, making travel off of the Elf Road very slow even though the forest has only sparse undergrowth. While the Elf Road and the region surrounding Ringlo Hall are not particularly dangerous, those who stray far off the path can expect increasing danger as they leave the civilized portions of this otherwise ancient and uncontrolled forest.

The forest’s southern end, where the foothills of the Stormkiller Mountains jut sporadically through the trees, is the dampest, darkest, and least-civilized portion of the Redwoods. The elves claim that green dragons fill this region, though these tales might be talk to keep wanderers away from something the elves wish to hide. In any case, travel off the road to the south brings encounters with all manner of vermin and dire animals. As one progresses further south, elven influence completely disappears. The only known humanoid creatures in the southern regions are several covens of green hags that live by the waterfalls and streams pouring out of the Stormkillers.

North, past Ringlo Hall, the forest canopy is lower, and the underbrush thickens. The elves are plentiful in this area, yet the influence of the Cumasti king, Menander Ithamis, is very weak. Although most Cumasti under Ithamis claim full support for Uther, King of Blackmoor, and maintain peace with humans, a few among them believe that humans have proved their deceitful nature. They constantly push for separation from the humans, as well as from Ringlo Hall itself. They feel that the Cumasti do not benefit from their relationship with Blackmoor, and that human expansion and settlement is harmful to the forests.

Those who wish to live separately from Ringlo Hall’s rule make their homes in the northern Redwoods with numerous dryads, sprites, and other fey, defending it against human encroachment. These Cumasti also protect the oldest-known treants in the world. These treants hold their infrequent councils in a deep glade near the Sweetwater River. The Cumasti loyal to Ringlo Hall warn humans against traveling in this region, but they are vague



The Lands Beyond

about the nature of the threat, sometimes simply referring to “the fey” that live there. Those who do not heed this warning may never return.

Ringlo Hall (Small Citadel, population 2,900)

The oldest city in the North is found in the Redwoods, north of the Elf Road at the head of the Sweetwater River. To see Ringlo Hall is to lose all doubt about elven power. Nothing in the North can match the sight of this city in early twilight. Glowing orbs hover above enchanted battlements, shedding light upon the magic groves that surround the great wooden fortress. As many living trees as cut timber planks make up the walls of the great hall, and at least a quarter of the redwoods that cast their shade upon the citadel walls are gargantuan treants, ever vigilant, always patient. Invisible bells chime out subtle rhythms that invite all who stride along the shining pathways to dance. (While within earshot of the mystical bells, characters gain a +2 morale bonus on Perform checks). Due to the elves’ alliance with the treants, open flame is not permitted within the city. Elven stoves are heated with magical stones that warm on command, and all light is provided by floating globes of light or illusionary torches.

Ringlo Hall is a clean and beautiful city. Its university is the most ancient storehouse of knowledge in the Northlands. Any who gain access to the library’s books (not an easy task for non-Cumasti but possible with appropriate gifts and good use of the Diplomacy skill) gain a +4 circumstance bonus on Knowledge checks.

The Cumasti high court is also found within Ringlo Hall. Non-Cumasti are forbidden to enter the court. Non-Cumasti who are to be judged for their crimes are held in a well-guarded, tree-root prison beneath the citadel walls and must relate their plea to the court in writing (usually dictated to one of the Elven scribes). For outsiders to get away with crime within Ringlo Hall is nearly impossible, as elven guards constantly scrutinize them. Because of the glowing globes that illuminate the city, no truly dark places exist within its walls outside the root prison. (A character within the city takes a –4 circumstance penalty on Hide checks.)

Many small dwellings with mossy roofs surround the city, and several active trading posts welcome members of all races. All types of masterwork wooden items (arrows, spears, bows, and shields in particular) are available. Those who deal politely with the merchants can purchase these items at a 10 percent discount. Many alchemical and magical components are also be found here. Mithral shirts,

elven chainmail, and darkwood shields are available but the traders never sell these to those who appear to bear ill will toward men or elves.

Within the city, all elves, both Westryn and Cumasti, are welcome. While the control of the Cumasti king, Menander Ithamis, is secure in Ringlo Hall, he does not bar entry to those who seek to end the alliance between men and elves, despite the advice of his courtiers. Thus, one can always find a few Westryn or some Cumasti from the northern reaches of the forest who strive to end the city’s openness. These elves are rude and aloof, acting as if non-elves were nothing more than obstacles on their paths, treating humans and dwarves like objects. These elves are dangerous, yet they never take unprovoked offensive actions against the “lesser races” within Ringlo Hall.

The Hak

Population: 7,400

Government: Clan-based chiefdom

Religions: Hak

Imports: Metal, weapons, grain

Exports: Horses, meat, hides

Alignment: LN

The Horsemen of the Peshwah

The horsemen of the Peshwah lay claim to the plains of the High Hak and the Eastern Hak southeast of the Valley of the Ancients. The Afridhi incursion forced the Peshwah to settle the Eastern Hak where the cold winters have taken a toll on their people.

Because of the Peshwah’s nomadic nature, their government is centered on the ancestral clan structure that has shaped their culture since their ancestors Horghast and Herutu were born onto the windswept plains of the Hak. The strongest clan’s leader is appointed the Peshwah’s ruling chief. This chief is called the *Sirk am Peshwah*, meaning “Center of the People.” The ruling Sirk is *Sirk na Jota*, who currently faces open challenges from other clan lords. The title itself is only of moderate value, as even in war each of the chiefs may decide on his people’s actions, and the Sirk am Peshwah has only influence, never authority, over the other chiefs.

Following the Sirk are the *Peshwan na Leado*. These lesser chieftains rule the individual clans and report directly to the Sirk. Each Leado is responsible for clan’s wealth and well-being. When a clan is in need, its Leado is held responsible for the lack and often assigns duties



The Lands Beyond

to the clan's men in order to find the needed resources. The Leado hold onto their positions much more tenuously than Blackmoor's barons and lords. In order to continue to function as a Leado, each clan chief must constantly display his wealth and power to the other members of his horseclan. For this reason, most of the Leado wear elaborate headdresses created from the rarest materials they can find (feathers, gold and gems are particularly favored). Battles for the position of Leado are not infrequent, but as a chief has invariably demonstrated his ability to fight successfully for his position, it is mostly the young and foolish who challenge the Leado. This custom is the reason that Peshwah society claims fewer foolish young men than other human settlements.

The *Hommett* are the final rung in the ladder of leadership among the Peshwah. These men and women are their people's religious leaders and spiritual centers. They champion their people's causes to their Leados and cast inscribed horse bones to interpret the portents they reveal.

The Peshwah have rebuilt their numbers and are eager to charge back across the plains against the Afridhi. To maintain an appearance of strength in their period of exile, they raid supply caravans and rob travelers in Blackmoor's southern baronies. King Uther has appointed Peshwan na Shepro as the Baron of Dragonia in the hopes that this appointment will help curb the raids. He also hopes that when the Peshwah see a kinsman acting as a powerful member of the Blackmoor government, they see it as a gesture of peace between the nations. While this situation is possible many Peshwah and Blackmoorians regard one another with great suspicion.

The Dozen Horseclans

The Peshwah are divided up into a dozen traditional divisions that outsiders know as horseclans. The clans evolved from a totemic system that the Peshwah have long forgotten. These clans structure most aspects of Peshwah society and are of great importance when parents choose their sons' marriage partners. No Peshwah may marry within his or her own clan, and in most cases brides are selected from only one particular clan. This makes meetings between all twelve of the horseclans necessary in the springtime, when the Peshwah frequently celebrate marriages. While the Peshwah as a whole share a culture, each of the horseclans has its own particular characteristics. Coming of age rituals, horse breeds, and arrow fletchings are the most distinct aspects of the horseclans. The nomadic nature of some horseclans makes locating them difficult without a Peshwah guide. With a good knowledge of the stars and information about the Hak's weather, a good

Peshwah trailblazer can find any of the twelve horseclans in only a few days. Some young Peshwah men wander far beyond their traditional ranges and pride themselves on the ability to journey to some of the least accessible and most inhospitable locations known to man.

The twelve horseclans of the Peshwah are as follows:

Adiel: Those of Adiellian blood are drawn to the pastures of the High Hak. Adiel is the largest horseclan. The Adiel Clan's riders train from birth to be at one with their horses. Both nomadic and agrarian families are found within this clan. Some create semi-permanent settlements in the High Hak and devote their lives to farming the rich land and raising herds of cows and oxen. Other Adiellians roam the plains as herdsmen who drive goats, steppe chargers, and grazers from Colenso Station to Sul Peshwan. The wizened and ancient Cummot Veander rules the Adiel Horseclan from the semi-permanent township of Haken Dar, which stands upon a rocky prominence in the center of the High Hak.

Briela: The Briela Clan is the only Peshwah clan not to call the Plains of Hak its home. This small clan searches the world for the legendary Bow of Hadeen. Due to this age-old search, which has led them across many lands and into contact with much of the known world, the Briela have become the most skillful diplomats in the North. As they are masters of courtesy and conversation, Brielian diplomats and merchants are famous for their ability to find some solution to even the most difficult negotiation. Briela rarely leave the negotiating table without achieving their goals, and often gain more concessions than they need. The Briela return to the Hak only once a year for the celebration of Camberi, the Peshwah New Year's festival. Weddings are very common during the Camberi celebration particularly for the Bortai who are constantly questing. Short of all out war against the Peshwah, nothing else could divert the Briela from their constant worldwide search for the bow.

Bortai: The Bortai Clan is the most savage of the Dozen Horseclans. From the Bortai come the fiercest Peshwah warriors, who call no settlement home and keep the Eastern Hak free of outsiders who might disturb the yearly migrations of the horseclan herds. Until King Uther appointed Peshwan na Shepro ("Person Named Shepro") as the baron Dragonia, the Bortai raided caravans and settlements from the Dragon Hills to the Tiverton Greening. During the war with the Afridhi, the Bortai kept the enemy troops from advancing beyond Benbow's Hectare into the northern kingdoms. Later the Bortai aided King Uther in his ascension to Blackmoor's throne.



The Lands Beyond

Faleem: Of the Dozen Horseclans, the Faleem Clan is considered the most civilized by Northern standards. The Faleem reside in the fortress city of High Tenlish between the Sundance and Firebird Peaks. Here they grow nearly 75 percent of Peshwah grains, beans, and corn. The *Tampulam Raelralataen* (“temple-fortress of Raelralataen”) dominates this hilltop city’s highest point, with numerous priest-guards who roam the city streets, dispensing justice and keeping chaotic elements under control. The Faleem also harvest reeds from the Gulmere’s shores to produce rudimentary paper and parchment. Faleem merchants are both fair and wise.

Irfat: The Irfat Clan is dour and serious compared to the free-spirited Peshwah norm. Due to their location around Naktok (“Barrowgate”), the Afridhi invasion nearly obliterated these mighty defenders. The Irfat have the honor of controlling the territory in which lies the Crypt of the Horselords, a secret series of catacombs and tombs under Naktok devoted to Raelralataen, god of justice and the dead.

Leron: Many ages ago, when a great star fell and shattered on the land in the region now called the Valley of the Ancients, the Leron Clan was the first to investigate the matter. Rumors tell that more than half of the Leronians who first journeyed to see the fallen star mysteriously

vanished. Since that time, the Leron Clan has protected the mouth of the Valley of the Ancients from any who would enter. Leronians defend the Spine of the Dragon region with their fierce dragon knights, mighty cavaliers that wear the best spidersilk armor and wield the mightiest grazer lances from the backs of the heaviest steppes chargers. The Leron’s clan leader is the venerable Shilotan Moraine (“Dragon Knight Moraine”).

Ornidri: The Ornidri Clan resides around Dawlish, known as “Woodclose” in the language of the North. Ornidri traffic in wood and woodcarvings and raise goats for milk and cheese. The Ornidri’s Woodclose Rangers watch the area from Lishtok to Dawlish. These elite plains-striders form some of the best-organized troops among the Peshwah.

Peshneath: The Peshneath Clan comes from the area in and around Chumlish Penarth and the Neath, where their clan name means “Neath People.” Their location gives them the grand responsibility of guarding the southeastern High Hak from invaders. In addition to maintaining this wary eye, the Peshneath also venture into the spider-infested Neath to collect the valuable spidersilk the clan uses in its armor and clothing.

Qulaam: The Qulaami also call themselves the *Peshlyn*, or “People of the River.” This clan watches over the Rivergate at Lyntok. Fierce and proud swimmers and fisher folk, the Qulaami are the only Peshwah to renounce the use of horses as steeds. Instead, the Qulaami ride trained dire weasels that can both fight and swim in the Root River’s turbulent waters. Qulaami merchants trade gold and fish in Sul Peshwan Peshwah and are known to double and even triple the prices of their goods when dealing with non-Peshwah merchants.

Somhak: The Somhak Clan, also called the “Sons of Hak,” has traditionally ruled the other horseclans. The Somhak Hommet represent all Peshwah as negotiators, ambassadors, and diplomats. They are the people most likely to meet with outsiders to create agreements or settle disputes. The Somhak call





The Lands Beyond

the region immediately surrounding Sul Peshwan their home. Peshwan na Fetti is the current ruling head of the horseclan. He seeks to create a stronger bond between the horseclans and wishes to more firmly unite all twelve of the horseclans under his rule. If he can first find the Bow of Hadeen, he may have a chance.

Sufz: The Sufz Clan roams the Eastern Hak with their grazer and horse herds. They are a nomadic clan, calling no place but the plains their home. They live in hidden, mobile huts called *wurts*. The infamous Kali Wa'Zeen was the Sufzian leader of the Cult of Calelrin that led the massacre of the Dozen Prophets more than two centuries ago. To this day, the Sufzians have not forgotten this atrocity and provide all visiting priests and prophets as many luxuries as they can afford as atonement for their former leader's sins. Young Sufzian boys must work as indentured servants for an entire year before the clan accepts them as full-fledged men. Oftentimes, the father of a troublesome boy will approach a man thought of as a prophet and ask him to take his son as a servant — an offer not easily refused.

Zah: Powerful prophets and sorcerers call the Horseclan of Zah their family. Around the Salt Tower, south of the Ringwood and in the heart of the Peshwah territories, the Zah hold counsel with both gods and men. No other clan is as revered or as well-protected as the Zah; members from the other clans make long pilgrimages to the Salt Tower to worship and aid in the Zah's defense. In the nearby trading town of Colenso Station, the Zah make their marks as masons, salt merchants, and advisors.

Lands of the Regent of the Mines

Capital: Mount Uberstar

Population: 9,300

Government: Council

Religions: Dhumnon, Hemgrid, Koorzun, Gorrim

Imports: Grain, meat, vegetables

Exports: Metal goods, gemstones, cut stone

Alignment: LN, LG

The history of the lands of the Regent of the Mines is written in stone — literally. More than half a millennium ago, the great Uberstar Khazakhum laid out an ambitious plan to conquer the mountains of the North. He and his stout

company faced the wilderness' perils and finally came to settle in the range now known as the Crystal Peaks. There he established a great city named Oramdu, buried in the belly of the mountain his people named in honor of their great leader. And so it was that mount Uberstar became the seat of the Regent of the Mines.

Centuries passed as the dwarves toiled without regard for the concerns of the neighboring Cumasti or humans. Dwarves live to work and fight, and for some time their work was their greatest undertaking. The mines' undreamed-of mineral wealth is renowned throughout Thonia and beyond.

After nearly 600 years of mining, the mines' wealth and power is formidable. The dwarves understand the need that people have for their precious resources — and the power they wield by controlling those resources. They have spent years fortifying themselves and pursuing technological advances that promise to improve the outputs of their efforts. The dwarves assisted in the Great Rebellion that saw Uther Andahar become King. While a noble cause unto itself, the dwarves also saw an opportunity to increase the sales of their mined goods. This trend of relative openness between the North's main cultures continued for some time. In an attempt to better his relations with his neighbors and potential customers, Khazakhum learned to speak Cumasti and made frequent visits to the Redwood.

Recently, Khazakhum has gone missing while out on a hunting mission and is believed dead at the hands of the Orcs of the Black Hand. In his stead, Lortz Kharnundrum was appointed Regent of the Mines. Lortz maintains his loyalty to the Regency Council and King Uther, but the Congress of Clans hinders him. This Congress is composed of old and decaying remnants of the older, xenophobic dwarven culture that prefers isolation. This development delays the plans that have been underway for decades to create a new confederacy between Blackmoor's elves, dwarves, and men.

Mount Uberstar

Mount Uberstar, the highest of the Crystal Peaks, rises 19,300 feet above the rolling hills south of the Root River. With a long history of occupation by numerous ore-loving creatures, this huge mountain now contains the single best-defended fortress in the North: the Seat of the Regent of the Mines. More than five centuries ago, Uberstar Khazakhum, ancient hero of the dwarven nation, purged the mountain of a foul race of creatures whose name is left unspoken among the dwarves today. Now these creatures are known only as *bovo popuo*, meaning "people from before." Some



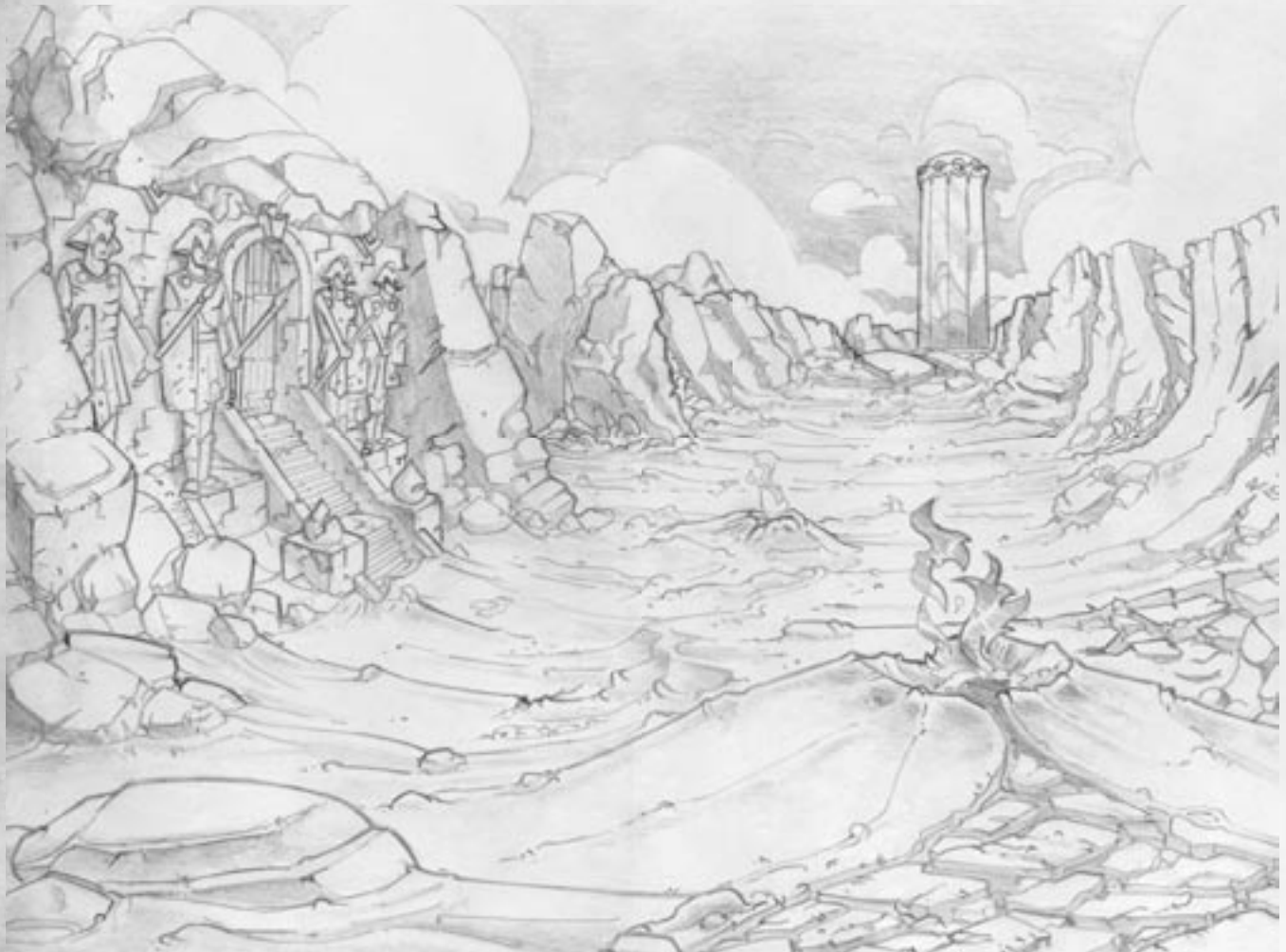
The Lands Beyond

dwarves fear that the spirits of these precursors linger in the huge cavern systems riddling the mountain, bringing bad luck to any who fail to appease them with offerings of beer and food. While explicit mention of this custom is rare (and frowned upon in many areas), most who dwell beneath Mount Uberstar still pour a few drops of beer upon the floor whenever they take up residence in a new dwelling or start a new enterprise.

Mount Uberstar provides an incredible amount of ore and gems for the dwarves to craft and sell. These tremendous riches attract many who would steal them from the dwarves. The mountain has come under siege many times, but the largest and most powerful dwarven army in the North successfully defends it. The mountain's defenses make any assault seem suicidal at best.

Uberstar Khazakhum is known, for good reason, as "The Great Architect" —within the mountain are the most magnificent halls in the North. Only those who have strode through the great hall, visited the four shrines to the dwarven gods, and descended into the crypt of heroes

can truly appreciate Uberstar's magnificent craftsmanship. Immense pillars support ornately carved arches, gigantic double-doors forged from immense sheets of iron and embossed with platinum and mithral stand imposingly in each doorway, and gem-encrusted lanterns pour scintillating light across smooth flagstones. Uberstar's caverns are a beautiful mix of natural grottos and caves (almost always enhanced with some use of the miner's pick, if only to even out the floor) and smooth-cut stone caverns carved out of the solid mountain rock. Rising through the mountain's center is the shaft of a long-defunct volcano, which provides ventilation and around which the dwarven architecture is carved in an elaborate, sloping spiral. Stairs and ladders are few, with smooth ramps providing access between the nearly imperceptible levels of this titanic fortress. While few non-dwarves are ever allowed to visit this deep mountain stronghold, those that have seen it and returned to the flimsy, impermanent architecture of the outside world can never forget the wonders they have seen deep beneath the Crystal Peaks.





The Lands Beyond

The Black Hills

A tribe of long-legged orcs who painted their faces with thick bands of black soot in order to terrorize their foes once occupied this area. Now it is the home of the dirtiest dwarves in Blackmoor (who are proud of it!) and the chief source of a resource nearly as precious as mithral to those who know its secret. Since the steam bore's development, the dwarves have been enamored with a fuel source that has only recently been exploited on a large scale: coal.

The large coal mining operations within the Black Hills have turned the dry and dusty hills an even deeper shade of gray-black, as large steam bores work day and night to burrow into their sides and reveal their treasures. While coal mining has so far remained a secret to non-dwarves, the dwarves fear that Thonians will soon learn of their new operations and attempt to strike at the mining outposts — which are left exposed at the far edge of dwarven influence. At this point, however, the dwarves have discovered no other strong sources of coal, and the Black Hills, while exposed to the south, are at least close to Mount Uberstar. As the hills' climate is hardly conducive to a long and pleasant life, few dwarves work in the mines for more than a few seasons, most often working in the temporary mining camps for four to six of the warmer months and then returning to Mount Uberstar to spend their wages over the winter.

Dwarves of the Stormkiller clan are not particularly well liked by those who work in the Black Hills, due to their completely different standards of personal cleanliness. Habits picked up in the work camps sometimes on well after the miners have left the hills. While dwarves from many parts of Blackmoor may choose to work a season or two in the Black Hills, the ubiquitous coal dust, the lack of quiet sleeping areas, and the complete absence of bathing facilities causes a substantial rift within the dwarven culture. Those who love technology head to the Stormkiller Mountains, while those who have a greater appreciation for wealth head to work in the Black Hills.

The dwarven community in the Black Hills is spread across the mountain range, with a few permanent structures located at the mountains' base. At each major mining site, rows of filthy tents house the newcomers who are not yet accustomed to the area's general grime. The oldest sites have the most robust accommodations and feature either caves or small "inns" that offer rooms to visitors from abroad. Visitors to the Black Hills often mistake these structures for shanties.

Most dwarves quickly grow comfortable with the filth and revel in it; dwarves commonly sleep in shafts near those they mined throughout the day. Others settle in nearby caves and holes. Most merchants who sell near mineshafts or dig sites construct semi-permanent, wood-and-stone structures positioned on prominent stone outcroppings or large boulders. Some smaller merchants peddle their wares via carts that roam in and out of the endless caverns. The most popular merchants are the roving bartenders; on-site dwarves pay through the nose for good dwarven lager.

Travel in the Black Hills is always difficult. No convenient waterways run through the region, and the featureless dark hills make navigation difficult. (Survival checks to determine direction or avoid getting lost within the Black Hills take a -2 circumstance penalty.) Despite the fact that the dwarves drove them from their primary settlements, the long-legged orcs never left. They repeatedly raid the surrounding region, sometimes with allied ogres and ettins. In addition to these humanoid threats, both wyvern roosts and the dire lion dens are common in the Black Hills.

The Stormkiller Mountains

These tall, snow-clad peaks catch the clouds that blow off the North Sea toward Blackmoor. For almost half the year, huge blizzards and hailstorms inundate the Stormkillers; for the other half, the sky pours down driving rains. High in the various peaks are found abundant rhemorazes, a cloud giant village, and white dragon lairs. Most of the land that is habitable for humanoids is found between the foot of the mountain range and 4,500 feet up.

The dwarves and gnomes of the Stormkiller Mountains made many important advances in the development of powerful and useful mechanical devices. Watermills harness the energy of the many streams that rush out of the mountains. These mills channel energy into numerous gnome-built gearboxes, which twist springs that can later supply power. Inventors use these spring-boxes in all sorts of innovative manners. The whole cavern system rings with the whirl of machinery. Elaborate water-clock timepieces, automated knife-sharpeners, and instant vegetable peelers (frequently producing nothing more than damp mush) are only some of the curious mechanical devices in the dwellings of the Stormkiller dwarves.

The Stormkiller dwarves are known as much for their great courage as their meticulous cleanliness. The great abundance of swift-running water in these storm-drenched mountains has spoiled the local dwarves to the point that they insist on bathing themselves in heated tubs of fresh mountain water at least once a week. Their beards and hair



The Lands Beyond

are groomed to perfection, and, while most would deny it if asked, they maintain an active trade route bringing Cumasti perfumes into the Stormkillers.

These mountains hide more than cleanliness and watermill experiments. Outsiders speculate that the dwarves here wash so frequently in order to scour the blood from their hands. A large-scale war against orc tribes drags on in the Stormkillers season after season, and the toll upon the bearded folk is heavy. Year after year, when the high passes thaw, hordes of starving orcs descend upon the dwarven mines. This springtime attack is as predictable as the thaw that precedes it, and nothing the dwarves are unable to prevent heavy losses. Each year, as the dwarves increase their defenses thicken their gates, the orcs return with some new advantage. The orcs might arrive with fully plated war trolls, hordes of worg riders, a score of powerful orcish adepts, or a warlord with an ancient, magic blade. The Stormkiller's war stories are full of a savagery inconceivable to those who have not lived through it.

Nevertheless, the dwarves refuse to give up their mountain home. Each summer they rebuild what the pillaging hordes destroyed. In the winter they hide foodstuffs so deep in the mountains that even if the enemy raids their main larders, sufficient reserves remain to keep the dwarves alive. Unfortunately, the Stormkiller terrain is so rough that the dwarves cannot effectively employ their latest invention, the war machine. Rumor has it that, in collaboration with some of the best gnome gear smiths in Blackmoor, a group of Stormkiller Dwarves is seeking to build a new war machine — one that flies.

The Iron Hills

In typically straightforward dwarven fashion, the Iron Hills are named for the preponderance of quality iron ore found within them. No other source of ore of comparable volume and quality exists within the lands bordered by the Empire of Thonia. Along with the recapture of Blackmoor for the sake of the empire's honor, regaining influence over the Iron Hills is a prime concern for the Thonians.

Traditionally the ore was smelted on-site in one of several vast forges, taken by water up the Rockway River, and eventually unloaded at Pug's Station, where it was shipped by land through Marban and into the empire. Currently, due to the alliance between Blackmoor and the Regent of the Mines, no legitimate trade with Thonia flows along the Greenway, and the Northeast edge of the empire is starved of metal.

The Red River that runs out of the hills is stained reddish-brown from the tailings produced by the large dwarven mining operations throughout the region. It provides not only good access for dwarven ore, but has also historically been used by eastern sea raiders to strike inland. This ever-present danger keeps the miners on their toes, and many have seen battle more than once.

While the settlements in the Irons Hills were once seasonal mining camps, several of the small mining towns have grown large enough to justify the establishment of a year-round presence. While no town center has developed in the region, several medium-sized forges have opened near the mines, resulting in the appearance of small commercial outgrowths such as taverns, armories, and general stores.

Sturdy dwarven homes of cut stone are found throughout the region, clustered tightly together in groups of eight to twelve. Their main doors all face a well-protected central courtyard, so that each family has protection, and their neighbors at their sides, in case of pirate or hobgoblin attack. Non-metal supplies are notoriously difficult to find in these small hamlets. When they can be found at all, non-metal items cost at least double normal price, while anything made of iron can be found at a steep (20 percent or more) discount.

The hills' northeast edge catches the spring rains and supports an abundance of wildlife, including dire lions. The region is also home to a number of goblinoid settlements, primarily bugbears in the north and hobgoblins in the east. Griffons roost along the dwarven trade routes, picking off pack mules, and hungry xorn and rust monsters provide constant threats.

Dragon Hills

Many possible explanations exist for the overabundances of dragons (mostly blues and reds) that make their lairs within the Dragon Hills. None of them interest the pragmatic local dwarves, who have adapted to the problem by developing a purely subterranean lifestyle. While many dwarves spend most of their time beneath the surface of the earth, those who live beneath the Dragon Hills live their whole lives neither seeing nor missing the sun's rays. Many are extremely agoraphobic and refuse to enter wide-open spaces ("dragon-sized spaces," as they call them) under any circumstances.

Many dragon hunters come to the area, some with particular creatures' heads in mind, others seeking to slay any dragon they can. The corpses of these foolish hunters litter the landscape. Often propped up in prominent



The Lands Beyond

locations and stripped of any useful gear, they serve as warnings to those who follow in their footsteps. Although these well-displayed corpses rarely provide useful trinkets, the Dragon Hills' secret caches hide many magic items. The frequency of *dragon bane* weapons and lightning and fire resistant armor is very high within the dragons' treasure hoards.

Recently, a substantial mishap occurred with one of the dwarves' prototype war machines in the Dragon Hills. The great device engaged a young blue dragon in battle, and though the dragon was terribly wounded, the dragon's fearsome breath weapon destroyed the device. No dragon has since approached the wreckage, nor have the local orcs managed to scavenge it. Whoever retrieves this prize may learn much about dwarven techniques and technologies.

The Realm of the Egg

Another constant threat to region resides in a magically constructed spur of land to Blackmoor's northwest — an area known as the Realm of the Egg. Ruled by the Egg of Coot, little is known beyond the physical borders of these inhospitable lands.

No kingdom has open dealings with the Egg. Most rulers desire to defeat the mysterious Egg and remove it from power, though none have yet risked a direct assault on the Realm of the Egg. At least, none *remember* doing so — but since most people who enter the Realm of the Egg and manage to return have no knowledge of the place or of having been there, perhaps such an assault was attempted and forgotten. In fact, many members of the Wizards' Cabal believe that *multiple* failed assaults have been mounted against the Egg. This would lead them to wonder why, with such great power, the Egg has not yet invaded the remainder of the North. To date, these questions remain unanswered.

Valley of the Ancients

Blackmoor is partially protected from a direct Thonian invasion by a deadly natural barrier known as the Valley of the Ancients. Surrounded by tall cliffs and sharp escarpments, this wide expanse of salt-flat desert is the remnant of an ancient inland sea, long since dried up to produce one of the least hospitable regions on the continent. The last of the waters from the long-gone sea are found near the western edge of the great salt flat in the

form of a large, stinking puddle known as the Sink. No natural creatures are able to live within its viscous waters, although it is known as a gathering site for salt mephits.

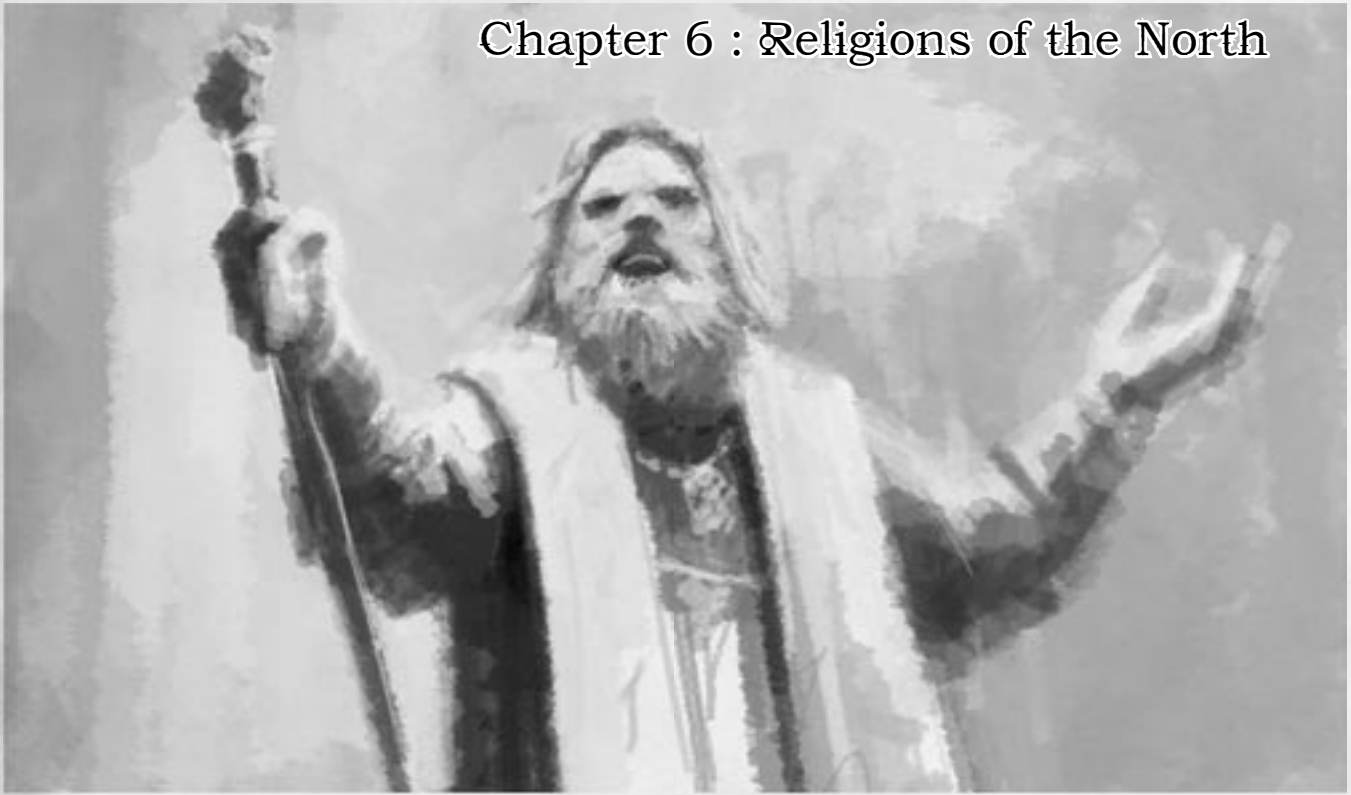
While the valley floor is flat, punctuated only by a few dangerous sinkholes, a twenty-mile chain of volcanic hills lies across the region's center. Among the various bits and pieces spewed forth from these semi-active volcanoes are deposits of high-quality obsidian and a beautiful, blue volcanic glass. At this range's southern edge stands a tall tower carved out of large blocks of the blue glass. Rumors say that a cabal of mad wizards, belonging to a vanished race, constructed this shining tower. Legends of these extinct wizards and the evil schemes they set in motion make popular tavern stories throughout the North. The wizards in these tales lend the Valley of the Ancients its name.

Other than the tower, only one other permanent structure is found in the valley: the Shrine of Axmouth. Large piles of smooth, blue-gray rock transform this place into a natural amphitheater. Within this rock-lined bowl, a curious nomadic group of humans known as the sand-folk hold infrequent tribal gatherings. No sane person would attempt to cross the valley without the help of the sand-folk, although in times of need Peshwah are known to pass along the southern edge. The journey across 160 miles of scorching desert takes a toll upon their herds, and they only make the journey under the direst circumstances.

While few living things enter the valley itself, several groups of heat-loving creatures make their homes in the surrounding hills. Salt-encrusted, dusty trolls and naked, black-skinned hill giants live in the hills to the northeast and prey on any who seek to enter the valley. Further south, along the east side, one finds rugged ridges known to the Peshwah as the *Persa na Shilotan* ("Spine of the Dragon"). Red and blue dragons make their homes throughout this region. To the south stands the great Mount Kurrkatoa, an active volcano inhabited by a vicious fire giant tribe who keep both pyrohydras and hell hounds as pets. This area is the center of the Shokai religion, a poorly-known fire cult that may be related to Zugzul. Only one man, the powerful wizard known as Robert the Bald, has conquered one of the hills surrounding the valley. All feat his fortress, Cloudtop, at Mount Kergwailin's summit; even dragons avoid it.



Chapter 6 : Religions of the North



The many and varied races of the North have their own distinct pantheons and religious sects. For the deities who look over the North to make themselves present as physical avatars is rare bit not unheard of. Some of these deific visits are for the sake of observation, while others have a discrete but direct impact on the land. This chapter introduces many major deities worshipped in the explored regions of the North. Each entry is organized in the following format:

Deity Name (Power Level)

The name by which deity is generally known and its relative power level.

Common Titles

These are other names and titles associated with the deity.

Worshippers

This describes the deity's followers, first in terms of race or culture then in terms of class or occupation, if applicable. If a specific race is listed here, a cleric must be of that race to worship the deity in question (though non-cleric worshippers of that deity are permitted). Specific races include Afridhi, dragons, Docrae, dwarves, elves, Peshwah, and so forth. Entries such as "Blackmoorian" or "Tenian" refer to human cultures in general, and clerics of these deities may come from any of the human races.

Holy Symbol

This is a short description of the holy or unholy symbol used by it's the deity's worshippers and clerics to adorn altars, affirm their faith, cast their spells, and so forth.

Alignment

This is the deity's alignment. The deity's clerics must be within one step of this alignment.

Portfolio

These are the subjects, in no particular order, over which the deity holds sway.

Domains

These are the domains from which the deity's clerics may choose. Domains marked with an asterisk (*) appear in *Chapter 3: Magic in Blackmoor*. Weapons marked with an asterisk appear in *Chapter 4: The Kingdom of Blackmoor*.

Favored Weapon

This is the weapon the deity favors.

Deity Description

This is a short description of the deity and its followers.

Religions of the North

Deities of The North

Baldin (lesser god)

Lord of Lights

Worshippers: Blackmoorians; bards, poets, musicians, and minstrels

Holy Symbol: A harp superimposed on a sun

Alignment: Neutral good

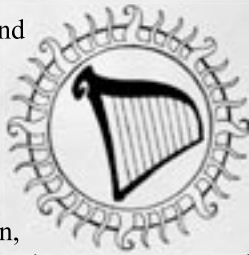
Portfolio: Light, music, poetry, and the sun

Domains: Esteem*, Good, and Sun

Favored Weapon: Quarterstaff

Baldin (*bāl-dīn*), the Lord of Lights, is the god of the sun, light, music, and poetry. Bards and minstrels from all over Blackmoor generally begin their performances with a small prayer to Baldin. Many of Blackmoor's common folk ask clerics of Baldin to bless their crops or beseech a mild summer.

Baldin is the son of Pacuun and Phellia, born with his father's influence over the sun and his mother's love of poetry and music. He is a whimsical god, calm and light-hearted. Artists represent him as a young man of great beauty and bearing, holding a harp (his favored instrument). In paintings he is depicted with reddish-blond hair that streams down his back.



Calelrin (lesser god)

The Deceiver, Lord of Lies

Worshippers: Peshwah; assassins, greedy merchants, evil rogues, and evil arcane spellcasters

Unholy Symbol: A dagger piercing an open eye

Alignment: Neutral evil

Portfolio: Assassination, dark places, evil, lies, and secrets

Domains: Entropy*, Evil, Obscuration*, and Trickery

Favored Weapon: Dagger

Calelrin (*kā-ləl-rīn*), the most treacherous Peshwah deity, is the god of murder, lies, deceit, and theft. He watches over the torturous hells and gathers the souls of the damned to feed his hunger and hatred.

Before time became time, Calelrin was the favored son of Hak. Intelligent and whimsical, Calelrin had everything he desired. Then his father created the centaurs, horses, and



Peshwah. Calelrin saw these new creations as rivals for his father's affections, and became bitter, holding hate in his heart. He caused the fall of his brother, Hadeen, during the Afridhi invasion, as well as numerous other tragedies throughout Peshwah history. The Peshwah fear and hate him.

Chamber (lesser god)

Watchworks

Worshippers: Dragons and dragon cults

Unholy Symbol: A black, wingless dragon coiled around a large black sword

Alignment: Neutral evil

Portfolio: Invention, fire, and secrets

Domains: Dragon*, Fire, and Obscuration*

Favored Weapon: Bastard sword

Chamber (*chām-būr*) is the true name of the black dragon, commonly known as Watchworks, who resides outside the City of Maus. Humanoid cults throughout the North revere him for his intelligence and ingenuity. Of all the draconic gods, Chamber is the only one that plays a part in mortals' daily lives. His clergy can be of any alignment, but his clerics are secretive no matter their alignments. Many evil dragons revere Chamber; some build great shrines to him in their lairs. Yet some of the most evil and powerful of the lesser dragons work together to overthrow Chamber's power.

Chamber is the son of Insellageth and Tsartha. He is the last of the three true dragons that reside in the North. Like the other true dragons, Chamber does not have a god-form and travels by the same conventional means as lesser dragons and drakes. He is a huge, wingless black dragon and is very inquisitive.



Elgath (intermediate god)

Claw of the North, King of Beasts, the Archer

Worshippers: Druids, hunters, and archers

Holy Symbol: Entwined chimera heads on a disc crossed by three arrows

Alignment: Chaotic neutral

Portfolio: Archers and the hunt





Religions of the North

Domains: Animal, Chaos, and War

Favored Weapon: Longbow

The druids of the North turn their prayers to Elgath (*ēl-gāth*) the Archer to aid in the hunt. Archers pray to his constellation on the night before a battle. Even grim hunters and trappers call on Elgath's guidance during lean times and sing his name after a successful hunt.

Elgath is a mysterious god, known by very few mortals. It is said that he created all the magical beasts and monsters that run across the face of the North. Some radical scholars and adventurers even whisper that the Egg of Coot is the hideous physical manifestation of Elgath.

Table 6-1: Deities of the North

Deity	Domains	Alignment	Favored Weapon	Portfolio
Baldin	Esteem*, Good, Sun	NG	Quarterstaff	Light, music, poetry, sun
Calelrin	Entropy*, Evil, Obscuration*, Trickery	NE	Dagger	Dark places, evil, secrets
Chamber	Dragon*, Fire, Obscuration	NE	Bastard sword	Invention, fire, secrets
Elgath	Animal, Chaos, War	CN	Longbow	Archers, hunting
Fronaus	Law, Nobility*, Protection, Strength	LN	Longsword	Justice, law, nobility
Hadeen	None	NG	All bows	Archery, nobility
Hak	Air, Luck, Travel	LN	Scimitar	Harvest, horses, wind
Hella	Death, Destruction, Entropy*, Evil	NE	Longsword	Death, underworld
Henrin	Good, Nobility*, Protection	LG	Longsword	Guards, loyalty, military
Hersh	Chaos, Esteem*, Luck	CN	Rapier	Communication, friendship, luck
Insellageth	Dragon*, Knowledge, Magic	NG	Longspear	Dragons, magic, power, knowledge
Kadis	Earth, Metal*, Miner's Sense*	N	Heavy pick	Earth, mountains
Khoronus	Law, Protection, Strength	LN	Longsword	Courage, strategy, tactics
Mwajin	Air, Merchant*, Travel, Water	NG	Longspear	Commerce, sea, wind
Odir	Knowledge, Magic, War	LG	Shortspear	Knowledge, magic, war
Pacuun	Chaos, Good, Sun, Travel	CG	Bastard sword	Light, sun, travel
Phellia	Esteem*, Good, Magic	NG	Longsword	Love, magic, vanity
Raelralataen	Death, Law, Strength	LN	Sickle sword	Death, law
Sacwhynne	Chaos, Good, Nobility*, Strength	CG	Longsword	Duels, ice, war
Sollus	Good, Plant, Sun	NG	Scythe	Agriculture, fertility, harvest, sun
Thanatos	Death, Destruction, Entropy*, Time*	NE	Sickle mace	Decay, disease, famine, time
Tilla	Esteem*, Obscuration*, Travel, War	CG	Short sword	Docrae
Tsartha	Dragon*, Healing, Law, Protection	N	Shortspear	Healing, justice, motherhood
Tyrhm	Chaos, War, Water	CE	Greataxe	War, cold
Volketh	Chaos, Evil, Obscuration*, Trickery	CE	Dagger	Thieves, trickery, murder
Yoosef	Earth, Knowledge, Law, Protection	N	Arbir	Earth, enlightenment, protection
Zugzul	Death, Evil, Heart of Fire*, War	LE	Battleaxe	Conquest, death, fire, war



Religions of the North

Fronaus (greater god)

Law-Giver

Worshippers: High Thonians; lawyers, guards, knights, paladins, and petitioners

Holy Symbol: A white kite shield crossed by two blue longswords and capped by a golden crown

Alignment: Neutral

Portfolio: Justice, law, and nobility

Domains: Law, Nobility*, Protection, and Strength

Favored Weapon: Longsword

Fronaus (*frō-nōws*) is worshipped by High Thonians, who invoke this protective deity's name to bind contracts and to swear to truthfulness court. Noble knights and valiant duelists revere him, taking arms against chaotic dissidents who threaten to topple the North's tenuous hold on civility. Many paladins in the North display Fronaus' banner when entering or leaving a city.



in

When Fronaus appears to his clergy, he comes as a tall nobleman dressed in golden plate armor. He wields a longsword surrounded by a halo of blue flames. The wicked and chaotic fall at the mere sight of the holy blade.

Hadeen (deceased lesser god)

The Fallen, the Great Archer, Noble Born

Worshippers: Peshwah; archers and nobles

Holy Symbol: A stylized composite bow

Alignment: Neutral good

Portfolio: Archery and nobility

Domains: None

Favored Weapons: Bows

Before the Afridhian atrocities against the Peshwah, Hadeen (*hā-dēn*) the Great Archer was the noblest of Hak's sons. When the Afridhi rode down upon the Peshwah, Hadeen came to aid his father's people. His treacherous brother Calelrin seized the opportunity and slew Hadeen, and the mighty god fell from the heavens.



A legend says that when Hadeen fell, he flung his mighty magical bow to a secret place on the earth below. According to this same legend, the Bow of Hadeen a mortal man of Peshwah blood must find the bow in order to unite the dozen horseclans into a single nation to fight the tyranny of the Afridhi Empire.

Hak (greater god)

The Horselord, Father of the Stars

Worshippers: Peshwah

Holy Symbol: A horse riding through the night sky

Alignment: Neutral

Portfolio: Harvest, horses, the sky, stars, and wind

Domains: Air, Luck, and Travel

Favored Weapon: Scimitar

Hak (*hōk*) is the creator and patron father of all Peshwah. It is said that when Odir created his sons and daughters to rule over the world and create the races, Hak created horses. When Hak's brothers and sisters designed their races, Hak captured a handful of wind and the untamable spirit of the horse and blew on them to create the Peshwah.

Hak appears as a gentle male centaur with golden hair and silver eyes. He carries a great curved scimitar and a longbow that shoots stars across the sky when he hunts.



Hella (intermediate goddess)

The Dark Queen

Worshippers: Evil priests, the power-hungry, and evil death cults

Unholy Symbol: A crumbling black tower over a red skull

Alignment: Neutral evil

Portfolio: Death and the underworld

Domains: Death, Destruction, Entropy*, and Evil

Favored Weapon: Longsword

Hella (*hēl-lūh*), the much-feared Dark Queen of the gods, is known for her cruelty and callousness. Her clerics are the vilest





Religions of the North

worshippers that stomach her evil machinations. Even those few mortals that survived meeting the Egg of Coot say that Hella's cruelty outweighs the Egg's evil debauchery.

The evil goddess makes her home in the fiery pits of hell. She sends her minions forth to scour the North for souls evil enough to swell her ranks. She is a gorgeous woman with a wicked temper and a maniacal passion for power. Her black tresses cascade down her nude, alabaster-white body in a mockingly provocative dance that has claimed the soul of more than one goodly priest.

Henrin (lesser god)

The Valiant

Worshippers: Thonians; peasant knights, poor armies, and the downtrodden

Holy Symbol: A silver longsword thrust into the ground

Alignment: Lawful good

Portfolio: Guards, loyalty, and the military

Domains: Good, Nobility, and Protection

Favored Weapon: Longsword

Henrin (*hĕn-rĭn*) the Valiant is the lone divine protector of the meek, the humble, and the mild. His clergy's primary concerns are helping others and protecting the weak, though they believe perseverance in the face of adversity to be the only true test of one's nobility. Their religion holds that nobles exist to protect their followers.

Some claim that Henrin is a younger brother of Fronaus, though the divided Thonian and High Thonian theologians debate this point at every crossing. Legends say that Henrin can judge a man's worth by measuring the man's heart in the palm of his hand, thus the valediction at Thonian funerals of "We commit your heart to Henrin's hand."

Hersh (intermediate god)

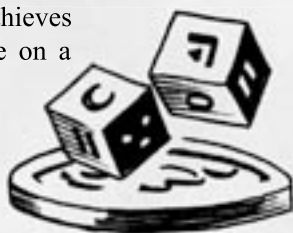
Lord of Luck, the Rake

Worshippers: Gamblers and thieves

Holy Symbol: A pair of dice on a silver coin

Alignment: Chaotic neutral

Portfolio: Communication, friendship, and luck



Domains: Chaos, Esteem*, and Luck

Favored Weapon: Rapier

Hersh (*hĕrsh*) is also known as the Lord of Luck or the Rake. As the Lord of Luck, Hersh is the celestial gambler whom men call upon during games of chance. As the Rake, stealthy individuals invoke his name to aid in crimes and to bless spying missions or larcenous forays.

Some say that Hersh is the brother of Elgath. Where his brother is mean-spirited and wild, Hersh is calm and debonair. Hersh rarely appears to his clergy and worshippers. He keeps to the shadows, but his presence is always felt when he walks the mortal world. It is rumored that Hersh enjoys "breaking the house" of certain gambling halls that mistreat their patrons or cheat at games, causing these gambling dens to suffer a series of losing wagers against their patrons. Hersh's whimsical nature also makes him prone to blessing adventuring groups that take too many chances or whose luck appears to have run out.

Insellageth (greater god)

The Great Dragon of the North

Worshippers: Dragons and dragon cults

Holy Symbol: A gold, wingless dragon coiled around a crystal ball

Alignment: Neutral good

Portfolio: Dragons, magic, mystical power, and knowledge

Domains: Dragon, Knowledge, and Magic

Favored Weapon: Longspear

The oldest elves and dwarves tell tales of the ancient and powerful Insellageth (*ĭn-sĕl-ŭh-gĕth*) creating magic as a playful diversion during the dawn of the world. Today, Insellageth is simply referred to as the "Great Dragon of the North." All good dragons call him father, and a great many humanoid cults accelerate the study of magic in his name. Rumors persist that Skelfer Ard was Insellageth in disguise.



Insellageth is the father of dragons and magic. He appears as a gargantuan gold dragon but has no godly realm of his own. Some dragon cult circles believe that the North is his realm, which he created when he ascended from mortality to immortality. No humanoid god matches his power. Even Odir, Lord-God of the humanoid

Religions of the North

pantheon, shows infinite respect toward the Great Dragon of the North. Insellageth is the first true dragon; his wife, Tsartha, and son, Chamber, are the only others.

Kadis (lesser god)

Old Bones

Worshippers: Tenians; miners and smiths

Holy Symbol: A large pick dug into a mountain

Alignment: Neutral

Portfolio: Earth and the mountains

Domains: Earth, Metal*, and Miner's Sense*

Favored Weapon: Heavy pick

Kadis (kūh-dēs) is the patron god of all miners and smiths from the Duchy of Ten. When earthquakes strike, miners say, "Old Bones be shaking." Though Kadis holds absolute power over the mines and smithies of Ten, he has few temples and churches. Only small house shrines in smithies or small chambers in mines are devoted to his worship. However, his presence is felt when mines collapse or smithies catch fire; it seems that only Kadis' sacred places remain safe from such disasters.

Kadis is reclusive. He watches over his worshippers from his celestial smithy while working on a plot with the few remaining Tenian deities to overthrow Zugzul's rule over the Duchy of Ten.

Khoronus (lesser god)

Starlight General

Worshippers: Tenians; commanders, generals, and warriors

Holy Symbol: A gold longsword crossing a silver lance

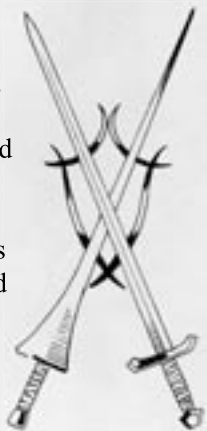
Alignment: Lawful neutral

Portfolio: Courage, strategy, and tactics

Domains: Law, Protection, and Strength

Favored Weapon: Longsword

After Zugzul's forces occupied the Duchy of Ten, the Afridhi hunted down and slaughtered Khoronus' worshippers. Now, Khoronus' devotees hide from Afridhi soldiers in ruins and barrens in the wilds of Ten. Frequently, the Afridhi capture members of Khoronus'



clergy and torture them for information about the Tenian resistance, but the priests do not succumb to their captors' mind-twisting torments.

Khoronus was once a mortal man. He became an immortal hero only two hundred years ago and ascended to the ranks of the deities shortly afterward. When he was alerted to the plight of the Duchy of Ten, he immediately set to work against Zugzul and the Afridhi. Today, Khoronus works closely with the other Tenian deities to organize a resistance to free the Duchy of Ten from the tightening yoke of Afridhi oppression.

Mwajin (intermediate god)

Silvercloud

Worshippers: Merchants, sailors, and adventurers

Holy Symbol: A white cloud raining coins

Alignment: Neutral good

Portfolio: Commerce, sea, and the wind

Domains: Air, Merchant*, Travel, and Water

Favored Weapon: Longspear

On the North's high seas, only Mwajin (*mwā-jīn*) Silvercloud looks over the ships and merchants. Mwajin's worshippers are noted to say, "Every cloud has a silver lining" when facing a bad choice or circumstance. Adventurers who use boats typically go to a temple of Mwajin before leaving shore, asking for a blessed journey. Merchants and sailors ask for clear skies and profitable trips. Most ships sailing from major ports have at least one cleric of Mwajin aboard.

Mwajin is represented as a chubby, bald human with a smiling face and sun-tanned skin. His face shows signs of laughter and care, and he carries a longspear made of a kraken's bones. He blesses some ships by posing as a passenger and granting luck and favorable conditions to all those aboard.

Odir (greater god)

Lord of Lords, King of Kings

Worshippers: Any

Holy Symbol: A shortspear wreathed in motes of magical energy

Alignment: Lawful good

Portfolio: Knowledge, magic, and war

Domains: Knowledge, Magic, and War

Favored Weapon: Shortspear



Religions of the North

Odir (*ō-dēr*) is the God-King of the Northern Pantheon. He is the grandfather of all the gods, the first among them all. Odir's worshippers, especially his priests, feel superior to others. While this gives Odir's clergy a condescending tone, especially to those who are not part of Odir's faithful, these clerics mean well and rarely notice that their attitudes alienate others. Odir's priests work closely with the Wizards' Cabal against Odir's principal enemy, the Egg of Coot. For this reason, clerics of Odir are readily accepted, albeit often with rolled eyes, in most communities in the North.

Odir appears as an older man with a long beard, dressed in silver, ethereal chainmail and a white gossamer tunic. He wields a shortspear made of pure magic energy. He also is known to travel in the guise of a ghost-like hawk, his favored animal, noted for its intelligence and knowledge.

Pacuun (intermediate god)

The Walking God, Holy Vengeance, the Sunsword

Worshippers: Hunters of the undead, adventurers, and travelers

Holy Symbol: A bastard sword over a yellow sunset

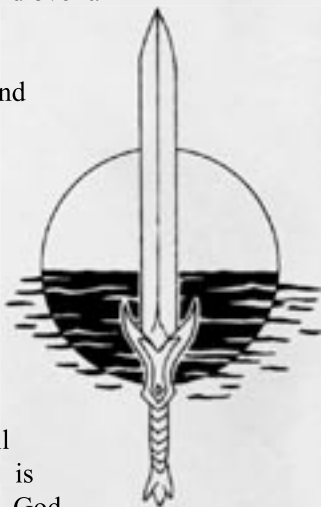
Alignment: Chaotic good

Portfolio: Light, sun, and travel

Domains: Chaos, Good, Sun, and Travel

Favored Weapon: Bastard sword

Of all the gods of the North, only Pacuun (*pǎ-kūn*) walks in mortal dress nearly every day. His worshippers hate all undead creatures. Pacuun is also known as the Walking God, and the constellation of the same name reflects him. All priests and adventurers who call Pacuun their patron watch the night skies, since his constellation moves in the heavens as Pacuun walks the mortal realm. During his holy day, the summer solstice, the constellation glows with extra brilliance around the area of his hands in a long, swordlike line of stars. This line of stars is called "Pacuun's Sunsword."



Pacuun takes on many forms, but he always wields his great Sunsword blade. He hates all undead and those who summon or create them. He challenges evil gods when he meets them on the mortal plane, resulting in titanic battles that change the geography for many miles.

Phellia (greater goddess)

Queen of Ceremonies, The Weaver

Worshippers: Bards, wizards, sorcerers, and wokan

Holy Symbol: A red spider spinning a magic web around a black heart

Alignment: Neutral good

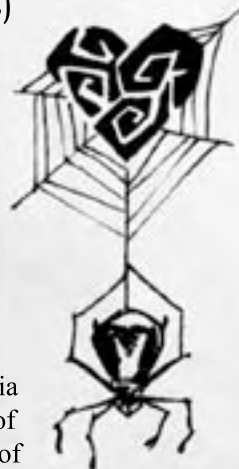
Portfolio: Love, magic, and vanity

Domains: Esteem*, Good, and Magic

Favored Weapon: Longsword

Bards speak often of a Phellia (*fēl-ē-ūh*), the Weaver and Queen of Ceremonies. She is the mistress of arcane magic and of lovers. She watches over official ceremonies, particularly weddings and births. Her priests and priestesses believe that all beauty in the world, including that of poetry, magic, music, and rhymes, stems from her immortal blessing. The constellation of the Weaver first appears in the summer sky at the time of the summer solstice, her holy day.

Wife of Pacuun, Phellia wraps life around her like a comfortable cloak. She appears as a beautiful woman of late middle age with a longsword strapped at her hip. She is in the constant company of numerous spiders of all sizes and types, some even living in her hair. Many gods call her mother.



Raelralataen (lesser god)

Law Keeper, Grimwall

Worshippers: Peshwah; nobles, knights, and lawyers

Holy Symbol: A black disk with a white balance

Alignment: Lawful neutral

Portfolio: Death, law, and justice

Domains: Death, Law, and Strength

Favored Weapon: Sickle sword*



Religions of the North

Raelralataen (rāl-rōl-ūh-tē-īn), the Peshwah god of death and law, stands guard at the doorway to the next world. When the world began and Hak distilled the Peshwah spirit from the spirit of horses, he looked over his creations and raised Raelralataen, the most loyal of the Peshwah, to sit by his side as the protector of justice and the spirits of the dead.

Raelralataen appears as a 7-foot-tall Peshwah man with black hair that hangs down his back like a horse's mane. He wields a golden sickle sword and a round horse shield made of the bones of the just and pure. Legends state that Raelralataen was one of the first Peshwah gods to join in the battle against the Afridhi gods when they attacked the Plains of Hak. He still looks for his brother, Hadeen, in the halls of the afterlife.

Sacwhynne (lesser goddess)

Mooncloth, the Fencer

Worshippers: Blackmoorians; nobles, fencers, duelists, and warriors

Holy Symbol: A blue longsword crossing a white buckler made of ice with a golden crown

Alignment: Chaotic good

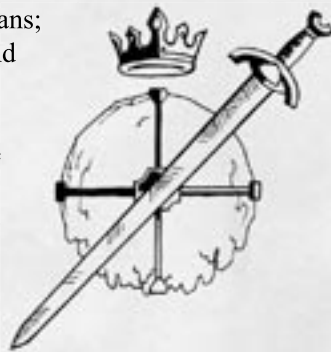
Portfolio: Duels, ice, and war

Domains: Chaos, Good, Nobility, Strength

Favored Weapon: Longsword

Few constellations in the sky shine as brightly as the Fencer during the winter solstice. Worshippers of Sacwhynne (sāk-wīn-nē) Mooncloth call those stars their own. The Fencer looks over Blackmoor's young nobles and fencers during the winter months. Dedication to her requires a cool mind in the heat of battle, as well as finely honed reflexes. Most of Sacwhynne's faithful are young men who enjoy the noble art of dueling.

Sacwhynne Mooncloth is said to dress in white furs when she takes mortal form. Legends allude to her crystalline blue hair and fair complexion. She is reportedly the North's finest swordswoman among gods and mortals alike. She and her brother, Sollus, play pranks on each other whenever they can.



Sollus (lesser god)

The Harvester, Brightday

Worshippers:

Blackmoorians; farmers and druids

Holy Symbol: A brown scythe on a field of red wheat

Alignment: Neutral good

Portfolio: Agriculture, fertility, harvest, and the sun

Domains: Good, Plant, and Sun

Favored Weapon: Scythe

In the city of Blackmoor, farmers and druids turn their attention to Sollus (sōl-lūs), whose constellation is the Harvester. Merryweather is his high holy day, when all farmers rejoice at the bounty he provides. Druids are especially mindful of Sollus and invoke his name in their rituals and meetings. Sollus' worshippers are helpful and proud, walking in the sun's light as if they were in the personal sight of their god. Sollus' and Thanatos' clergy are locked in an eternal struggle, and hatred burns strong on both sides of the conflict.

Sollus rarely descends to the mortal planes. He rides his sun steed across the skies, bringing light for all during the day, and rests at night in his celestial home. When he does take on mortal form, it is to take up arms against Thanatos and his minions.

Thanatos (intermediate god)

Withered Hand, the Dark Moon

Worshippers: Evil wizards, beastmen, and cults of disease and famine

Unholy Symbol: A diseased hand grasping for the moon

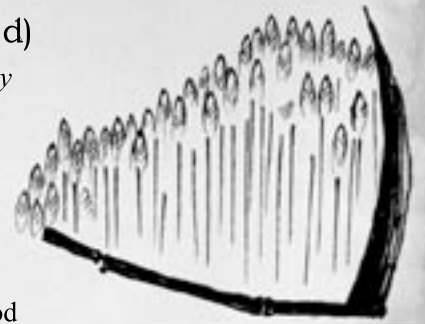
Alignment: Neutral evil

Portfolio: Decay, disease, famine, and time

Domains: Death, Destruction, Entropy*, Time*

Favored Weapon: Sickle mace*

The Withered Hand of Thanatos (thān-ūh-tōs) touches all those who are sick, starving, or decrepit. His few worshippers roam from community to community, spreading sickness and starvation. When widespread plagues break out in a city, all know that Thanatos' clergy strikes.





Religions of the North

Thanatos was once an evil wizard who studied the delivery of magical diseases. He perfected this type of magic and eventually found and killed Temrin (*tēm-rīn*), the god of time, with an original magic disease. Sollus, Temrin's god-brother, eliminated the sickness before it infected the rest of the gods. Thanatos nevertheless collected Temrin's god-power for himself, gaining the ability to control time and perfecting his magical expertise in creating and delivering diseases that cause death and famine. Thanatos views the North as an unclean wasteland that must be purged of the civilized "disease" he calls mankind.

Tilla (intermediate goddess)

The Redeemer

Worshippers: Docrae

Holy Symbol: A blue short sword surrounded by a yellow halo

Alignment: Chaotic good

Portfolio: The Docrae

Domains: Esteem*, Obscuration*, Travel, and War

Favored Weapon: Short sword

Tilla (*tīl-ūh*), the patron goddess of the Docrae, is also known as "the Redeemer" for her assistance in freeing that enslaved halfling clan. Her clergy is among the strangest in the North. Tilla's clerics are valiant warriors with a strict code of honor that refers them back to a "Great Plan" that their goddess laid out to them. They are secretive and maintain a strange sense of humor and love of fun. Others find it difficult to know when to take them seriously. Other religious groups believe Tilla and her worshippers to be as mad as they come, but given room they are very entertaining.

Tilla appears as a beautiful halfling female wearing golden chain armor and wielding a crystalline short sword. She is powerful among the gods only because all Docrae worship her. Before the Docrae were liberated, Tilla was a lesser halfling goddess, crying over the plight of the "Lost Clan," as the Docrae are also known.

Tsarthā (intermediate goddess)

Gertrude, the Gray Dragon

Worshippers: Dragons and dragon cults

Holy Symbol: A wingless, gray dragon coiled around an oak leaf

Alignment: Neutral

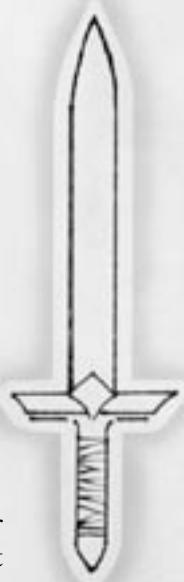
Portfolio: Healing, justice, and motherhood

Domains: Dragon*, Healing, Law, and Protection

Favored Weapon: Shortspear
Tsarthā (*zār-thā*) is the mother goddess of all dragons. Her cults believe that she can heal any being by simply touching it. Her cults and draconic followers are the most active of any of the three true dragons' worshippers.

Tsarthā's draconic followers adore the North's, seeing them much like an adult human views an infant learning to crawl. Her numerous shrines and temples are found in large cities, and her clergy is present at births and marriages throughout the North. Her temples double as orphanages to humanoid children of all races.

Tsarthā is the kindest of the true dragons. She believes all humanoids are precious, to the point that she actively seeks out adventurers to stop them from killing. She is peaceful and emotional when dealing with mortals, even other dragons. Tsarthā is Insellageth's mate and Chamber's mother.



Tyrhm (intermediate god)

The Biting North, the North Wind

Worshippers: Skandaharians; warriors and hunters

Unholy Symbol: An axe covered in ice

Alignment: Chaotic evil

Portfolio: War and cold

Domains: Chaos, War, Water

Favored Weapon: Greataxe

The Skandaharians call Tyrhm (*tīrm*) the "Biting North" or the "North Wind" for the swift and brutal justice his followers deal to the civilized lands around the Duchy of Ten and Blackmoor. Tyrhm's worshippers are chaotic killers and murderers. They hunt men like animals and skin them



Religions of the North

alive or boil them in large cauldrons of polar bear oil. Few non-Skandaharians have ever witnessed a ceremony to Tyrhm and lived to tell the tale.

Tyrhm is an ethereal vapor of a god. He comes and goes as quickly as a raging river. Cold and merciless, Tyrhm shows no weakness, though he is prone to fits of barbaric rage that lash the northern ice fields with frost storms and death.

Volketh (intermediate god)

The Black Death

Worshippers: Thieves, assassins, and spies

Unholy Symbol: A black dagger piercing a heart

Alignment: Chaotic evil

Portfolio: Thieves, trickery, and murder

Domains: Chaos, Evil, Obscuration*, and Trickery

Favored Weapon:

Dagger

The Black Death comes for all mortals who rest on the laurels of power. Volketh's (*vōl-kēth*) worshippers cause mighty nations to tremble and good men to fear walking in dark places. Murderers and assassins form the majority of Volketh's followers; other than that, little is known about his various cults.

Volketh is a mad god. He is fully insane, killing with bloodlust and bathing in the river of souls that follows him to the depths of the abyss. Even this crazed god's own followers are not safe from him. He kills with a mere nod and breathes hatred and lies and darkness. Those who are unlucky enough to fall into Volketh's claws are lost to both the physical and ethereal world, for when Volketh kills, he slaughters even the souls of his victims.

Yoosef (lesser god)

Earth Brother, the Thinker

Worshippers: Peshwah; monks, rangers, sages, sorcerers, and wizards

Holy Symbol: A red owl perched on a yellow book

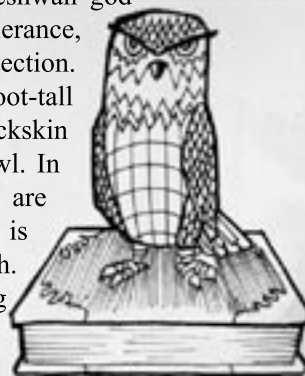
Alignment: Neutral

Portfolio: The earth, enlightenment, and protection

Domains: Earth, Knowledge, and Protection

Favored Weapon: Arbir*

Yoosef (*yū-sēf*) is the Peshwah god of earth, enlightenment, tolerance, knowledge, magic, and protection. He appears as either a 7-foot-tall Peshwah man wearing buckskin robes or as a large brown owl. In either form, Yoosef's eyes are a deep stone-gray, which is unusual among the Peshwah. It is said that Yoosef sprung from blood-soaked earth when a dozen prophets from the dozen horseclans of Calelrin's cultists, who were attempting to purge magic from the Plains of Hak.



Zugzul (greater god)

The Heart of Darkness and Fire

Worshippers: Afridhi

Unholy Symbol: A flaming eye wreathed in a circle of woven axes

Alignment: Lawful evil

Portfolio: Conquest, death, fire, and war

Domains: Death, Evil, Heart of Fire*, and War

Favored Weapon: Battleaxe

No single deity in the North strikes as much fear as the Heart of Darkness and Fire, Zugzul (*tsūk-tsūl*). The fanatic Afridhi call him their patron god. Mortal priestesses in Zugzul's church taint their souls in an unholy marriage for power and glory. The scheming of these Handmaidens of Fire turned the Afridhi's blood-filled eyes to the North.

Zugzul is a harsh and unforgiving god. Rumors persist that he has taken mortal form and lives on the great fire-topped mountains of the Afridhi lands. There with his wife, Toska Rusa, he lords over the Afridhi with an iron fist and ice-cold heart. Zugzul appears as a tall mortal man with flaming red hair. His eyes are said to contain darkness so deep that those who look into them have their immortal souls forever burned away.



Religions of the North

Dwarven and Gnome Deities

Charis (greater god)

The Gnome Father

Worshippers: Gnomes; druids, farmers, and commoners

Holy Symbol: A small boat carrying a tree

Alignment: Lawful good

Portfolio: Earth, nature, the underworld

Domains: Animal, Death, Earth, and Plant

Favored Weapon: Flail

Charis (*kār-īs*) is the God-King of the gnome pantheon. His followers believe that he created the entire world, so they treat even the smallest stones with reverence. Charis' clergy do not knowingly destroy crafted stonework or ruin fields. His priests watch over gnome harvests and festivals and are present at funerals, ready to consign a bowl of barley to sacred fires in order to send Charis an offering of grain along with the departing soul.



Charis is the first of the gnome gods. Legends state that he was the first gnome in existence, sprouting from a hole in the ground made when Koorzun, the dwarven god of magic, first placed his foot on mortal soil. Charis wishes the other gnome

deities would work closer with those of the dwarves for a unified celestial body that promotes peace and prosperity for both races.

Koorzun (lesser god)

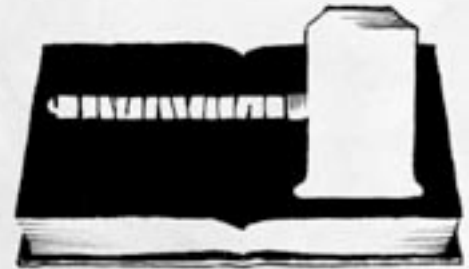
Stone Wand, Lord of Rods

Worshippers:

Dwarves; sages, wizards, sorcerers, and wokan

Holy Symbol:

A white warhammer on an open black book



Alignment:

Chaotic good

Portfolio: Home, magic

Domains: Healing, Magic, and Protection

Favored Weapon: Warhammer

Koorzun (*kūr-zěn*) brought the power of arcane magic to the dwarves. Members of his clergy are normally multiclassed wizard/clerics who strive for the perfect unification of divine and arcane power. Koorzun's clergy are also the guardians of cities and the protectors of children.

Koorzun appears as a mighty dwarf covered in ancient runes of power. His holy symbol sometimes acts as a *glyph of warding* on temples and places of refuge. Koorzun is said to have created Charis by setting foot on soil in the mortal world. Because of this, Koorzun and his priests try to work as closely with gnomes as they can.

Table 6-2: Dwarven and Gnome Deities

Deity	Domains	Alignment	Favored Weapon	Portfolio
Charis	Animal, Death, Earth, Plant	LG	Flail	Earth, nature, underworld
Koorzun	Energy, Magic, Protection	CG	Warhammer	Home, magic
Dhumnon	Law, Merchant*, Nobility	LG	Longsword	Commerce, contracts, nobility
Gorrim	Destruction, Earth, Entropy*, Time*	NE	Longsword	Death, earth, underworld, wealth
Hemgrid	Earth, Miner's Sense*, Strength	N	Greataxe	Earth, mountains
Kela	Merchant*, Metal*, Miner's Sense*	NG	Warhammer	Crafts, smithing
Mieroc	Knowledge, Metal*, War	LG	Waraxe	Engineering, smithing, war
Pathmeer	Knowledge, Obscuration*, Travel	LN	Mace	Knowledge, secrets, travel
Shau	Law, Protection, Strength, War	LN	Greataxe	Tactics, trust, war

Religions of the North

Dhumnon (intermediate god)

Dwarf King

Worshippers: Dwarves; nobles, merchants, and adventurers

Holy Symbol: A gold coin split by a sword

Alignment: Lawful good

Portfolio: Commerce, contracts, nobility

Domains: Law, Merchant, and Nobility

Favored Weapon: Longsword

Dhumnon (*dúm-non*) is the God-King of all dwarves and dwarven deities. His followers bind contracts and uphold dwarven law by invoking his name. By tradition, the High Priest of Dhumnon consecrates all Regents of the Mines before they are crowned. Dhumnon uses adventurers extensively, protecting the many merchants who need to get their goods to foreign markets. A devout follower of Dhumnon can see any course through to the end, as long as his intentions are pure and he adheres to the spirit of the contracts that bind him to his mission.

Dhumnon rarely appears, and when he does it is only to the Regent of the Mines or his High Priest in their most desperate hours. He is unusual for a dwarven deity in that he wields a sword instead of a hammer, pick, or axe. Dhumnon takes the form of an ancient dwarf wearing a brown robe and carrying a golden longsword.



Gorrim (greater god)

The Eye that Sleeps Beneath

Worshippers: Dwarves; death cults, murderers, and thieves

Unholy Symbol: An open eye made of carved black stone

Alignment: Neutral evil

Portfolio: Death, earth, the underworld, wealth

Domains: Destruction, Earth, Entropy, and Time

Favored Weapon: Longsword

Gorrim (*gor-ím*) is the dwarven god of evil and destruction. Murderers and thieves covet the power he bestows on his faithful, while the priests of the other dwarven gods believe that



he rests in eternal slumber. Gorrim's faithful are well rewarded for the strife and destruction they cause, though such malice is rarely aimed at fellow dwarves. Gorrim's clergy hates all other races and seeks to destroy alliances between dwarves and others.

Gorrim sleeps, though he is not as dormant as he may appear. He communicates to his priests by sending them dreams filled with powerful images of destruction. He rests deep in the mines, below the Regent of the Mines' seat of power, and his refuge is heavily guarded by celestial wards and infernal guardians placed by the other dwarven gods to prevent outsiders from reawakening him. Unknown to the other dwarven gods, even now Gorrim begins to stir.

Hemgrid (greater god)

The Great Stone

Worshippers: Dwarves; miners and fighters

Holy Symbol: An axe splitting a mountain

Alignment: Neutral

Portfolio: Earth, mountains

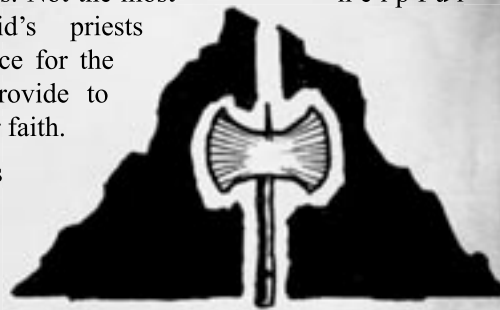
Domains: Earth, Miner's Sense*, and Strength

Favored Weapon: Greataxe

Hemgrid (*hēm-grīd*) the Great Stone is the patron god of dwarven miners and fighters. His clerics watch over the opening of new tunnels and serve as the guardians of mines. They are aggressive and easily offended by breaches of mining safety protocol. Dwarves in the mines live and die by these rules. Not the most helpful clergy, Hemgrid's priests exact a high price for the services they provide to those not of their faith.

Hemgrid was the leader of the dwarven pantheon until

Dhumnon, his younger brother, came to power. He has never forgotten this slight and dislikes his upstart brother. Though he does not seek to engage Dhumnon in combat, he plans clandestine affairs to undermine his authority in the other gods' eyes.



Religions of the North

Kela (intermediate god)

The Wanderer

Worshippers:

Gnomes; explorers, merchants, smiths, and craftsmen

Holy Symbol: A gold compass and a rolled parchment

Alignment: Neutral good

Portfolio: Crafts, smithing

Domains: Merchant, Metal*, and Miner's Sense*

Favored Weapon: Warhammer

Kela (kĕl-a) the Wanderer is among the most well known of all the North's non-human deities. Her faithful followers were Blackmoor's first mapmakers and are famous explorers and merchants. Kela's priests are required to spend four months of each year exploring the world, only shirking this duty when they are old enough that their hair shows white. After that point, they may settle down and devote themselves to a craft. Most of Kela's priests are merchants, creating their wares in the winter months and going forth to sell them during their required four months of travel.

Kela is an ever-moving god, inspiring her followers to discover new lands and create new and interesting crafts. Not wanting to sit still or stay in one place too long, she calms herself by digging gold from a mountain or traveling down a winding road. She is fun-loving and has a good relationship with all the other gnome and dwarf deities.



Mieroc (lesser god)

The Machinist, Mad Inventor

Worshippers: Gnomes; inventors, engineers, and generals

Holy Symbol: Three differently shaped gears

Alignment: Lawful good

Portfolio: Engineering, smithing, war



Domains: Knowledge, Metal*, and War

Favored Weapon: Dwarven waraxe

Mieroc's (mĕ-rĕk) followers are not mad, but some of their mechanical creations seem to spring from fevered minds. Generals who use siege engines ask for at least a dozen of Mieroc's priests to join their army, so that they can help build and bless mighty machines of war.

Mieroc is a new god. Charis, the Gnome Father, granted him immortality after he made a flying machine that could reach the sun. With advances in gnome technology in the North, worshippers began flocking to Mieroc, and he was soon elevated to the status of a lesser god.

Pathmeer (lesser god)

Earth Whisperer

Worshippers: Dwarves; rogues and spies

Holy Symbol: Three wavy lines emanating from an open mouth

Alignment: Lawful neutral

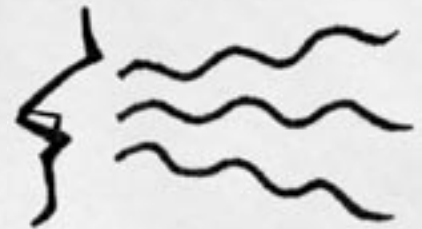
Portfolio: Knowledge, secrets, travel

Domains: Knowledge, Obscuration*, and Travel

Favored Weapon: Heavy mace

Pathmeer (pĕth-mĕr) knows all secrets. His followers walk the roads of darkness and intrigue, looking for mysteries to keep their kin safe from evil. It is rumored that Pathmeer's highest priests can walk between worlds as easily as a man can walk between rooms.

Pathmeer is Gorrin's brother. When Gorrin went mad at the beginning of time and attempted to kill the other dwarven gods, Pathmeer forewarned them. He is a quiet and introverted god and has few worshippers. Those who do follow him know that Pathmeer holds a dark secret that must be revealed to the other gods before Gorrin awakens.



Shau (greater goddess)

The Defending Queen

Worshippers: Dwarves; females, warriors, and guardians

Holy Symbol: A dwarf holding a greataxe





Religions of the North

Alignment: Lawful neutral

Portfolio: Tactics, trust, war

Domains: Law, Protection, Strength, and War

Favored Weapon: Greataxe

Shau (shō) is Dhumnon's wife and the Defending Queen of the dwarves. She holds their interests of defense, law, and combat close to her heart. Her clerics are numerous, and they are found in every large group of dwarves, anywhere in the world. Her clergy is almost entirely female, but the few males in its ranks are not held in any lesser esteem.

Shau is the queen of all that she surveys. She holds dwarven law in her tender grasp and is known to come to the mortal realm when great crimes against dwarves are committed. She values honesty and clear thinking above raw physical strength.

Elven Deities

Aeros (intermediate god)

Breath of the World, Cloud-Strider

Worshippers: Elves; farmers, knowledge-seekers, and sailors

Holy Symbol: A cluster of intricate lines, curled at one end, beginning at a common point and spreading outward

Alignment: Neutral

Portfolio: Air

Domains: Air, Knowledge, and Time*

Favored Weapon: Quarterstaff

Many elves claim to hear nature speak to them, whispering its secrets, and they know that it is the voice of Aeros (*ār-ōs*) that speaks thus. The Breath of the World is the voice of all things, living and inanimate, and the speaker of all the lore that has ever been uttered beneath an open sky. He carries his brother Hydros upon wings of cloud, bringing rain with his winds. Though his storms are often devastating, the elves know that Aeros acts as his nature demands and is never deliberately hostile or harmful.



Aeros' followers believe in freedom of travel and freedom of information, and they gladly trade knowledge for knowledge. The Cumasti followers of the Cloud-Strider pray daily for Aeros to finally carry enlightenment to the Westryn, so that they will abandon their isolationist ways and accept not only their fellow elves, but also the other good races into their hearts once more. Aeros appears as a wiry elf with hair and eyes of shimmering white. He is aged yet energetic, always in motion.

Death (intermediate goddess)

The Veiled Lady

Worshippers: Elves; those seeking to avoid misfortune, those wishing misfortune on others, and wizards

Holy Symbol: A black veil

Alignment: Chaotic Neutral

Portfolio: Magic, travel and tricks

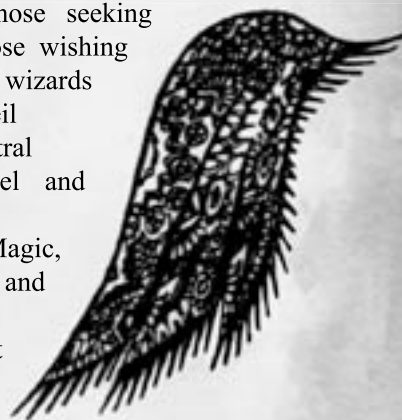
Domains: Magic, Obscuration*, Travel, and Trickery

Favored Weapon: Short sword

Death (*dā-āth*) is not loved, even by those who follow her. Wizards and others who study the mystic arts honor her for her secrets, not her capricious nature.

Among the Cumasti, those who worship her usually do so in hopes of avoiding her gaze, of turning her eye elsewhere so that the misfortune she brings does not strike them. This is particularly true of travelers, who know that even a minor run of ill luck can delay or destroy the most well planned journey. Among the Westryn, the Veiled Lady is more often invoked in anger, in hopes of directing her attentions against one who has wronged the petitioner.

Death appears as an elven maiden clad in black garments of mourning or a heavy wizard's robe. In all cases, her face is concealed, either by a veil or the hood of her robe. Her hair is also of deepest jet and blends into her garb. She never wears her sword openly but always finds it lying about when she requires it.





Religions of the North

Table 6-3: Elven Deities

Deity	Domains	Alignment	Favored Weapon	Portfolio
Aeros	Air, Knowledge, Time*	N	Quarterstaff	Air
Death	Magic, Obscuration*, Travel, Trickery	CN	Short sword	Magic, travel, and tricks
Faunus	Animal, Esteem*, Plant	CN	Longbow	Plants and animals
Ferros	Metal*, Miner's Sense*, Strength	N	Elven longblade	Creation, strength, and metal
Fiumarra	Energy, Fire, Sun	CN	Longsword	Fire
Hydos	Healing, Protection, Water	N	Heavy flail	Water
Ordana	Good, Knowledge, Nobility*, Protection	NG	Elven longblade	Knowledge and protection
Sylvian	Chaos, Entropy*, Luck, War	N	Sickle	Wild places
Terra	Death, Earth, Law	LN	Warhammer	Law and earth

Faunus (greater god)

King of the Divine Forest, Lord of the Wilds

Worshippers: Elves; druids, farmers, hunters, rangers, and woodsmen

Holy Symbol: A crown of thorns (often simplified as a circlet of ivy)

Alignment: Chaotic neutral

Portfolio: Plants and animals

Domains: Animal, Esteem*, and Plant

Favored Weapon: Longbow



The overlord of all living things, Faunus (*fōn-ūs*) is the single greatest god of the Westryn and one of the greatest of the Cumasti. With Ordana he begat all the world's plants and animals; with Death he spawned many of the monsters and unnatural beasts. He is the patron of the hunt, running wild with the beasts of the world. He smiles upon those who hunt for sustenance, but grows angry with those who take more than they need. He loves his worshippers but sees them as no more or less worthy than any of his creatures, and he demands both self-reliance and respect for the natural world.

Faunus rarely manifests in exactly the same form twice, even in the most ancient legends, but usually appears as a mighty, towering elf with animalistic features that vary from manifestation to manifestation. Legend says that on the day he misses a shot with *Thyrrhas*, his mighty longbow, he will lay down his power for another to claim.

Ferros (intermediate god)

The Builder Beneath, the Delver

Worshippers: Elves; inventors, smiths, miners, and warriors

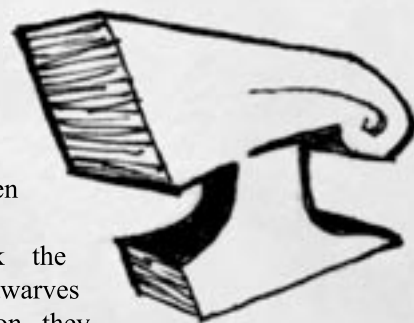
Holy Symbol: An anvil

Alignment: Neutral

Portfolio: Creation, strength, and metal

Domains: Metal*, Miner's Sense*, and Strength

Favored Weapon: Elven longblade*



Though elves lack the modern reputation of the dwarves and gnomes for invention, they have been mining, forging, and shaping metals since before the other races walked the earth, and Ferros (*fēr-ōs*) is their inspiration.

The Builder Beneath places his metals in the ground as a reward for those strong enough to remove them. He grants inspiration to the creators and inventors he finds worthy, and he offers strength those who fight in his name. In many elven communities, Ferros is one of the most frequently worshipped gods, for rare indeed is the individual who does not make at least some use of metals in his work. Ferros' devout worshippers show their veneration through their crafts, as a well-made item of metal is considered a gift to Ferros, no matter who actually owns it.

Religions of the North

Ferros appears as an elf with the overdeveloped upper body musculature common to smiths. Legend states that he often moves among the elves, seeking the best craftsmen among them to enhance their abilities even further.

Fiumarra (intermediate goddess)

The Burning Queen, the Spark of Life

Worshippers: Elves; sorcerers, and anyone dealing with fire

Holy Symbol: A lit candle

Alignment: Chaotic neutral

Portfolio: Fire

Domains: Destruction, Fire, and Sun

Favored Weapon: Longsword

Fiumarra (fē-ū-mār-rūh) is a paradox, a creator and destroyer who is loved and feared, desired and shunned.

From the elves' earliest days, fire has been both their most important tool and their greatest nemesis. Flames power forges and warm bodies but also burn trees and destroy homes.

The Burning Queen is wrathful and causes great destruction and death; given a free reign, she would scorch the world; not out of malice, but because fire is all she is and all she understands. On the other hand, when properly propitiated, the Spark of Life warms the cold in winter, helps prepare meat for meals, and allows the elves to shape Ferros's gifts and destroy enemies of the elven people. Many sorcerers worship Fiumarra, seeing the natural magic within themselves as extensions of her unquenchable spark. Most of those elves who pray to the Burning Queen do so in hopes of keeping her sated, rather than out of any great love.

Fiumarra, when she appears as anything other than a raging inferno, appears as a nymphlike elf with blazing red hair, clad only in fire and smoke.



Hydros (intermediate god)

The Blue Prince, the Storm-Bearer

Worshippers: Elves; farmers, healers, sailors, and anyone afraid of or caught in bad weather

Holy Symbol: A crashing wave

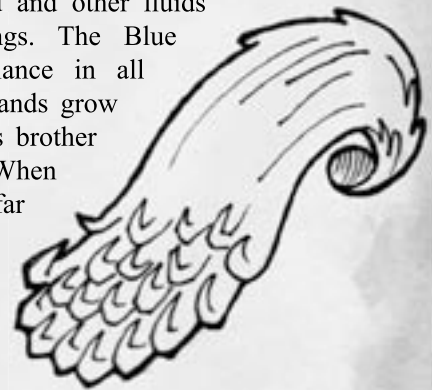
Alignment: Neutral

Portfolio: Water

Domains: Healing, Protection, and Water

Favored Weapon: Heavy flail

Hydros (hī-drōs) is the lord of all water, from the ocean's depths to the falling rain to the water in the blood and other fluids within living things. The Blue Prince desires balance in all things. When the lands grow too dry, he and his brother Aeros bring rain. When elves spread too far or abuse his good grace, he causes waves to swamp their ships. When a body grows prematurely ill or injured, Hydros brings healing by rebalancing its humors. Thus, the Storm-Bearer is worshipped by wide cross-section of the elven population, for his hands touch so many different aspects of life. Hydros' worshippers hold impromptu ceremonies to honor him during heavy storms or high tides.



According to legend, Hydros never appears outside a watery environment, be it a lake or a heavy rainstorm. When he does appear, he is a wavering, unclear reflection of to the individual to whom he speaks.

Ordana (greater goddess)

The All-Knowing, Mother of Elves

Worshippers: Elves; midwives, mothers, protectors, seekers of knowledge, and teachers

Holy Symbol: An outstretched female hand

Alignment: Neutral good

Portfolio: Knowledge and protection

Domains: Good, Knowledge, Nobility*, and Protection

Favored Weapon: Elven longblade*

Most beloved god of the Cumasti and honored even by the martial Westryn, many consider Ordana (ōr-dān-ūh) the pinnacle of the elven pantheon. She has no concerns

Religions of the North

beyond the well-being of her children and seeks to make them safe, knowledgeable, and powerful — but as allies and friends to the other races, not as conquerors.

The Cumasti believe the All-Knowing wishes all elves to come together once more, in forgiveness of and friendship with humanity. The Westryn still honor her as the Mother of Elves and invoke her protection in matters of birth, death, and ceremony, but they feel that she has lost her way when it comes to the direction her mortal children must take. Ordana's priests seek peaceful solutions but do not hesitate to raise arms if that is the only means of preventing harm to their brethren.

Ordana always appears as a beautiful matronly elf, only beginning to show signs of age. She often appears pregnant.

Sylvian (intermediate god)

The Wild One, the Woodsman

Worshippers: Elves; hunters, lumberjacks, and woodcrafters

Holy Symbol: A tree branch

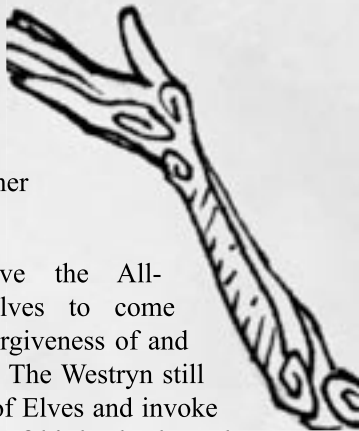
Alignment: Neutral

Portfolio: Wild places

Domains: Chaos, Entropy*, Luck, and War

Favored Weapon: Sickle

Sylvian (*sīl-vē-īn*) is called the Wild One, not because he is chaotic, but because his purview is those parts of the world untamed by mortal hands. The virgin woods, the open plains, the jungle — these are the Woodsman's territories. Many druids and those who seek to protect the wild pay



homage to Sylvian, as do those who spend a great amount of time in the wilderness. Legend has it that Sylvian seeks to supplant his father Faunus, not out of avarice, but because Sylvian believes he is better qualified to handle the responsibilities of protecting the wilds. This ambition never results in violence or animosity between the two gods, though their priesthoods often compete (nonviolently, for the most part) with one another.

The Wild One appears as a tall, slender elf with bark-like skin. He often manifests directly from trees, like a dryad.

Terra (intermediate goddess)

The Immovable, the Mountain Queen

Worshippers: Elves; explorers, judges and magistrates, miners, and stone-carvers

Holy Symbol: A mountain

Alignment: Lawful neutral

Portfolio: Law and earth

Domains: Death, Earth, and Law

Favored Weapon: Warhammer

The only lawful member of the elven pantheon, Terra (*tēr-ūh*) is immovable

— physically and spiritually. She is the judge of gods and elves and is not swayed by emotional consideration. She respects law and custom and frowns upon those who go their own way.

She is unpopular amongst the free-spirited elves, but they nonetheless respect her strength and judgment. She is not particularly well-liked by the other deities, who consider her too set in her ways. Her priests serve as mediators and interpreters of the law, and Terra's divine decree forbids them from allowing their personal feelings or concerns to interfere with their judgments. Just as Terra forms the basis of law, so too does she form the bedrock of earth and stone upon which all the world is built, and hence miners and stone-carvers also venerate her.

Terra appears as a stone-skinned elf, slow but inexorable, with eyes of the deepest emerald green. Her hammer is stone, though those carried by her clerics are usually metal.





Chapter 7: Rogues, Regents and Rascals



Throughout Blackmoor's long and wild history, great heroes have saved the kingdom from the vile clutches of evil. Blackmoor also houses dark villains, vile individuals whose nefarious plans run deep. This chapter introduces a few of these rogues, regents, and rascals.

On a historical note, almost all of these NPCs were drawn from players who began adventuring in Blackmoor from the campaign's beginning several decades ago. Many of the players still adventure in Blackmoor as the sons and daughters of their great heroic characters. These characters form a powerful backdrop from which this version of Blackmoor was revived. Their contributions are great in both number and stature.

Alwyn Morland

Part-time adventurer, part-time entertainer, and full-time connoisseur of life's finer things, Alwyn Morland sees more reversals of fortune than a compulsive gambler. Most of Blackmoor knows Alwyn as a gifted minstrel and storyteller; when in the region, she spends her time at the Comeback Inn, playing for room, board, and tips (which are substantial). What fewer people know is that Alwyn's

abilities with a lute and her honeyed voice don't just *seem* like magic—they are. Alwyn is a bard of more than passing power, a fact she keeps hidden, partially to avoid the prejudices shown to practitioners of magic outside the Wizards' Cabal, and partially because of the advantages such a hidden ace provides.

While Alwyn's talents and popularity ensure that she never lacks for life's necessities, a penny-pinching existence is not her idea of living. Alwyn prefers to live like royalty, drinking the finest wines, dressing in the latest fashions, cozing up to the current social elite, and in general living ridiculously beyond her means. She participates in a great number of adventures and ill-planned schemes, all designed to win her the next quick fortune, and she runs through the proceeds just as swiftly. It is said that one need only look at the meals she eats, the clothes she wears, and the possessions she has recently hocked to tell how many days she's been in town. Friends of the itinerant bard have seen her run through fortunes worth thousands of gold pieces in less than a week. *Swansong*, her lute, is literally the only possession she owns that has not been in hock at least three times.

Rogues, Regents and, Rascals

When she can afford to, Alwyn dresses in bright, rich fabrics (unless they are out of fashion) cut in the styles worn by young noblemen. She is partial to broad-brimmed, feathered hats and velvet tunics with slashed sleeves. Her preferred style of dress, her slight figure, and her short-cropped, dusky blonde hair often cause others to mistake her for a young man. Rather than taking offense, Alwyn finds the situation amusing. Given that her tastes in humor lean toward sly pranks, this is unsurprising.

Unbeknownst to most, Alwyn is a close friend and sometime operative of Fletcher William, Dean of the University of Blackmoor. The Fetch, as he is sometimes known among intimates, is aware of her magical talent and would undoubtedly take steps to protect her if she were exposed. He encourages her to keep her abilities secret, not merely for her own safety, but because they make her a far more valuable agent. Despite her normally haphazard view of life's responsibilities, once she has agreed to perform a duty for Fletcher, she takes the task *very* seriously.

Alwyn Morland, Female Thonian 12th-Level Bard: CR 12; Medium Humanoid (human); HD 12d6; hp 73; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base attack/grapple +9/+9; Atk +9 melee (1d6+1/18–20, rapier); Full Atk +13/+8 melee (1d6+1/18–20, rapier), or +13 ranged (1d4/19–20, dagger); SA *Fascinate*, *suggestion*; SQ Bardic knowledge, bardic music, countersong, inspire competence, inspire courage +2, inspire greatness, *song of freedom*; SV Fort +4, Ref +11, Will +7; AL NG.

Str 10, Dex 17, Con 11, Int 14, Wis 9, Cha 20.

Languages: Common, Elven, Gnome.

Skills and Feats: Appraise +10, Bluff +11, Concentration +5, Craft (craft instrument) +9, Decipher Script +5, Diplomacy +10, Disguise +12, Escape Artist +6, Gather Information +12, Hide +8, Knowledge (arcana) +5, Knowledge (history) +11, Knowledge (local—Blackmoor) +12, Listen +4, Move Silently +8, Perform (lute) +23 (+33), Perform (sing) +21, Sense Motive +4, Sleight of Hand +8, Spellcraft +6, Use Magic Device +10; Eschew Materials, Improved Initiative, Skill Focus (perform [stringed instruments]), Skill Focus (perform [sing]), Spell Focus (enchantment), Weapon Finesse.

Possessions: *Pinprick* (+1 rapier), +3 *glamered leather armor*, masterwork dagger, **Swansong** -see sidebar (Alwyn is unaware of this item's ability to cast *animate dead* and *magic jar*.)

Bard Spells Known (3/5/4/4/3, DC 15 + spell level): 0—*detect magic*, *ghost sound*, *mending*, *prestidigitation*, *read magic*, *summon instrument*; 1st—*charm person*, *cure light wounds*, *disguise self*, *silent image*; 2nd—*detect thoughts*, *hypnotic pattern*, *silence*, *suggestion*; 3rd—*deep*



slumber, *dispel magic*, *gaseous form*, *remove curse*; 4th—*dimension door*, *freedom of movement*, *shadow conjuration*.

New Minor Artifact

Swansong: This artifact appears to be a masterwork lute with gems embedded beneath its strings. It allows the player to cast a spell once per day, as a caster of her character level, by playing a specific tune. The spell must be chosen from the following list: *animate dead*, *charm monster*, *charm person*, *confusion*, *hold monster*, *hold person*, *magic jar*, *sleep*. Additionally, the user gains a +10 competence bonus to Perform (string instruments) check while playing *Swansong*. Strong transmutation; CL 16th; weight 2 lb.

Rogues, Regents and, Rascals

Bascom Ungulian, Baron of Glendower

Bascom Ungulian is no longer the man he was, and not even the wisest can say precisely what happened to him—or what consequences his change holds in store.

Born into an Imperial family with roots dating back almost to the founding of the Thonian Empire, Bascom's sense of justice overshadowed his feelings of propriety and obligation. He was the first of the Northern barons to swear fealty to Uther Andahar as King of Blackmoor. His support was a pillar of Uther's early success, marking Bascom forever as a hero of Blackmoor and a hated foe of Thonia. The imperial aristocracy is not his only enemy; as lord of the coast directly opposite the peninsula ruled by the enigmatic and evil creature called the Egg of Coot, he must defend against that threat as well. His position as defender on so many fronts has earned him the informal but respected title, "The Shield of the North."

Bascom's enemies do not lay idle in their hatred. The baron has survived numerous assassination attempts throughout the years. Some time back, one of his foes—Bascom is unable to determine precisely whom—inflicted a powerful curse of lycanthropy on Bascom. For months, the baron became a wolf or wolfman at the full moon,



threatening all he loved. Fortunately, with the aid of powerful allies, he was able to acquire *New Moon*, a ring that suppresses the curse.

Still, his enemies did not rest, and when agents of the Egg of Coot abducted his bride-to-be, Bascom gathered his retainers and ventured into the Realm of the Egg. He did not return for many years, and during that time many false "Baron Bascoms" emerged, claiming to have escaped hideous torture and imprisonment. Few were even remotely convincing.

When the real Bascom finally reappeared, accompanied by his fiancée but none of those who had joined him on his quest, he would give no answers as to what occurred or where he had been. His friends, allies, and subjects rejoiced to see him back, but that rejoicing soon turned to worry. Since his return, Bascom is grim, brooding, and swift to anger. He is not a cruel or evil man, but his passion for justice has faded. His wife, too, seems grim, though she seems strangely less affected by her kidnapping than her husband. Even stranger, Bascom emerged from the Realm of the Egg with magical wonders that far outstrip the already potent magic and weapons with which he entered. None who know the baron would ever accuse him of collusion with a villain such as the Egg of Coot, and his domain, while somewhat less cheerful, has not suffered for his return. Still, many an eye turns toward the baron's keep in concern, wondering what truly befell him in that forsaken land.


Bascom is a grim, sharp-featured man (some call him hawk-faced), with dark hair that recedes from his forehead grays at the temples. He is solidly and compactly built and often surprises others with his strength, as he is narrower of girth than most men of comparable might.

Bascom Ungulian, Male High Thonian 11th-Level Fighter/5th-Level Noble: CR 16; Medium Humanoid (human); HD 5d6+11d10+32; hp 119; Init +0; Spd 30 ft. (20 in armor); AC 23, touch 10, flat-footed 23; Base attack/grapple +14/+16; Atk +20 melee (1d8+6/17–20, longsword); Full Atk +20/+15/+10 melee (1d8+6/17–20, longsword), or +19/+14/+9 melee (1d8+3/19–20/x3, lance); SQ Charismatic leadership +1, racial reputation (elves), 27 nobility points; SV Fort +10, Ref +4, Will +7; AL LN (formerly LG).

Str 15, Dex 11, Con 14, Int 13, Wis 10, Cha 13.

Languages: Chale, Common, Elven, Orc.


Skills and Feats: Appraise +4, Climb +6 (+1), Diplomacy +7, Disguise +7, Gather Information +6, Handle Animal +4, Intimidate +9, Jump +7 (+2), Knowledge (history) +5, Knowledge (nobility and royalty) +5, Knowledge (local—Glendower) +8, Listen +3, Ride +15, Sense Motive +6, Speak Language (elven);



Rogues, Regents and, Rascals

Greater Weapon Focus (lance), Greater Weapon Focus (longsword), Improved Critical (lance), Improved Critical (longsword), Mounted Combat, Noble Blood, Power Attack, Ride-by Attack, Spirited Charge, Trample, Skill Focus (Ride), Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword).


Possessions: *Shrike* (+2 human bane longsword), *Foe-splitter* (+1 heavy lance), +3 adamantine full plate of invulnerability, amulet of proof against detection and location, masterwork large steel shield, **New Moon**- see sidebar.



New Minor Artifact

New Moon: This intricately-carved silver ring suppresses the curse of lycanthropy. Lycanthropes who wear this ring cannot change to hybrid or animal form via lycanthropy, either purposefully or accidentally.

Strong transmutation; CL 16th.



Bram Tagus, Baron of Bramwald

Bram Tagus occupies an unusual (and some would say unenviable and ultimately untenable) position in the politics of the North. The last remaining imperial officer in the region, Bram is disliked and yet needed by both sides of the struggle. The baron's keen sense of justice requires him to defend Uther's rebel cause, yet his equally strong sense of honor and obligation forbids him from breaking his oaths of fealty to Thonia.

Nor do the involved parties show any interest in making the matter any easier for him. While King Uther himself publicly states that he understands and respects Bram's position, many of the other Northern lords consider the baron of Bramwald to be either a hard-hearted man, unwilling to let the needs of the commoners sway him from his lofty position, or a coward who lacks the courage to fight for his convictions. Still, even if they move against him, Uther's people cannot be sure whom the empire might send to replace Bram should he fall. Their animosity is limited to verbal displays and the occasional border dispute.

The Thonian aristocracy thinks the exact opposite of the baron of Bramwald; they consider Bram too softhearted and decry his rebel sympathies. Still, they know that few are better qualified to hold Bramwald, and they fear the notion

of Uther removing the empire's last northern foothold. Further, the Thonian Duke Taha Marcovic — the so-called Iron Duke — has designs in the North as well. Concerned by his ambitions yet unwilling to deprive themselves of his abilities, the Thonian leadership stymies his every move to expand — and they know that the presence of Bram Tagus near Blackmoor is one such impediment to the Iron Duke's designs.

For the moment, then, both sides need Bram more than they hate him. However, should one faction find a means of removing him without threatening its own position, the situation could change in a heartbeat. Fortunately for Bram, he does not rely solely — or even primarily — on the political stalemate for his defense. Bramwald is a heavily-fortified town, and its militia is one of the best trained and equipped in the region. Further, the baron holds a writ of alliance and friendship with the Regent of the Mines, and neither the empire nor Blackmoor wishes to offend the dwarves. In recent years, Bram has also engaged in covert ventures with Blackmoor's Regency Council to improve his standing in the region. This relationship, not the strongest to begin with, has been especially strained of late, thanks to the efforts of the Iron Duke to subvert any peaceful interaction.

Baron Bram shows signs of his age. His hair is as gray as his eyes, and — never having been the most skilled rider — he sometimes has difficulty remaining in the saddle for long periods. Still, he maintains his physique and his skill at arms and is easily a match for men half his age. Bram is unusually erudite for a border baron, having attended the University of Mohacs in the empire's capital. Bram strongly and vocally supports Uther's establishment of the University of Blackmoor.

Bram Tagus, Male High Thonian 8th-Level Noble/6th-Level Fighter: CR 14; Medium Humanoid (human); HD 8d6+6d10+14; hp 97; Init +0; Spd 30 ft. (20 ft. in full plate); AC 23, touch 11, flat-footed 22; Base attack/grapple +12/+14; Atk +17 melee (1d10+4/19–20, bastard sword); Full Atk +17/+12/+7 melee (1d10+4/19–20, bastard sword), or +14 ranged (1d4+3/19–20, dagger); SQ Charismatic leadership +2, noble blood, racial reputation (dwarves, halflings), 30 nobility points; SV Fort +8, Ref +5, Will +10; AL LN.

Str 15, Dex 12, Con 13, Int 15, Wis 14, Cha 14.

Languages: Common, Chale, Dwarven, Elven.

Skills and Feats: Appraise +7, Bluff +12, Climb +7 (+2), Diplomacy +12, Disguise +5, Gather Information +10, Intimidate +12, Jump +7 (+2), Knowledge (history) +10, Knowledge (nobility and royalty) +10, Knowledge (local—Bramwald) +12, Knowledge (tactics) +17, Listen +6, Perform (oratory) +9, Ride +3, Sense Motive +10;

Rogues, Regents and, Rascals



Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Disarm, Improved Feint, Improved Trip, Negotiator, Noble Blood, Persuasive, Quick Draw, Skill Focus (Knowledge [tactics]), Weapon Focus (bastard sword).

Possessions: *Justicer* (+2 axiomatic bastard sword), *Sliver* (+1 dagger), +2 full plate, decanter of endless water, masterwork spear, masterwork handaxe, masterwork heavy steel shield.

Brother Richard, the Flying Monk

A devout priest of Pacuun and brother of the famed Bosero the Drunkard, Richard is a strange paradox of a man. Boisterous, good-natured, generous, and loyal to a fault, he is also the epitome of sloth; he spends more effort finding ways to avoid work than he would expend in doing it. Only when he spots another in danger or in desperate need do Richard's lazy tendencies dissipate, and then he becomes a tireless fighter for the common good.

During one such fight, the long and bloody Battle of Glendower, Richard gained both his current fame and his unusual nickname. With his allies hemmed in, Richard taunted a score of orcs into pursuing him into the woods. Hurling spells and insults unkind enough to make even an orc blush, he flew from tree to tree with the aid of his magic cloak, always staying just out of reach of the orcs' weapons. Then, once he had the orcs deep within the dry woods, he set the trees and underbrush ablaze

with a combination of oil and spells. Not only did the fire consume the trapped orcs, but the ensuing blaze swept the flank of the orc army, dividing their attention and allowing the defenders to break the orc attack. Of the many rewards the nobles of Blackmoor offered Richard in thanks for his services, he accepted only a small fief at Fairfield in the lands south of the Kingdom of Blackmoor. He accepted it in his order's name, rather than his own, and is hard at work — or rather, has put others to work — making it a suitable site for a church or monastery. He even declined a seat on the Regency Council, though his word still carries much weight with some of its members.

Brother Richard is a stocky fellow, overweight without quite crossing the line into corpulence, and slightly shorter than average. His voluminous *cloak of flying* can be swept shut to hide the presence of his armor beneath it, and the hood, when raised, conceals the round metal cap he wears as a helm.

Brother Richard, Male Thonian 11th-Level Cleric: CR 11; Medium Humanoid (human); HD 11d8+33; hp 84; Init +0; Spd 30 ft. (20 ft. in armor), fly 60 (good); AC 17, touch 10, flat-footed 17; Base attack/grapple +8/+10; Atk +12 melee (1d8+4, heavy mace); Full Atk +12/+7 melee (1d8+4, heavy mace); SA Spells, turn undead; SQ Aura, spontaneous casting (*cure* spells); SV Fort +10, Ref +3, Will +10; AL CG.

Str 15, Dex 10, Con 17, Int 12, Wis 16, Cha 9.

Languages: Common, Gnome.

Skills and Feats: Concentration +10 (+14 for defensive casting), Craft (calligraphy) +4, Diplomacy +5, Heal +9, Knowledge (arcana) +7, Knowledge (history) +9, Knowledge (religion) +13, Knowledge (the planes) +3, Spellcraft +7, Brew Potion, Combat Casting, Endurance, Extra Turning, Quicken Spell.

Possessions: **Icon**—see sidebar, *cloak of flying* (as *wings of flying*, except the cloak does not transform into wings), masterwork banded mail, masterwork small steel shield, 5 vials of holy water.

Typical Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; save DC 13 + spell level): 0—*create water, detect magic, light, purify food and drink, resistance, virtue*; 1st—*bless, detect evil, endure elements**, *entropic shield, magic stone, protection from evil, remove fear*; 2nd—*enthral, find traps, heat metal**, *hold person, silence, spiritual weapon*; 3rd—*daylight, dispel magic, prayer, remove blindness/deafness, searing light**, *summon monster III*; 4th—*dimension door**, *dismissal, neutralize poison, restoration*; 5th—*commune, flame strike**, *raise dead*; 6th—*find the path**, *heal*.

* Domain spell. Domains: Sun (greater turning 1/day), Travel (*freedom of movement* 11 rounds/day).

The Egg of Coot

New Specific Melee Weapon

Icon: This +2 holy heavy mace allows the wielder to use *bull's strength* (self only), *detect magic*, *fox's cunning* (self only), and *see invisibility* (self only), each 1/day.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *bull's strength*, *detect magic*, *fox's cunning*, *holy smite*, *see invisibility*, creator must be good;

Price 44,282 gp; Cost 22,298 gp and 5 sp + 1759 XP.

The Egg of Coot is a magical entity that defies description. This devourer of magic seeks to find and ingest all magic in the North. The areas explicitly controlled by the Egg are limited to its northern realm, but its reach extends across the land. Making its home in The Egg's Nest on Coot's Bay, the Egg deploys its thralls throughout the land, manipulating political structures and material possessions to suit its fancy. The Egg's eyes are hidden throughout Blackmoor. Ever watchful, it peers into the land, culling minute details about events that even direct witnesses do not recall.

An egotistical being, the Egg enjoys toying with its opponents and has particularly poor taste in the timing and execution of its pranks. Despite its black humor, the Egg of Coot wields powerful magic and is a serious threat to Blackmoor's stability. Its numerous attempts to destabilize the North's political structure, as well as its attempts to disrupt daily life, earn it the ire of the Northern Marches. The people, however, have no weapon with which to defeat and expel the creature.

Garamond Bolitho, Bishop of Blackmoor

A priest of Odir and highest authority of the High Church in Blackmoor, what Garamond has lost to age is more than compensated for by reputation and sheer personal presence. Garamond has been an active and integral part of Northern politics since before the rebellion, but his single most significant act was the coronation of King Uther. His constant support, influence, and inspired words to his fellow bishops prevents the Thonian Church



from openly condemning the rebellion (though many individual churchmen do so). The imperial church's neutrality is a great a factor in the empire's inability to retake Blackmoor.

A close friend and companion of Uther's, Garamond is also a staunch supporter of the new University of Blackmoor. His efforts inspire suspicious barons ("Why would we want the peasants to be educated?") and superstitious commoners ("They teach strange, unnatural things in those places!") to accept the new institution with, if not joy and enthusiasm, at least a great deal less reluctance. Seeing the skill with which the bishop wields his social power, King Uther enlists Garamond's aid with social programs and developments, and the two meet semi-frequently to discuss where next to take the young kingdom.

Garamond's aid to Uther is military as well as social. His heavily fortified manor in Blackmoor is a major linchpin in the realm's defensive plans. Through appointments of priests and abbots, Garamond has full discretion over much of the income generated by church property, and a large portion of it flows into the war chests

Rogues, Regents and, Rascals

of Uther and the Regency Council. Finally, Garamond has direct control over a small army of church soldiers and guards, all of whom he makes available to Uther and the Council during emergencies.

Garamond is an aging fellow, short of stature and quite thin. His scalp is completely bare, save for a fringe of white hair running across the back of his head. Though he still owns armor and weapons for traveling in dangerous areas (which he never does without an armed escort), he prefers to dress in the traditional white robes and symbols of his office.

Garamond Bolitho, Male Thonian 16th-Level Cleric/2nd-Level Paladin: CR 18; Medium Humanoid (human); HD 16d8+2d10+18; hp 107; Init +0; Spd 30 ft. (20 ft. in armor); AC 20 (traveling), touch 10, flat-footed 20; Base attack/grapple +14/+13; Atk +17 melee (1d8+3 plus 1d6 nonlethal, morningstar); Full Atk +17/+12/+7 (1d8+3 plus 1d6 nonlethal, morningstar), or +15 ranged (1d10/19–20, heavy crossbow); SA Smite evil, spells, turn undead; SQ Aura, detect evil, divine grace, lay on hands (8 hp/day), spontaneous casting (*cure* spells); SV Fort +18, Ref +9, Will +20; AL LG.

Str 8, Dex 11, Con 12, Int 16, Wis 23, Cha 18.

Languages: Common, Dwarven, Elven, Halfling.

Skills and Feats: Concentration +16, Craft (weaponsmithing) +13, Diplomacy +19, Handle Animal +9, Heal +21, Knowledge (arcana) +14, Knowledge (history) +16, Knowledge (religion) +19, Knowledge (the planes) +13, Ride +5, Spellcraft +14; Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Maximize Spell, Quicken Spell, Silent Spell, Spell Penetration, Still Spell.

Possessions: *Charity* (+4 *merciful morningstar*)*, +2 *full plate**, masterwork heavy crossbow*, **The White Sword**-see sidebar**.

*Garamond carries these items primarily when traveling, rarely when inside Blackmoor itself.

**Garamond is the custodian of the White Sword, not its owner. He never uses it himself but grants its use to holy champions battling on behalf of the church.

Typical Cleric Spells Prepared (6/7+1/7+1/6+1/5+1/5+1/4+1/3+1/2+1; save DC 16 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, virtue*; 1st—*bane, bless, command, detect secret doors**, *obscuring mist, protection from evil, remove fear, sanctuary*; 2nd—*detect thoughts**, *find traps, hold person, resist energy, silence, shield other, sound burst, zone of truth*; 3rd—*daylight, dispel magic**, *locate object, magic circle against evil, remove blindness/deafness, remove curse, remove disease*; 4th—*divination**, *giant vermin, restoration, sending, spell immunity, tongues*;

5th—*atonement, break enchantment, dispel evil, hallow, raise dead, true seeing**; 6th—*animate objects, find the path**, *geas/quest, heal, word of recall*; 7th—*greater restoration, holy word, legend lore**, *repulsion*; 8th—*discern location**, *earthquake, holy aura*.

* Domain spells. Domains: Knowledge (Knowledge skills are class skills, cast divination spells at +1 CL), Magic (use spell completion or spell trigger items as an 8th-level wizard).

The Great Svenny

New Specific Melee Weapon

The White Sword: +2 *axiomatic dragon bane, goblinoid bane, orc bane, undead bane longsword*; AL LG; Int 18, Wis 18, Cha 10; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 29.

Lesser Powers: *Bless* 3/day, *cure moderate wounds* on wielder 3/day, *detect magic* at will.

Greater Powers: *Detect evil* at will, *invisibility purge* 3/day.

Special Purpose: To fight for and defend the Church of Blackmoor.

Dedicated Power: *Crushing despair*.

Personality: Heroic and noble.

Strong conjuration and evocation [lawful]; CL 15th; Craft Magic Arms and Armor, *order's wrath, summon monster I*, creator must be lawful;

Price: 224,615 gp; Cost 112,465 gp + 8,972 XP.

The Great Svenny is arguably Blackmoor's most powerful hero. Tales of his greatness permeate every layer of Blackmoorian society and beyond. Throughout the land The Great Svenny is a legend in his own time.

Ever the loyal supporter, Svenny rose to defend King Uther's ascension to Blackmoor's throne. In doing so he helped settle the disputes among the nobles and used his popularity to sway them to openly supporting the transition. Svenny was appointed as the baron of Newgate as a reward for his loyalty. His roles as baron of Newgate and steward of Williamsfort wear on him. No longer does he have time to venture out into the lands, ridding them of evil orcs and other menaces. While his position allows him to help Blackmoorians in other ways, Svenny longs to raise his sword in battle once more.

Rogues, Regents and, Rascals



If one vice can be attributed to this great man, it is his love of personal adornments. The Great Svenny is often seen with incredibly expensive displays of wealth. He often ventures out on his warhorse (barded in platinum), showing off his riches and treasures. He is said to have inspired the death of a thousand fools who took up the sword to be in his image. While many who openly show such wealth are the targets of thieves, Svenny's reputation keeps them at bay. Rumors say that the mighty Egg of Coot has levied a bounty on The Great Svenny's head. To date, the bounty remains unclaimed as orcs take great pains to avoid the champion's holdings.

Svenny is a battle-hardened man with the scars to prove it. His face is grim, with long blond hair and a well-groomed beard. He is a tall and imposing man whose body is built for battle.

The Great Svenny, Male Thonian 15th-Level Fighter/3rd-Level Noble: CR 18; Medium Humanoid (human); HD 11d10+3d6+36; hp 161; Init +6; Spd 30 ft. (20 ft. in armor); AC 24, touch 12, flat-footed 22; Base attack +17/+19; Atk +24 melee (1d8+6/19–20, longsword); Full Atk +24/+19/+14/+9 melee (1d8+6/19–20, longsword) ; SQ Charismatic leadership +1, 39 nobility points; SV Fort +12, Ref +8, Will +13; AL: LG.

Str 14, Dex 14, Con 14, Int 16, Wis 14, Cha 20.

Languages: Common, Chale, Elven.

Skills and Feats: Appraise +7, Balance +2, Bluff +6, Climb +3, Diplomacy +8, Gather Information +10, Handle Animal +13, Heal +3, Hide +1, Intimidate +12, Jump +4, Knowledge (dungeoneering) +5, Knowledge (geography) +7, Knowledge (history) +4, Knowledge (local—Blackmoor) +4, Knowledge (nature) +4, Knowledge (nobility and royalty) +7, Listen +14, Move Silently +1, Ride +11, Search +10, Sense Motive +4, Spot +6, Survival +5, Swim +1, Tumble +2, Use Rope +4; Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Critical (longsword), Improved Initiative, Infamy (orcs), Leadership, Mobility, Mounted Combat, Noble Blood, Power Attack, Racial Reputation. (elves), Ride By Attack, Spirited Charge, Spring Attack, Weapon Focus (longsword), .

Possessions: Absorbing shield, mithral full plate of speed, **Maroon**- see sidebar.

Jallapierie

Known as Jal to the common folk and to his friends, the wizard Jallapierie is a rarity in the North: a known wizard who is not only trusted, but loved and respected. Jallapierie is perhaps the strongest wizard to support the Regency Council, and one of the most powerful anywhere

Rogues, Regents and, Rascals

New Specific Melee Weapon

Maroon: +4 axiomatic orc bane, undead bane longsword; AL LG; Int 14, Wis 10, Cha 14; Speech (Common, Draconic, Dwarf), 120 ft. vision and hearing; Ego score 18.

Lesser Powers: Cure moderate wounds on wielder 3/day, detect magic at will.

Other Powers: Maroon is a unique item with several other powers. The wielder can use detect evil and read magic at will, levitation 3/day, see invisibility 3/day, and teleportation 1/day.

Personality: Noble but testy.

Strong conjuration and evocation [lawful]; CL 15th; Craft Magic Arms and Armor, order's wrath, summon monster I, creator must be lawful;

Price 175,965 gp; Cost 88,140 gp + 7,026 XP.

in the Northern Marches. Of course, he has to be. Many Northern mages despise Jallapierie for opposing their revolt against the Regency Council years ago; if he were a weaker wizard, he would be dead by now.



Jal is known throughout the North for his fairness and kindness. Unwilling to involve himself in other people's business unless asked, he rarely interferes in either personal or state affairs. When he does, either after an official request or because a situation has grown horribly desperate, the good-hearted are grateful for his presence. The Regency Council is glad to have such an ally in reserve, but, out of respect for the wizard's wishes and fear of antagonizing him, they call on him only in matters of the greatest import. When not involved in larger affairs, Jallapierie is found in the city of Maus, where he makes his home, or teaching at the University of Blackmoor. Jallapierie spends much of his free time crafting magic items, a hobby that accounts for his own personal arsenal.

Jallapierie is a tall man, thin but not dramatically so. His brown hair is cut short, and his pale, lumpy face is clean-shaven. His tunic, leggings, and robes are rumped, as if he simply tosses his clothes in a corner when not wearing them (which is exactly what he does).

Jallapierie, Male Thonian 15th-Level Transmuter: CR 16; Medium Humanoid (human); HD 16d4+16; hp 62; Init +1; Spd 30 ft.; AC 16, touch 16, flat-footed 15; Base attack/grapple +7/+8; Atk +10 melee (1d4+3/17–20, dagger); Full Atk +10/+5 melee (!d4+3/17–20, dagger), or +10 ranged (1d4+3/17–20, dagger), or +8 ranged touch (spell); SA Spells; SQ Spells; SV Fort +6, Ref +6, Will +12; AL NG.

Str 12, Dex 12, Con 13, Int 21, Wis 15, Cha 11.

Languages: Common, Abyssal, Draconic, Elven, Orc, Sylvan.

Skills and Feats: Concentration +17, Craft (alchemy) +15, Craft (metalworking) +17, Craft (weaponsmithing) +17, Craft (woodcarving) +17, Decipher Script +18, Knowledge (arcana) +22, Knowledge (architecture and engineering) +16, Knowledge (history) +19, Knowledge (local—Blackmoor) +18, Spellcraft +24; Brew Potion, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Extend Spell, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll.

Possessions: Scathe (+2 keen dagger), staff of transmutation (36 charges), ring of protection +5, carpet of flying (5 ft. x 10 ft.), wand of ray of frost (18 charges), crystal ball with telepathy, arcane focus (heliodor). (Jallapierie created many of these items himself.)

These items represent only those Jallapierie carries regularly; a far larger number of (mostly minor) magic items are found both in his home and in his quarters at the University of Blackmoor. Few are fool enough to try to steal them.

Rogues, Regents and, Rascals

Spellbook and Focus Contents: 0—*arcane mark, breeze, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, puff, ray of dirt, ray of dust, ray of frost, resistance, shrapnel, touch of fatigue*; 1st—*alarm, animate rope, charm person, comprehend languages, disguise self, enlarge person, erase, expeditious retreat, feather fall, hold portal, identify, jump, magic missile, magic weapon, ray of enfeeblement, reduce person, shield, sleep*; 2nd—*alter self, arcane lock, bear's endurance, blindness/deafness, cat's grace, continual flame, detect thoughts, fox's cunning, invisibility, knock, levitate, pyrotechnics, rope trick, see invisibility, spider climb, touch of idiocy, whispering wind*; 3rd—*clairaudience/clairvoyance, deep slumber, dispel magic, flame arrow, fly, gaseous form, haste, lightning bolt, magic circle against evil, protection from energy, secret page, shrink item, slow, suggestion, tongues, water breathing*; 4th—*arcane eye, charm monster, enervation, fear, fire trap, ice storm, mnemonic enhancer, phantasmal killer, polymorph, remove curse, scrying, stone shape, stonewood, wall of fire, wall of ice*; 5th—*animal growth, baleful polymorph, cone of cold, dismissal, fabricate, feeblemind, overland flight, passwall, permanency, prying eyes, telekinesis, telepathic bond, transmute mud to rock, transmute rock to mud*; 6th—*analyze dweomer, antimagic field, chain lightning, control water, disintegrate, flesh to stone, geas/quest, greater dispel magic, lucubration, move earth, stone to flesh, true seeing*; 7th—*control weather, ethereal jaunt, finger of death, greater scrying, limited wish, power word blind, prismatic spray, reverse gravity, spell turning, statue*; 8th—*binding, deluge, greater prying eyes, moment of prescience, polymorph any object, power word stun, prismatic wall, temporal stasis*.

Typical Wizard Spells Prepared (5/7/7/6/6/6/5/4/3; save DC 15 + spell level): 0—*detect magic, light, mage hand**, *message**, *resistance*; 1st—*alarm, comprehend languages, expeditious retreat**, *feather fall**, *magic missile, shield, sleep*; 2nd—*detect thoughts, invisibility, knock, levitate**, *rope trick**, *touch of idiocy, whispering wind**; 3rd—*dispel magic, fly**, *gaseous form**, *lightning bolt, shrink item**, *tongues*; 4th—*arcane eye, Rarey's mnemonic enhancer**, *polymorph**, *stone shape**, *stonewood, wall of ice*; 5th—*baleful polymorph**, *fabricate**, *feeblemind, passwall**, *prying eyes, telekinesis**; 6th—*chain lightning, disintegrate**, *greater dispel magic, Morden's lucubration**, *true seeing*; 7th—*control weather**, *power word blind, prismatic spray, spell turning*; 8th—*polymorph any object**, *power word stun, prismatic wall*.

Spells marked with an asterisk (*) belong to the transmutation school, Jallapierie's speciality. Forbidden schools: conjuration, necromancy.



King Uther Andahar, the Rectifier, Black Uther

The latest in a long line of Andahar barons, Uther was the first to receive an education outside Blackmoor. As a young man, Uther attended university in the imperial capital of Mohacs. There, the king-to-be learned how far the Thonian Empire had fallen since its glory days. He saw the corruption and sloth and greed at Thonia's highest levels. Most of what passed for "education" at the university was little more than rote recitation of imperial dogma, with no questioning or expansion of thought. Uther returned to Blackmoor disillusioned but determined to make a difference. As baron, he encouraged invention and scientific advancement, supported cultural studies, and began planning the institute that would become the University of Blackmoor.

Despite his disenchantment with the Thonian Empire, Uther was loyal until the coming of the Afridhi. The emperor, unaware (or uncaring) of the invasion's true brutality, chose to send emissary after emissary to the Afridhi in hopes of a settlement, despite the fact that the invaders sacrificed all such envoys to their fiery god. When Uther led several successful counterattacks against the invaders, the emperor demanded he be arrested and brought to Mohacs to stand trial for treason.

This, then, was the spark that ignited the rebellion and led to the creation of Blackmoor as an independent kingdom. Against all odds, and with the help of a number

Rogues, Regents and, Rascals

of powerful allies and local lords, Uther fought off both Thonia and the Afridhi — and, later, Skandaharian raiders, the Egg of Coot's minions, and an attempted rebellion by the Wizards' Cabal. Though a skilled fighter, Uther is far more renowned for his intelligence and brilliant grasp of strategy and tactics. He is known in the North as "Uther the Rectifier" for his success in shaking off the oppressive Thonian Empire and correcting its numerous social injustices. In Thonia, of course, he is viewed with less affection; there he is called "Black Uther" and has been condemned to death in absentia.

In the time since he took the crown, Uther has taken great steps not merely to protect Blackmoor, but to advance the realm culturally. The University of Blackmoor is only the most well known of Uther's many social programs, and while most of the peasantry is still uneducated and struggling, they are far better off than their brethren in other lands. Uther has opened up new lands for expansion beyond the Crystal Peaks and instituted a system of patrols and maintenance that make Blackmoor's roads safe and in good repair.

Now one of Uther's greatest concerns is not his kingdom's current state, but its future. This concern is shared by many of the other local lords, for the king has no heir. The Regency Council is certainly capable of ruling — as it has done during several of Uther's absences — but an assembly cannot win a people's heart. Soon, Uther must marry and father an heir or choose a successor from among Blackmoor's lords. He is not yet an old man, but neither is he as young as he once was, and he is wise enough to know that he is unlikely to live to old age, considering how many enemies he has and how many threats face the kingdom.

Uther is surprisingly slight for a man of his overwhelming presence. He has dark hair and eyes and wears a thick, neatly trimmed beard. His appearance changes on occasion, as he is fond of assuming any one of various disguises and going out among his people, both to learn their thoughts and simply to enjoy popular entertainments such as bards, jugglers, and actors, alongside a hefty mug of ale.

Uther Andahar, Male High Thonian 10th-Level Fighter/10th-Level Noble: CR 20; Medium Humanoid (human); HD 10d10+10d6+40; hp 133; Init +3; Spd 30 ft. (20 ft/ in armor); AC 21, touch 13, flat-footed 18; Base attack/grapple +17/+18; Atk +22 melee (2d6+5/17–20, greatsword); Full Atk +22/+17/+12/+7 melee (2d6+5/17–20, greatsword), or +21/+16/+11/+6 ranged (1d8+3, composite longbow); ; SQ: Charismatic leadership +3, racial reputation (dwarves, gnomes), 47 nobility points; SV Fort +12, Ref +9, Will +14; AL LG.

Str 12, Dex 16, Con 15, Int 16, Wis 18, Cha 18.

Languages: Common, Chale, Dwarven, Elven, Goblin.

Skills and Feats: Appraise +7, Bluff +13, Climb +8 (+5), Diplomacy +17, Disguise +7, Gather Information +12, Handle Animal +8, Intimidate +17, Jump +8 (+5), Knowledge (engineering) +10, Knowledge (history) +12, Knowledge (local—Blackmoor) +19, Knowledge (nobility and royalty) +13, Knowledge (religion) +10, Knowledge (tactics) +24, Listen +11, Perform (oratory) +7, Profession (teacher) +8, Ride +10, Sense Motive +15; Combat Expertise, Improved Disarm, Great Fortitude, Improved Critical (greatsword), Negotiator, Persuasive, Power Attack, Cleave, Improved Sunder, Point Blank Shot, Skill Focus (Knowledge [tactics]), Weapon Focus (greatsword), Greater Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: *Black Flame* (+2 flaming greatsword of wounding), *Hadeen's Wrath* (+2 mighty composite longbow +4), +3 breastplate of moderate fortification, quill of dictation, everburning torch.

Lortz Kharnundrhum – Regent of the Mines

Few dwarves are as revered or as honored as the Lord Regent of the Mines. His rule is based on his people's economy, and he only occasionally bows to the will of the king of dwarves. The young Lortz Kharnundrhum has stepped to this grand table. Since his father's disappearance over a decade ago, Lortz assumes his father's place as the Lord Regent.

Lortz is an intimidating dwarf. His coal black hair and intense blue eyes seem to reach out and strangle anyone foolish enough to meet his gaze. Legends hold, in the courts of the dwarves, that Lortz has some divine blood running through his veins that makes him invulnerable to the weapons of mortals. This is a rumor that Lortz, and his closest advisors, do not deny.

Standing nearly five feet tall, Lortz is a tall dwarf. His muscular body is creased by a number of scars that he earned in a yearlong quest for his father. Common thought holds that Lortz' father, Uberstar Khazakhum, ran across a unit of orcs of the Black Hand that were attempting to gain a foothold in the southeastern Crystal Peaks. When Lortz returned from his search, all he could find was his father's breastplate, helmet, and axe, *Tharm*, hanging on a "pig-pole" (an orcish tribal standard) that was mounted on a pile of dead dwarves.

Lortz continues his father's goodwill diplomacy with the leaders of both men and elves. He has met some resistance from his own council when dealing with the

Rogues, Regents and, Rascals

elves, but they are happy to work with the new Kingdom of Blackmoor. Secretly, Lortz has entered into an additional private alliance with King Uther and Lord Menander Ithamis to safeguard the North from the growing threats of the Afridhi, the orcs of the Black Hand, the Iron General, and the Egg of Coot. Publicly, Lortz throws open the vaulted doors of the dwarven realms to merchants of all of the goodly races. He attempts to wrest a trade alliance with the Wizard's Cabal for exclusive mining rights to the magical gems the Cabal needs to make their focus crystals.

Lortz Kharnundrhum, Male Dwarf 10th-Level Fighter/4th-Level Expert/4th-Level Noble: CR 16; Medium Humanoid (dwarf); HD 10d10+4d8+4d6+36; hp 141; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base attack/grapple +16/+17; Atk +21 melee (1d10+3/x3, dwarven waraxe); Full Atk +21/+16/+11/+6 melee (1d10+3/x3, dwarven waraxe) or +19 ranged (1d10+1/17–20, heavy crossbow); SQ Darkvision 60 ft., charismatic leadership +1, dwarven racial traits, racial reputation (Cumasti), 22 nobility points; SV Fort +13, Ref +5, Will +12; AL LG.

Str 12, Dex 11, Con 15, Int 11, Wis 13, Cha 16.

Languages: Common, Dwarven, High Common.

Skills and Feats: Bluff +10, Diplomacy +15, Gather Information +10, Handle Animal +20, Listen +4, Profession (merchant) +8, Ride +17, Sense Motive +13; Diehard, Endurance, Great Fortitude, Greater Weapon Focus (dwarven waraxe), Improved Critical (heavy crossbow), Leadership, Mounted Combat, Noble Blood, Point Blank Shot, Precise Shot, Racial Reputation (humans), Ride-By Attack, Spirited Charge, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: *Breastplate of command*, *Tharm* (+2 *orc bane dwarven waraxe*), +2 *heavy crossbow*, **Regent's helmet**-see sidebar.

Marfeldt the Barbarian

Bards' songs and taverns' tales tell of a daring and reckless adventurer that is simply known as Marfeldt the Barbarian. The tales tell of the thousands of times he has saved the North from certain doom, sacked the treasuries of the most powerful merchant houses, and then spent all his spoils on an evening of debauchery and excess. He is glorified as the warrior-general that charges headlong into the fray, spells rolling off his back like droplets of water, leading the armies of a dozen nations to victory over their enemies. He is said to be the personification of strength, vitality, and vigor. His legendary parties last for weeks and do not end until taverns and inns lie in burnt ruins, with



New Wondrous Item

Regent's Helmet: This beautiful adamantine full helmet is banded with a gold circlet and set with a single large emerald. Two black raven's wings are set above the ears. The helmet grants the wearer a +5 competence bonus on Diplomacy and Sense Motive checks. It also grants the wearer a +3 natural armor bonus to AC.

Moderate transmutation; CL 9th; Craft Wondrous Item, *barkskin*, creator must have 5 ranks in Diplomacy and Sense Motive, creator must be a dwarf;

Price 22,375 gp; Cost 11,187 gp and 5 sp + 895 XP.

Rogues, Regents and, Rascals

their proprietors holding sacks filled with gold and jewels. Would-be heroes emulate him, merchants fear his mighty appetites, and women swoon over him.

In reality, the man known as Marfeldt could not be further from that legend. He is an intelligent and strong leader who weighs the outcomes of battles that have yet to be fought. He is a grim man who does not look for adventure, only peace for Blackmoor. The stories of his youth follow him well beyond his reckless days. When in the Kingdom of Blackmoor, the Regency Council keeps a close watch on this darkly handsome giant of a human, for some say (far from his hearing) that he is the harbinger of disasters and war.

Marfeldt, Male Thonian 16th-Level Barbarian: CR 16; Medium Humanoid (human); HD 16d12+64; hp 191; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 16; Base attack/grapple +16/ +21; Atk +25 melee (1d8+9/19–20, longsword), Full Atk +25/+20/+15/+10 melee (1d8+9/19–20, longsword), or +22/+17/+12/+7 ranged (1d8+5/x3, composite longbow (+4)); SA Rage 5/day (+6 Str, +6

Con, +2 morale bonus to Will saves, -2 AC); SQ Damage reduction 4/–, improved uncanny dodge, indomitable will, trap sense +5, ; SV Fort +14, Ref +9, Will +6; AL CN.

Str 21, Dex 18, Con 18, Int 16, Wis 12, Cha 18.

Languages: Common, Bestial, Goblin, Orc.

Skills and Feats: Bluff +9, Climb +21, Handle Animal +25, Intimidate +11, Jump +16, Listen +14, Move Silent +9, Ride +25, Search +6, Sense Motive +6, Spot +8, Survival +15; Alertness, Animal Affinity, Cleave, Inner Sight, Leadership, Power Attack, Track.

Possessions: +4 leather armor, +4 longsword, +2 dagger, masterwork composite longbow (+4), 20 +1 arrows, ring of teleportation, **amulet of antimagic**-see sidebar.

Mello Feathertoes

Halflings are common in Blackmoor's cities and towns. However, Mello Feathertoes is not a common halfling. Mello stands over five feet tall and weighs nearly 180 pounds. He is the largest halfling to ever have been born in the North. His large stature has provided him with



New Wondrous Item

Amulet of Antimagic: This amulet is a black enameled gold star at the end of a chain. When worn, this amulet constantly generates an *antimagic field*.

Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*;

Price 132,000 gp, Cost 66,000 gp + 5,280 XP.

many opportunities in his 30 years of life.

When he was a younger man, Mello joined the Blackmoor rebellion in favor of Uther Andahar. He quickly became a hero, working in many different groups sent to undermine imperial authority throughout the region. Among his closest companions were Willem of the Heath, also known as the Blue Rider.

When the rebellion was over and the newly-formed Kingdom of Blackmoor was getting to its feet, the Regency Council approached Mello and invited him to join them. Mello declined the honor, as he enjoyed the adventurer's life. On occasion, Mello works with the Regency Council

Rogues, Regents and, Rascals



on important missions, especially missions that involve ferreting out traitors and averting sabotage within the borders of Blackmoor.

Mello is known for his love of horses, an unusual trait for a halfling. He has a stable with nearly two-dozen head. He and his friend Willem are found at the Comeback Inn whenever they are in the area. They have been known to travel in disguise to recruit operatives for the Regency Council's plots and missions.

Mello Feathertoes, Male Halfling 8th-Level Fighter: CR 8; Small Humanoid (halfling); HD 8d10+32; hp 63; Init +8; Spd 20 ft.; AC 22, touch 12, flat-footed 19; Base attack/grapple +8/+7; Atk +13 melee (1d4+3/19–20, short sword); Full Atk +13/+5 melee (1d4+3/19–20, short sword), or +13/+8 ranged (1d3+3, sling); SQ Halfling racial traits, 15 nobility points; SV Fort +11, Ref +7, Will +5; AL CG.

Str 17, Dex 18, Con 18, Int 17, Wis 14, Cha 12.

Languages: Common, Dwarf, Elf (Cumasti), Halfling, Halfling (Docrae).

Skills and Feats: Handle Animal +12, Knowledge (nature) +7, Ride +15, Survival +6, Swim +2, Use Magic Device +5; Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Possessions: Masterwork full plate mail, +1 small steel shield, masterwork short sword, dagger, sling, 20 sling bullets, 2 wands of lightning (18 charges each), scarab of protection.

Menander Ithamis – Lord of the Northern Elves

Menander Ithamis was born during one of the most turbulent times in elven history, barely a year before the official separation of the Cumasti and Westryn nations. At that time, his father, Comelar Ithamis, was the Lord of the Northern Elves and the leader of the Cumasti of the Redwoods. Menander grew up amid the political strife that rocked his people and witnessed the rapid growth of human settlements around his ancestral home. His father preached peace in, and he witnessed his father's ability to strengthen alliances between the elves, dwarves, and humans.

Upon his father's death, over a century ago, Menander ascended to the seat of ruler of the Cumasti elves of the Redwoods. He spent a great deal of time disguised, walking among both men and elves. He learned that not all was well with the humans, that rebellion lurked on their horizon. During his reign, he attempted to accelerate the Cumasti understanding of human behavior and tried to sway the Elder Council to help the fledgling humans in their struggle for freedom. The Elder Council and the general Cumasti population opposed this aid, but eventually Menander was granted permission to take direct actions in the affairs of men if the inevitable rebellion spilled into the Redwoods.

Secretly, Menander took it upon himself to supply the rebel humans with food and weaponry. During this time Menander met the young human rebellion leader, Uther Andahar. Menander won the support of the Cumasti by defending their interests throughout the northern territories and by uniting all Cumasti east of Booh. When the rebellion ended, Menander was named Lord of the Northern Elves and crowned in Ringlo Hall. Among those in attendance were the newly crowned King Uther Andahar and his appointed Regency Council of Blackmoor.

Since his coronation, a little more than a decade ago, Menander fights against the various elven factions that wish to control him. Each group attempts to use Menander's position against the other factions. However, Menander is intelligent enough to use these factions to further his own goals. Menander works to establish a fragile alliance with the dwarven Regent of the Mines, Lortz Kharnundrhum. While this meets with some limited success, the Cumasti population as a whole does not wish to be a part of the world's affairs.

Rogues, Regents and, Rascals



Menander, Uther, and Lortz work together to secure a functional confederacy among the North's humans, elves, and dwarves. Such an alliance would unify the region and solidify the area as a political powerhouse. Thus far, the confederacy is only able to suppress the tensions between the Cumasti and the dwarves, and maintain a cordial relationship between the Cumasti and humans. This was a struggle, as Menander's supporters wish for him to work toward a Westryn-Cumasti reunification or feel that the humans and dwarves pose a threat to their way of life. Recently, Menander bestowed the title of "Elf Friend" on a group of humans, stirring up a hot bed of intrigue among the Cumasti factions.

Menander Ithamis, Male Cumasti 8th-Level Wizard 8/5th-Level Noble: CR 13; Medium Humanoid (elf); HD 8d4+5d6-13; hp 40; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base attack +7/+8; Atk +10 melee (1d8+3/19-20, elven longblade), Full Atk +10/+5 melee (1d8+3/19-20, elven longblade), or +9/+4 ranged (1d8+1/x3, longbow); SQ Charismatic leadership +1, racial reputation (High Thonians), 37 nobility points; SV Fort +2, Ref +4, Will +10; AL LN.

Str 12, Dex 12, Con 9, Int 20, Wis 10, Cha 14.

Languages: Common, Draconic, Dwarven, Elven (Cumasti), Elven (Westryn), High Common, Sylvan, Orc.

Skills and Feats: Bluff +10, Concentration +10, Decipher Script +16, Diplomacy +10, Gather Information +10, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (nature) +17, Knowledge (nobility and royalty) +16, Knowledge (religion) +17, Listen +10, Sense Motive +8, Spellcraft +18; Armor Casting (light), Craft Arcane Focus, Craft Wondrous Item, Magical Affinity, Noble Blood, Racial Reputation (Cumasti), Scribe Scroll, Spell Mastery.

Possessions: +1 elven chainmail, **Woodhold**-(see sidebar), masterwork longbow, 20 +1 arrows, arcane focus (diamond).

Spellbook and Focus contents: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, cause fear, charm person, color spray, comprehend languages, detect secret doors, detect undead, endure elements, hold portal, hypnotism, identify, magic missile, protection from chaos/evil/good/law, shield**, *silent image,*

Woodhold (Tel'aquassiru): +2 *axiomatic elven longblade*; AL LN; Int 18, Wis 18, Cha 10; Speech, telepathy, blindsense, and hearing; Ego score 26.

Lesser Powers: *Detect magic* at will, *major image* 1/day, 10 ranks in Sense Motive (total modifier +14).

Greater Powers: *Detect thoughts* at will, *fly* 3/day.

Special Purpose: Defend elves and the elven way of life.

Dedicated Power: When drawn, *Woodhold* provides a +2 morale bonus on attack rolls, saves, and AC to all elves within 100 ft.

Personality: *Woodhold* acts as a silent advisor to the Cumasti king and is a calm and patient judge of character. The sword rarely speaks to its wielder, but when it does it divulges information that is key to the wielder's well being. When it was a living elf, Tel'aquassiru was a devoted Cumasti advisor and family man, which influence his information. He was placed within *Woodhold* by powerful Cumasti magic upon his death, at his request, so that he can continue to serve Cumasti royalty. The item never willingly harms a child, even if not doing so means its own destruction.

Strong evocation [lawful]; CL 20th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful;

Price 268,315 gp; Cost 134,315 gp + 10,720 XP.

Rogues, Regents and, Rascals

sleep, summon monster I, true strike; 2nd—arcane lock, daze monster, detect thoughts, hideous laughter, locate object, obscure object, protection from arrows, resist energy, see invisibility, touch of idiocy; 3rd—arcane sight, clairaudience/clairvoyance, deep slumber, dispel magic, explosive runes, heroism, hold person, magic circle against chaos/evil/good/law, nondetection*, protection from energy, rage, suggestion, tongues; 4th—arcane eye, charm monster*, confusion, crushing despair, detect scrying, dimensional anchor, fire trap, lesser geas, lesser globe of invulnerability, locate creature, remove curse, scrying, stonewall*; 5th—break enchantment, contact other plane, dismissal, mind fog.*

Typical Wizard Spells Prepared (4/6/4/4/3, save DC 15 + spell level): 0—*daze, detect magic (x2), detect poison*; 1st—*charm person, comprehend languages (x2), hypnotism, shield, silent image*; 2nd—*daze monster, detect thoughts (x2), protection from arrows*; 3rd—*dispel magic, hold person, nondetection, rage*; 4th—*charm monster, detect scrying, scrying*.

Peshwan na Shepro – Baron of Dragonia

Shepro grew up among the Bortai clan of Peshwah horsemen, where he learned the value of honor and loyalty. Other than brief tales, little is known of Shepro's earliest years before he came to Blackmoor as a young warrior looking for work. What he found was an army building in Blackmoor and immediately entered its service as a sub-lieutenant in the cavalry.

During his meteoric rise in rank, Shepro, along with a few other Bortai horsemen, caught King Uther's eye. When the rebellion in Blackmoor ended, Peshwan Na Shepro received a grant of land in the newly formed barony of Dragonia along the kingdom's southern border. This action secures the border and grants Uther eyes over the Peshwah of the Eastern Hak. The new baron of Dragonia proves an invaluable asset to Blackmoor; since he was given his title, Peshwah raids have ceased almost entirely.

Shepro is in his middle years, but holds his youthful appearance. Where he should be a mass of scars from his numerous battles, he is nearly pristine. This purity earns him the reputation of being one of the luckiest generals to serve during the Blackmoor rebellion. Shepro is intelligent and cunning, and rumors persist that he can smell an ambush from more than a mile away.

The Regency Council of Blackmoor names Shepro its consultant in affairs of honor and dueling. In the last five years, Shepro and the Regency Council established nine dueling academies throughout Blackmoor and Dragonia.



Even though Dragonia has yet to become an official barony, Uther and Shepro work in unison to ensure the peace and prosperity of both nations.

Peshwan na Shepro, Male Peshwah 10th-Level Fighter: CR 10; Medium Humanoid (human); HD 10d10; hp 62; Init +4; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base attack/grapple +10/+13+13; Atk +17 melee (1d8+8/17–20, longsword); Full Atk +17/+12 melee (1d8+8/17–20, longsword); SV Fort +7, Ref +3, Will +6; AL LN.

Str 16, Dex 10, Con 10, Int 13, Wis 16, Cha 17.

Languages: Common, Peshwahan.

Skills and Feats: Diplomacy +8, Handle Animal +16, Knowledge (nobility and royalty) +4, Ride +13, Sense Motive +8; Cleave, Great Cleave, Horse Bonded, Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword), 12 nobility points.

Possessions: +4 full plate armor, Peacemaker (+3 longsword, luck blade, 0 wishes), boots of striding and springing, cloak of etherealness, gauntlets of ogre power.



Chapter 8 : Monsters of Blackmoor



The borders of the North are meaningless to the deadly and terrible monstrosities that roam the lands. A number of vile and horrific creatures are found even in settled areas. Given the incredible age and the amount of intense magical energy in Blackmoor, nearly all known fantasy monsters find homes somewhere within its borders. All of the monsters listed in the *MM* are found in Blackmoor. This chapter describes several important creatures unique to Blackmoor.

The following tables list the monsters described in this chapter according to both challenge rating and type.

Table 8-1: Monsters ranked by Challenge Rating

Challenge	Monster
1	Afridhi, Froglin
1.5	Beastman
2	Light Charger, Thoul
3	Ash Goblin, Steel Mephit, Wood Mephit, Orc, Balebourne, Heavy Charger
4	Balebourne Thrall, Skandaharian
5	Gatorman
6	Grazer
8	Naliseth

Table 8-2: Monsters ranked by Type

Type	Monster
Aberration	Thrall of Coot
Huge Aberration	Naliseth
Humanoid	Afridhi, Skandaharian
Monstrous Small Humanoid	Froglin, Ash Goblin
Humanoid Humanoid	Medium Beastman, Gatorman, Naliseth Spawn, Orc, Balebourne, Thoul
Large Animal	Grazer, Light Charger, Heavy Charger
Small Outsider	Steel Mephit, Wood Mephit
Magical Beast	Spirit Animals

Monsters of Blackmoor

Afridhi

Afridhi, 2nd-Level Warrior

Medium Humanoid (Human)

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14

Base Attack/Grapple: +2/+3

Attacks: Longsword +4 melee (1d8+1/19–20); or longbow +4 ranged (1d8/x3)

Full Attack: Longsword +4 melee (1d8+1/19–20); or longbow +4 ranged (1d8/x3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: —

Special Qualities: —

Saves: Fort +3, Ref +1, Will –1

Abilities: Str 13, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Skills: Listen +1, Search +2, Sense Motive +0, Spot +1

Feats: Weapon Focus (longbow), Weapon Focus (longsword)

Environment: Any land or underground

Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or striker (30–100 plus 1 3rd-level sergeant per 10 Afridhi, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +0

The Afridhi are a frightening race of humans who hail from the most inhospitable parts of the Goblin Kush Mountains. Powerful warriors, the Afridhi have survived for centuries in these cold mountains by force of will and discipline.

The Afridhi are a dark-skinned people with flaming red hair. They are slightly shorter than other humans, only 5 feet on average, but make up for their vertical shortcomings with great physical power. They wear strange clothing marked with symbols of their god, Zugzul.

While campaigning over the last seventeen years, the Afridhi picked up new skills and abilities as they amalgamated different cultures and military tactics. In their eastern conquests, they learned of heavy infantry from the valley dwellers at the foot of the Goblin Kush, light cavalry from the Peshwah, and heavy cavalry from the Duchy of Ten. Under the leadership of their high priestess, Toska Rusa, the Afridhi have recently begun to delve into the creation a great artifact to destroy the Kingdom of Blackmoor.



Afridhi speak Afridhian and Common. Officers in the army also speak a variety of languages, depending on where they are stationed.

Combat

Afridhi are fierce in combat, never showing cowardice and rarely leaving the field of battle. They use all manner of weapons, but since leaving the Goblin Kush, they favor longswords and longbows more than their traditional axes, slings, and spears.

Afridhi Characters

Afridhi military leaders are fighters or fighter/priests. Afridhi clerics worship Zugzul.

Afridhi Traits (Ex): Afridhi possess the following racial traits.

- An Afridhi's base land speed is 30 feet.
- 1 extra feat at 1st level. 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Afridhian, Common.
- Bonus Languages: Afridhi Combat Whistles, Any (other than secret languages).
- Favored Class: Fighter.

Monsters of Blackmoor

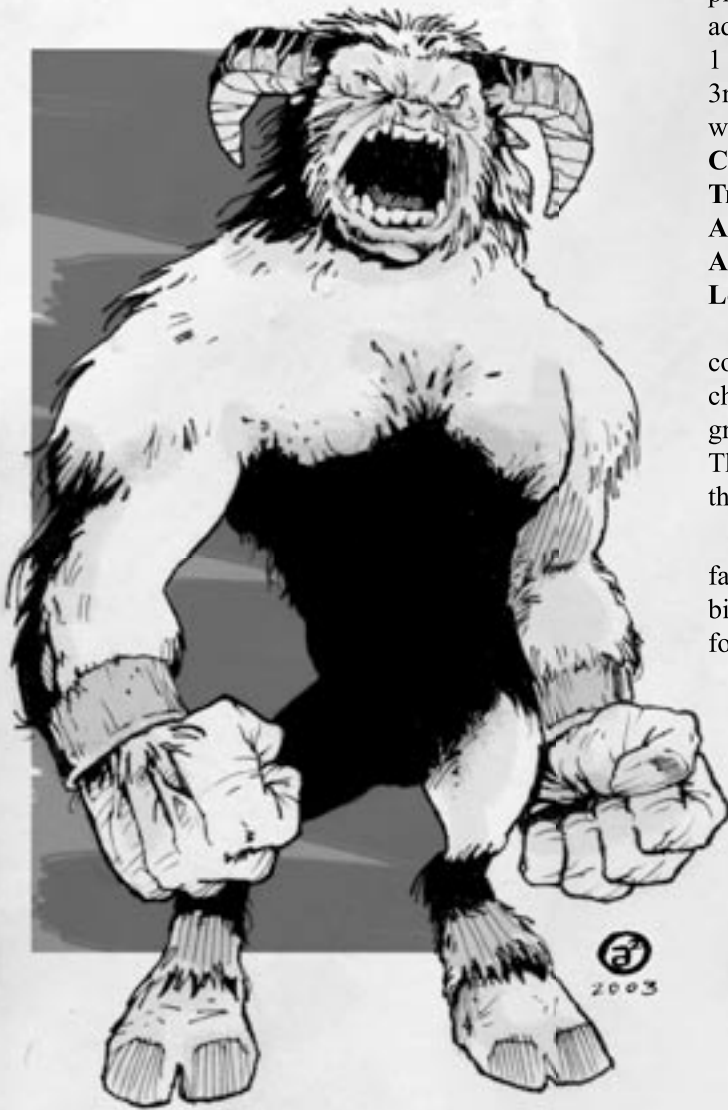
Beastman

Medium Monstrous Humanoid (Beastman)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)



Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +1/+5

Attacks: Greataxe +5 melee (1d12+6/x3)

Full Attack: Greataxe +5 melee (1d12+6/x3)

Space/Reach: 5 ft. /10 ft.

Special Attacks: Spittle

Special Qualities: Darkvision 60 ft., long arms

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 18, Dex 13, Con 15, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +5, Move Silently +6, Spot +5

Feats: Alertness^B, Weapon Focus (greataxe)

Environment: Any land or underground

Organization: Solitary, pair, gang (2–5), band (10–100 plus 50% noncombatants plus 1 2nd-level sergeant per 20 adults and 1 leader of 3rd–6th level), or clan (20–200 plus 1 2nd-level sergeant per 20 adults, 1 or 2 lieutenants of 3rd or 4th level, 1 leader of 5th–8th level, and 6–10 dire wolves)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

The beastmen of the North come in many different colors and varieties, but they all share some basic physical characteristics. All beastmen are around the size of a full-grown human, with long coarse fur and yellow-gold eyes. They have powerful, barrel-like chests and muscular arms that are almost long enough to drag on the ground.

Each beastman's head type is random, even within family units and clans. Parents with ape-like heads give birth to beastmen with goat-like heads. Roll d% on the following table to determine a beastman's head type.

d%	Beastman's Head
01-09	Ape
10-19	Badger
20-28	Bear
29-37	Bison
38-46	Boar
47-55	Bull
56-64	Dog
65-73	Goat
74-82	Weasel
83-90	Wolf
91-100	Wolverine

Like the head, a beastman's coloration is random, though family units have like-colored fur.



Monsters of Blackmoor

d6	Color
1	Black
2	Light Brown
3	Dark Brown
4	Gray
5	Red
6	Yellow

Beastmen speak Bestial. Those with an Intelligence score of 12 or higher also speak Common, Goblin, or Orc.

Combat

Beastmen are ferocious combatants. They use powerful greataxes in melee combat and rarely use any other weapons. When forced to use missile weapons, beastmen prefer mighty composite longbows or heavy spears, a blessedly rare occurrence. When hard pressed or outnumbered, beastmen use their spittle to blind and confuse opponents.

Spittle (Ex): A beastman can spit a stream of jet-black mucus out to a distance of 25 feet once per minute as a standard action that provokes attacks of opportunity. To hit with the spittle, the beastman must make a successful ranged touch attack against the target. The spittle blinds the target for 1d4 rounds (DC 12 Reflex save negates). The save DC is Constitution-based.

Long Arms (Ex): Beastman have incredibly long arms. This grants them a much longer reach than other humanoids of the same size, as indicated above.

Skills: A beastman has a +4 racial bonus on Hide and Move Silently checks.

Beastman Characters

Beastman leaders are barbarians or barbarian/wokan. Beastman clerics worship the same dark deities as their gnoll and minotaur kin and can choose two of the following domains: Death, Evil, Law, or War.

Beastman characters possess the following racial traits.

- +8 Strength, +2 Dexterity, +4 Constitution, -2 Charisma.

- A beastman's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Beastmen receive Alertness as a bonus feat.
- Beastman receive a +4 racial bonus on Hide and Move Silently checks.
- +2 natural armor bonus.
- Special Attack (see above): Spittle.
- Special Quality (see above): Long arms.
- Automatic Language: Bestial. Bonus Languages: Common, Goblin, Orc.
- Favored Class: Barbarian.
- Level adjustment +2.

Thrall of Coot

Thralls of Coot are living beings that have been subdued by the Egg of Coot's mental domination. This magical enchantment feeds off of brain activity and infests the whole body of its host. It cannot be seen or removed by physical means. Once a being becomes a thrall of Coot, death is usually the only means of liberation.

Sample Thrall of Coot

This example uses a 2nd-level balebourne orc warrior (see below) as the base creature.

Balebourne Orc Thrall of Coot, 2nd-Level Warrior Medium Aberration (Orc)

Hit Dice: 2d8+3 (12 hp)

Initiative: +0

Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.

AC: 16 (+2 natural, +4 scale mail), touch 10, flat-footed 16

Base Attack/Grapple: +2/+4

Attacks: Katana +7 melee (1d10+4/19-20); or longbow +2 ranged (1d8/x3)

Full Attack: Katana +7 melee (1d10+4/19-20); or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, magical puissance

Special Qualities: Darkvision 60 ft., light sensitivity, spell resistance 13, mage's sight, fast healing 1, resilient, immunities

Saves: Fort +3, Ref +0, Will +2

Abilities: Str 17, Dex 10, Con 11, Int 19, Wis 10, Cha 6



Monsters of Blackmoor

Skills: Concentration +3, Knowledge (arcana) +14, Listen +2, Spellcraft +15, Spot +2, Use Magic Device +6

Feats: Exotic Weapon Proficiency (katana), Iron Will^B, Toughness^B

Environment: Any land or underground

Organization: Solitary or squad (2–6)

Challenge Rating: 4 (see text)

Treasure: Triple standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +4

Combat

Unlike its normal balebourne orc cousins, a balebourne orc thrall of Coot cares little for the use of physical violence to solve its problems. It uses its superior abilities to collect magic for the Egg of Coot, even going as far as kidnapping spellcasters for the Egg to devour.

Spell-Like Abilities: At will—*darkness*; 1/day—*burning hands*, *change self*, *charm person*, and *sleep*. Caster level 4th (save DC 8 + spell level). The save DC is Charisma-based.

Light Sensitivity (Ex): Like normal orcs, balebourne orcs suffer a –1 penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell. To use a spell-like ability in these conditions, a balebourne orc must succeed a DC 15 Concentration check.

Creating a Thrall of Coot

“Thrall of Coot” is an acquired template that can be added to any animal, giant, humanoid, magical beast, monstrous humanoid, or outsider (referred to hereafter as the base creature). A thrall of Coot has abilities derived from its mental link to the Egg of Coot.

Size and Type: The base creature’s type changes to aberration. It retains its subtypes (such as orc, evil, good, lawful, elf, fire, chaotic, and so forth). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future non-class Hit Dice to d8s. Hit Dice gained from class levels remain unchanged.

Speed: Same as the base creature.

AC: Same as the base creature +2. Thralls have a magical aura that surrounds them and toughens their flesh, providing a +2 natural armor bonus to AC.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: A thrall of Coot retains all the special qualities of the base creature and gains that described below. *Magical Puissance (Ex):* A thrall of Coot casts all spells and uses all spell-like abilities at +2 caster level.

Special Qualities: A thrall of Coot retains all the special qualities of the base creature and gains those described below.

Mage’s Sight (Sp): The thrall’s eyes glow an eerie blue and allow it to see magical emanations from all objects and creatures. This ability continually duplicates the *detect magic* spell. This ability aids the thrall in retrieving magic items for the Egg of Coot.

Fast Healing (Ex): A thrall heals 1 point of damage each round as long as it has at least 1 hit point. If reduced to 1 hit point, it attempts to flee to the Island of Coot. It must reach the Island of Coot within 1 week or be utterly destroyed. Once it is allowed to rest on the Island of Coot, the thrall gains 1 hit point after 1 hour and then resumes healing at the rate of 1 hit point per round.

Resilient (Ex): The Egg of Coot’s domination toughens the creature’s vital areas. A thrall takes 1d6 less damage from a successful sneak attack and takes one-half the additional damage normally dealt by a critical hit

Immunities (Ex): A thrall of Coot is immune to mind-affecting effects, poison, charm and sleep effects, paralysis, and stunning.

Base Saves: Same as the base creature.

Abilities: Change from the base creature as follows: Str +2, Int +4, Cha –6.

Skills: A thrall has a +8 racial bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks. Otherwise, same as the base creature.

Feats: Thralls of Coot gain Iron Will and Toughness, assuming the base creature meets the prerequisites and does not already have these feats.

Climate/Terrain: Same as the base creature.

Organization: Solitary or squad (2–6).

Challenge Rating: Same as the base creature +2.

Treasure: Triple standard.

Alignment: Always neutral evil.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +3

Elemental (Metal and Wood)

Metal Elementals

Metal elementals are quick and powerful opponents. Their naturally bladed bodies can cut most materials into ribbons with the slightest touch.



Monsters of Blackmoor

Metal elementals speak Ferrosian, though they rarely choose to do so. Their voices sound like innumerable blades scraping and clanging against one another.

Combat

Turn Metal (Ex): A metal elemental gains a +1 deflection bonus per HD to AC when attacked by a metal weapon (maximum +10).

Bladewind (Su): The elemental can transform itself into a bladewind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move along the ground at double its normal speed.

The bladewind is a 5-ft.-wide cylinder of curved metal pieces that move incredibly fast. The cylinder is as tall as the elemental; the elemental controls the exact height, but it must be at least 10 feet unless the elemental is Small or Medium (see table). Small and Medium elementals cannot control their bladewinds' heights.

The elemental's movement while in bladewind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the bladewind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted by the blades. An affected creature must succeed on a Reflex save when it comes into contact with the bladewind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended by the blades, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the bladewind. The creature still takes damage but can leave if the save is successful. The DC for saves against the bladewind's effects varies with the elemental's size (see the table). The save DC is Strength-based, and all damage is slashing.

Creatures trapped in the bladewind cannot move except to go where the elemental carries them or to escape the bladewind. Creatures caught in the bladewind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the bladewind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the bladewind at one time as will fit inside the bladewind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the bladewind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

An elemental in bladewind form cannot make slam attacks and does not threaten the area around it.

Metal Elemental Sizes			--- Bladewind ---	
Elemental	Height	Weight	Save DC	Damage
Small	4 ft.	35 lb.	13	1d4
Medium	8 ft.	310 lb.	15	1d6
Large	16 ft.	2460 lb.	19	2d6
Huge	32 ft.	19,700 lb.	25	2d8
Greater	36 ft.	23,000 lb.	28	2d8
Elder	40 ft.	26,250 lb.	31	2d8

Rust Vulnerability (Ex): A metal elemental is fully susceptible to rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Environment: Any land and underground region

Organization: Solitary

Challenge Rating: Small 1; medium 3; large 5; huge 7; greater 9; elder

11



Monsters of Blackmoor

Table 8-3: Metal Elemental

	Metal Elemental, Small	Metal Elemental, Medium	Metal Elemental, Large
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+5	+6	+7
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17	20 (+2 Dex, +8 natural), touch 12, flat-footed 18	21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+1/–1	+3/+6	+6/+15
Attacks:	Slam +4 melee (1d6+2)	Slam +7 melee (1d8+3)	Slam +11 melee (2d8+5)
Full Attack:	2 slams +4 melee (1d6+2)	2 slams +7 melee (1d8+3)	2 slams +11 melee (2d8+5)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks:	Bladewind	Bladewind	Bladewind
Special Qualities:	Turn metal, rust vulnerability, elemental traits	Turn metal, rust vulnerability, elemental traits	Turn metal, rust vulnerability, elemental traits
Saves:	Fort +4, Ref +1, Will +0	Fort +7, Ref +3, Will +1	Fort +10, Ref +5, Will +2
Abilities:	Str 14, Dex 13, Con 12, Int 4, Wis 11, Cha 11	Str 17, Dex 15, Con 16, Int 4, Wis 11, Cha 11	Str 20, Dex 17, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Improved Initiative	Improved Initiative, Weapon Focus (slam)	Improved Initiative, Power Attack, Weapon Focus (slam)
	Metal Elemental, Huge	Metal Elemental, Greater	Metal Elemental, Elder
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+8	+9	+9
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	22 (–2 size, +4 Dex, +10 natural), touch 12, flat-footed 18	25 (–2 size, +5 Dex, +12 natural), touch 13, flat-footed 20	27 (–2 size, +5 Dex, +14 natural), touch 13, flat-footed 22
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attacks:	Slam +18 melee (2d10+7/19–20)	Slam +22 melee (2d10+8/19–20)	Slam +26 melee (2d10+9/19–20)
Full Attack:	2 slams +18 melee (2d10+7/19–20)	2 slams +22 melee (2d10+8/19–20)	2 slams +26 melee (2d10+9/19–20)
Space/Reach:	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks:	Bladewind	Bladewind	Bladewind
Special Qualities:	Turn metal, rust vulnerability, elemental traits	Turn metal, rust vulnerability, elemental traits	Turn metal, rust vulnerability, elemental traits
Saves:	Fort +15, Ref +9, Will +5	Fort +17, Ref +12, Will +7	Fort +19, Ref +13, Will +8
Abilities:	Str 24, Dex 19, Con 20, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 20, Int 6, Wis 11, Cha 11	Str 28, Dex 21, Con 20, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +13, Spot +14
Feats:	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)
Epic Feats:	—	Overwhelming Critical (slam)	Devastating Critical (slam), Overwhelming Critical (slam)



Monsters of Blackmoor

Treasure: None

Alignment: Usually neutral

Advancement: Small 3 HD (Small); medium 5–7 HD (Medium-size); large 9–15 HD (Large); huge 17–20 HD (Huge); greater 22–23 HD (Huge); elder 25–48 HD (Huge)

Level Adjustment: —

Wood Elementals

Wood elementals are patient and careful opponents. Their wooden bodies are hardened through magical means and can turn many physical attacks without leaving a mark.

Wood elementals speak Sylvan, though they rarely choose to do so. Their voices sound like the creaking and cracking of ancient timbers.

Combat

Turn Wood (Ex): A wood elemental gains a +2 deflection bonus per HD to AC when attacked by a wooden weapon (maximum +20).

Entangle (Sp): 1/day per HD, the wood elemental can use *entangle* as a spell-like ability. This ability is identical to the spell as cast by a druid of a level equal to the elemental's Hit Dice. The DC is 10 + 1/2 the elemental's hit dice + the elemental's Wisdom modifier.

Thornvine (Su): The elemental can transform itself into a thornvine once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move along the ground at double its regular speed.

The thornvine is a 10-ft.-wide, 10-ft.-tall, 10-ft.-deep tangle of sharp, thorn-covered vines that snake and move with an unnatural awareness.

The elemental's movement while in thornvine form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the thornvine if it touches or enters the thornvine, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the thornvine (see the table below for details) and may be lifted by the brambles. An affected creature must succeed on a Reflex save when it comes into contact with the thornvine or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended by the vines, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the thornvine. The creature still takes damage but can leave if the save is successful. The



DC for saves against the thornvine's effects varies with the elemental's size (see the table). The save DC is Strength-based, and all damage is piercing.

Creatures trapped in the thornvine cannot move except to go where the elemental carries them or to escape the thornvine.

Creatures caught in the thornvine can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the thornvine take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the thornvine at one time as will fit inside the thornvine's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the thornvine happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

An elemental in thornvine form cannot make slam



Monsters of Blackmoor

Table 8-4: Wood Elemental Statistics

	Wood Elemental, Small	Wood Elemental, Medium	Wood Elemental, Large
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	8d8+40 (76 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 18	18 (-1 Dex, +9 natural), touch 9, flat-footed 19	19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 20
Base Attack/ Grapple:	+1/+3	+3/+10	+6/+17
Attacks:	Slam +8 melee (1d4+6)	Slam +10 melee (1d6+7)	Slam +13 melee (1d8+8)
Full Attack:	2 slams +8 melee (1d4+6)	2 slams +10 melee (1d6+7)	2 slams +13 melee (1d8+8)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.
Special Attacks:	<i>Entangle</i> (DC 12), thornvine	<i>Entangle</i> (DC 13), thornvine	<i>Entangle</i> (DC 15), thornvine
Special Qualities:	Turn wood, elemental traits	Turn wood, elemental traits	Turn wood, elemental traits
Saves:	Fort +6, Ref -1, Will +1	Fort +8, Ref +0, Will +2	Fort +11, Ref +1, Will +3
Abilities:	Str 23, Dex 8, Con 17, Int 8, Wis 13, Cha 11	Str 25, Dex 8, Con 19, Int 8, Wis 13, Cha 11	Str 27, Dex 8, Con 20, Int 10, Wis 13, Cha 11
Skills:	Listen +3, Spot +4	Listen +4, Spot +5	Listen +12, Spot +12
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
	Wood Elemental, Huge	Wood Elemental, Greater	Wood Elemental, Elder
Hit Dice:	16d8+80 (152 hp)	21d8+125 (219 hp)	24d8+140 (248 hp)
Initiative:	+3	+3	+3
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 20	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 22	23 (-2 size, -1 Dex, +16 natural), touch 7, flat-footed 24
Base Attack/ Grapple:	+12/+29	+15/+33	+18/+37
Attacks:	Slam +19 melee (2d8+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d12+11)
Full Attack:	2 slams +19 melee (2d8+9)	2 slams +23 melee (2d10+10)	2 slams +27 melee (2d12+11)
Space/Reach:	10 ft./15 ft.	10 ft./15 ft.	10 ft./15 ft.
Special Attacks:	<i>Entangle</i> (DC 19), thornvine, <i>deeproot</i>	<i>Entangle</i> (DC 21), thornvine, <i>deeproot</i>	<i>Entangle</i> (DC 23), thornvine, <i>deeproot</i>
Special Qualities:	Turn wood, elemental traits	Turn wood, elemental traits	Turn wood, elemental traits
Saves:	Fort +15, Ref +4, Will +6	Fort +17, Ref +6, Will +8	Fort +19, Ref +7, Will +9
Abilities:	Str 29, Dex 8, Con 21, Int 10, Wis 13, Cha 11	Str 30, Dex 8, Con 21, Int 10, Wis 13, Cha 11	Str 32, Dex 8, Con 21, Int 10, Wis 13, Cha 11
Skills:	Listen +20, Spot +20	Listen +25, Spot +25	Listen +28, Spot +28
Feats:	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder
Epic Feats	—	Epic Toughness	Dire Charge, Epic Toughness



Monsters of Blackmoor

attacks and does not threaten the area around it.

Wood Elemental Sizes		--- Thornvine ---		
Elemental	Height	Weight	Save DC	Damage
Small	3 ft.	15 lb.	17	1d4
Medium	6 ft.	160 lb.	19	1d6
Large	12 ft.	1,260 lb.	22	1d8
Huge	24 ft.	8,400 lb.	27	2d4
Greater	48 ft.	11,500 lb.	30	2d6
Elder	60 ft.	13,000 lb.	33	2d8

Deeproot (Sp): A Huge or larger wood elemental can send tendrils deep into the ground (even hard rock), granting it an additional +4 natural armor bonus to AC. While in a deeprooted state, the wood elemental cannot move but can summon treants at will. The treants are one size category smaller than the elemental. This ability works like the *summon monster* spells, save that summoned treants remain for 24 hours or until the wood elemental lifts its deeproots or is dismissed or destroyed.

While deeprooted, the wood elemental also gains the ability to completely douse fires by touch. This ability works like the *quench* spell, except that the range is touch. (Elves often summon wood elementals to quench unnatural fires.)

Environment: Any land and underground

Organization: Solitary

Challenge Rating: Small 2; medium 4; large 6; huge 13; greater 16; elder 18

Treasure: None

Alignment: Usually neutral

Froglin

Small Humanoid (Aquatic)

Hit Dice: 2d8+4 (13 hp)

Initiative: +3

Speed: 40ft. (8 squares), swim 40ft.

AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +1/-3

Attacks: Kick +1 melee (1d4); or spear +1 melee (1d6/x3); or spear +4 ranged (1d6/x3)

Full Attack: Kick +1 (1d4); or spear +1 melee (1d6/x3); or spear +4 ranged (1d6/x3) **Space/Reach:** 5 ft./5ft.

Special Attacks: Hop

Special Qualities: Alien smile, amphibious, weak will

Saves: Fort +5, Reflex +6, Will +0

Abilities: Str 11, Dex 16, Con 14, Int 7, Wis 6, Cha 6

Skills: Escape Artist +13, Hide +7, Jump +20, Listen -2, Spot -2, Swim +10

Feats: Skill Focus (Escape Artist)

Environment: Swamps and ponds

Organization: Pod (3-12) or village (10-80)

Challenge Rating: 1

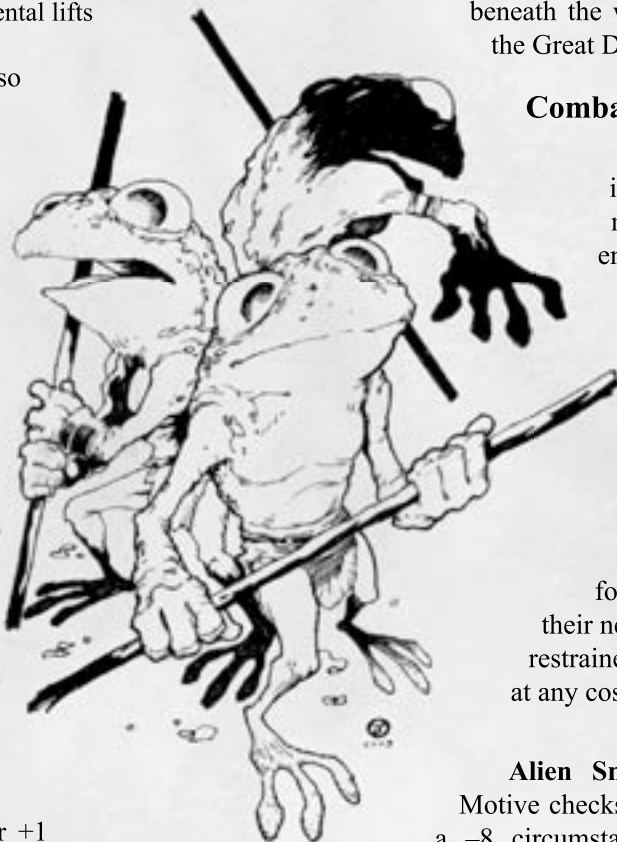
Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

Froglins, or frogmen, as they are sometimes known, are stocky humanoids with huge googly eyes, gray-green flesh, and broad, froglike smiles. They are amphibious, cold-blooded creatures that prefer to spend much of their time embedded in the muck at the bottom of the filthiest pools. They have vacant looks in their eyes and are often led by the strongest individual in their pod or village. None knows their origin, although their distribution suggests some association with the ruins deep beneath the waters at the center of the Great Dismal Swamp.



Combat

When froglins engage in combat they do so en masse. Too cowardly to engage in single combat, froglins seek to down their opponents under waves of hopping spear attacks. Using their great mobility to leap to the flanks and rears of their foes, they concentrate their strength against single foes before moving on to their next targets. Captured or restrained froglins wriggle free at any cost, never believing their captors' promises.

Alien Smile (Ex): All Sense Motive checks against a froglin take a -8 circumstance penalty, as their faces are permanently twisted into wide, froglike grins.

Monsters of Blackmoor

Amphibious (Ex): Frogkins can survive out of water for 1 hour per point of Constitution. After that, they begin to dry out and take 1d4 points of damage per round until they are fully submerged in water.

Hop (Ex): When frogkins jump toward their foes, they gain a +2 attack bonus but suffer a -4 penalty to their AC during that round. A frogkin's jump is not limited by its height.

Weak Will (Ex): Frogkins have poor senses of self and are easily manipulated or bullied. A frogkin takes a -4 morale penalty on all saving throws against Enchantment spells and spell-like effects and contested Intimidate checks.

Skills: Frogkins have a +20 racial bonus on Jump checks, a +4 racial bonus on Escape Artist checks, and a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Gatorman (Broadgrin)

**Medium Humanoid
(Aquatic)**

Hit Dice: 7d8+14
(45 hp)

Initiative: +1

Speed: 20ft. (4 squares), swim 30ft.

AC: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/

Grapple: +5/+9

Attacks: Bite +9 melee (1d8+4); or falchion +9 melee (2d4+4/18-20)

Full Attack: Bite +9 melee (1d8+4); or falchion +9 melee (2d4+4/18-20)

Space/Reach: 5 ft./5ft.

Special Attacks: Roar

Special Qualities: Low-light vision, burst of speed, hold breath,

Saves: Fort +7, Reflex +6, Will +3

Abilities: Str 18, Dex 12, Con 15, Int 5, Wis 16, Cha 7

Skills: Hide +6*, Jump +8, Listen +5, Move Silently +3, Spot +5, Swim +15

Feats: Alertness, Cleave, Power Attack

Environment: Warm marsh, river, or coast

Organization: Solitary (1), hunting group (2-5), or clan (10-200)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +5

Gatormen, also known as broadgrins, are the hideous result of foul breeding experiments between reptiles and humanoids. Debates rage in scholarly circles about the gatormen's origins. Some argue that gatormen are the results of a wizard's desire to create a race of humanoids to fight against the lizardfolk and frogkins of the Great Dismal

Swamp. Others argue that an ancient

green dragon completed mating

experiments on captured

maidens from the west

end of Blackmoor in

revenge for similar

experiments

performed on

captive dragons.

Either way,

after escaping

their creator

the gatormen

successfully

colonized a large

portion of the Barrier

Swamp to the north of

Ten. While they clash

with the various races in the

Great Dismal Swamp, they

do not yet have the numbers

necessary to mount a successful

invasion of any human settlement.

For now, they are content to prey on

all who enter the central regions of

their swamp, occasionally mounting raids

toward Oktagerm.



Combat

While gatormen are not particularly bright, they nevertheless act with deadly animal cunning. They favor ambush attacks, often using captured humanoids as bait. Almost fearless in battle, individual gatormen make especially formidable foes since they sacrifice themselves to provide a tactical advantage to their hunting group or clan. They have enough knowledge of magic to recognize



Monsters of Blackmoor

spellcasters and are patient enough to wait until the enemy passes them so that they can strike at weaker individuals from the rear.

Burst of Speed (Ex): Once per minute a gatorman can make a deadly burst of speed in a straight line. For one round, its movement is doubled (40 feet on land or 60 feet in water). This increase in speed affects its jumping ability, as normal.

Hold Breath (Ex): Gatormen can hold their breath up to one hour.

Roar (Ex): Once per day a gatorman can let loose a fearsome roar. Any within 30 feet of the gatorman must succeed a DC 11 Will save or become shaken for 1d4 rounds. Any who succeed their Will saves are immune to the effects of gatormen roars for 24 hours. This is a non-magical, mind-affecting ability. The save DC is Charisma-based.

Skills: A gatorman has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Gatormen gain a +4 racial bonus on Hide checks while submerged in any natural aquatic environment.

Goblin, Ash

Small Humanoid (Goblin)

Hit Dice: 3d8+3 (16 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 16 (+1 size, +2 Dex, +2 natural, +1 light shield), touch 13, flat-footed 13

Base Attack/Grapple: +2/-2

Attacks: Scimitar +3 melee (1d4/18-20); or shortbow +5 ranged (1d4/x3)

Full Attack: Scimitar +3 melee (1d4/18-20); or shortbow +5 ranged (1d4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fearful howl

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 10, Dex 15, Con 13, Int 13, Wis 11, Cha 6

Skills: Craft (weaponsmithing) +5, Hide +8, Listen +5, Move Silently +12, Ride +7, Spot +5

Feats: Alertness, Improved Initiative

Environment: Any land or underground; commonly found in the Ash Hills

Organization: Gang (4-9) or clan (10-50 plus an additional 100% of noncombatants, 150% normal goblins, 1 6th-8th level leader, and 8-20 dire wolves)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

Ash goblins are a subspecies native to the Ash Hills, west of the Valley of the Ancients. When a great star fell from the sky and crashed into that remote valley, the local clans of goblins underwent certain physical mutations. Protruding horns, a spinal fin, and small sets of scales were common to the first mutated goblins.

The ash goblins of today stand nearly four feet high and weigh in at over 100 pounds of solid muscle. An ash goblin's leather-tough, mottled-gray skin is covered in a veneer of mucus and sweat that gives the goblin a metallic sheen. Eye coloration ranges from solid black to deep brown or sickly yellow-tan. Their hair is greasy and black. From generations of breeding with normal goblins and other mutated clans, the original mutations have nearly been bred out of the species, leaving only large, pointed, serrated ears and two small vestigial horns that protrude from their high brows.

Along with their physical differences, a mutation developed in the ash goblins' intelligence and demeanor. Ash goblins are more intelligent and crueler than their lesser brethren. Because of their intelligence, ash goblins have turned their efforts to making war. Even a clan's youngest members learn to craft weapons.

Ash goblins speak Goblin and Common; those with Intelligence scores of 15 or higher also learn to speak Dwarven, Elven, or Orc.



Monsters of Blackmoor

Combat

Few other goblinoids bully ash goblins and live to boast about it. Ash goblins are cruel, devious, and patient combatants that seize opportunity. An ash goblin may follow an enemy for months, waiting for the perfect moment to strike.

Unlike their cowardly cousins, ash goblins have a firm grasp of tactics and strategy. They use ambushes and traps to catch superior forces unaware, and they use hit-and-run tactics to drive their dire wolf cavalry into an enemy's flanks.

A solitary ash goblin is normally an assassin, a scout for a larger force, or an enforcer or scout for a tribe of normal goblins. These individuals are commonly 3rd- or higher-level rogues.

Fearful Howl (Su): Once per hour an ash goblin can release a howl of such terrifying proportions that it causes lesser beings to flee in panic. Creatures within 60 feet and with less Hit Dice than the ash goblin that hear the howl must succeed a DC 9 a Will save or become panicked for 1d6 rounds. A creature that succeeds on its Will save is immune to the effects of that ash goblin's fearful howl for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Skills: Ash goblins have a +4 racial bonus on Move Silently and Ride checks. Ash goblin cavalry (mounted on dire wolves) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +5 to +3.

Ash Goblin Society

Ash goblins live in large family units or clans. They are as close to being civilized as is possible for goblins. They live above the ground in either hide-covered huts or underground in complex series of warrens. The young are kept in a communal space where older ash goblins teach and care for them as a group. The children never know who their parents are and are taught that the clan comes before all else, save the destruction of elves, dwarves, and humans.

Whether in a hut village or a cavern complex, ash goblins keep their lairs clean. This devotion to their homes keeps unwanted pests away and hides the location of their lairs. Great forges are assembled and consecrated to the dark goblin gods, serving as both armories and places of worship.

Ash Goblin Characters

Ash goblin leaders tend to be rogues or ranger/rogues. Ash goblin clerics worship the same dark goblin deities as their lesser brethren and can choose two of the following domains: Chaos, Destruction, Evil, or Trickery.

Ash goblin characters possess the following racial traits.

- Dexterity +4, Constitution +2, Intelligence +2, Charisma -4.
- Size Small.
- An ash goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: An ash goblin begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
- Racial Skills: An ash goblin's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Craft (weaponsmithing), Hide, Listen, Move Silently, Ride, and Spot.
- Racial Feats: An ash goblin's humanoid levels give it two feats.
- Weapon Proficiencies: An ash goblin is automatically proficient with the scimitar and shortbow.
- +2 natural armor bonus.
- Special Attack (see above): Fearful howl.
- Automatic Languages: Common and Goblin. Bonus Languages: Dwarven, Elven, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

Grazer

Large Animal

Hit Dice: 8d10+24 (68 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +6/+15

Attacks: Gore +10 melee (2d6+5)

Full Attack: Gore +10 melee (2d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trample

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +7, Will +1

Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 9, Cha 2

Skills: Listen +4, Spot +9*

Climate/Terrain: Any plains and grasslands

Organization: Herd (4-48)

Challenge Rating: 6

Treasure: None



Monsters of Blackmoor

Alignment: Neutral

Advancement: None

Level Adjustment: –

A grazer is a large herbivore that looks very much like a bison except that it has a single, central horn and a broad, flat tail. Grazers are 15 feet long and stand almost 10 feet tall.

Grazers differ from most herbivores in that they tend to attack when they are surprised or threatened. Their terrible tempers are legendary, and they are considered some of the most dangerous big game on the open steppe. However, such is the value of their tough hides that they have been hunted almost to extinction in some parts of the world. Thonian hide merchants pay over 300 gold pieces apiece for prime grazer hides.

The horsemen of the Peshwah maintain herds of domesticated grazers, and the beasts play a significant role in the Peshwah's economy and religious life.

Combat

When angered or threatened, grazers attack immediately, charging their opponents with their goring horns.

Trample (Ex): A grazer typically begins a battle by charging at an opponent, lowering its head to bring its mighty horn into play. In addition to the normal benefits and hazards of a charge, this allows the animal to make a single gore attack with a +10 attack bonus that deals 6d6+5 points of damage.

Skills: A grazer has a +4 racial bonus on Spot checks due to its very good eyesight.

Mephit (Steel and Wood)

See the *MM* for a general description of mephits and their common abilities.

Steel Mephit

These creatures appear to be small, winged humanoids made entirely of metal. Female steel mephits are silver, while male steel mephits are bronze or gold. They stand 4 feet high and weigh close to 90 pounds.

Steel mephits speak Common and Ferrosian.

Combat

Breath Weapon (Su): Cone of caustic liquid, 15 feet; damage 1d8, DC 13 Reflex half. The save DC is Constitution-based and includes a +1 racial bonus.



Spell-Like Abilities: Once per hour a steel mephit can cast *lesser elemental orb (metal)* (caster level 3rd; see *Chapter 3: Magic in Blackmoor*). Once per day it can cast *shatter* (DC 12, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A steel mephit only heals if it is holding a metal object or is buried waist deep in metal (such as in a pile of coins).

Wood Mephit

These creatures appear to be 4-foot tall faeries with skin made from tree bark. Their green and yellow hair is made from leaves, with female wood mephits having tinges of red. Male wood mephits have crowns of dull thorns and sticks ringing their heads.

Wood mephits speak Common and Sylvan.

Monsters of Blackmoor

Combat

Breath Weapon (Su): Cone of splinters and bark shards, 15 feet; damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a wood mephit can surround itself with a swirl of leaves, duplicating the effects of a *blur* spell (caster level 3rd). Once per day it can cast *warp wood* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A wood mephit only heals if it is touching a living tree or is totally buried under leaves, wood chips, or sawdust.

Naliseth

Huge Aberration (Aquatic)

Hit Dice: 10d8+50 (95 hp)

Initiative: -4

Speed: 10 ft. (2 squares), swim 50 ft.

AC: 22 (-2 size, -4 Dex, +18 natural), touch 4, flat-footed 22

Base Attack/Grapple: +7/+22

Attacks: Bite +15 melee (2d6+7)

Full Attack: Bite +15 melee (2d6+7)

Space/Reach: 35 ft./10ft.

Special Attacks: —

Table 8-5: Mephit Statistics

	Steel Mephit	Wood Mephit
	Small Outsider (Earth, Metal)	Small Outsider (Wood)
Hit Dice:	3d8+6 (19 hp)	3d8 (13 hp)
Initiative:	-1 (Dex)	+7
Speed:	30 ft. (6 squares), fly 40 ft. (clumsy)	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	18 (+1 size, -1 Dex, +8 natural), touch 10, flat-footed 19	20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+3/+2	+3/-1
Attack:	Claw +7 melee (1d3+3)	Claw +4 melee (1d3)
Full Attack:	2 claws +7 melee (1d3+3)	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, summon mephit	Breath weapon, spell-like abilities, summon mephit
Special Qualities:	Damage reduction 10/magic, fast healing 2	Damage reduction 5/magic, fast healing 2
Saves:	Fort +4, Ref +2, Will +3	Fort +3, Ref +6, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Hide +9, Intimidate +8, Listen +6, Move Silently +5, Spot +6	Bluff +8, Hide +13, Intimidate +8, Listen +6, Move Silently +9, Spot +6
Feats:	Power Attack, Toughness	Dodge, Improved Initiative
Environment:	Any land and underground	Any land and underground
Organization:	Solitary, gang (2-4), or swarm (5-12)	Solitary, gang (2-4), or swarm (5-12)
Challenge Rating:	3	3
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)	+3 (cohort)

Monsters of Blackmoor

Special Qualities: Damage reduction 10/magic, water breathing, amphibious, immunity to poison, vulnerability to fire, blood of naliseth

Saves: Fort +8, Reflex -1, Will +8

Abilities: Str 24, Dex 2, Con 21, Int 6, Wis 12, Cha 8

Skill: Hide +1*

Feats: Cleave, Power Attack, Snatch, Weapon Focus (bite)

Environment: Open ocean and river mouths

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Neutral evil

Advancement: 11-15 HD (Huge), 16-20 HD (Gargantuan), 21-40 HD (Colossal)

Level Adjustment: —

Naliseth, or great sea worms, are gigantic, bottom-feeding omnivores of great antiquity. Frequently referred to in Skandaharian myth as "Sea Serpents," these creatures have moved out of the cold waters of the north into more southerly regions in recent years. Some scholars argue that originally there was but a single naliseth, and that a great warrior managed to slice the creature up into many pieces, each of which grew into its own naliseth. Others claim that the original naliseth was a small pet created by the Egg of Coot that managed to escape and grow to tremendous size.

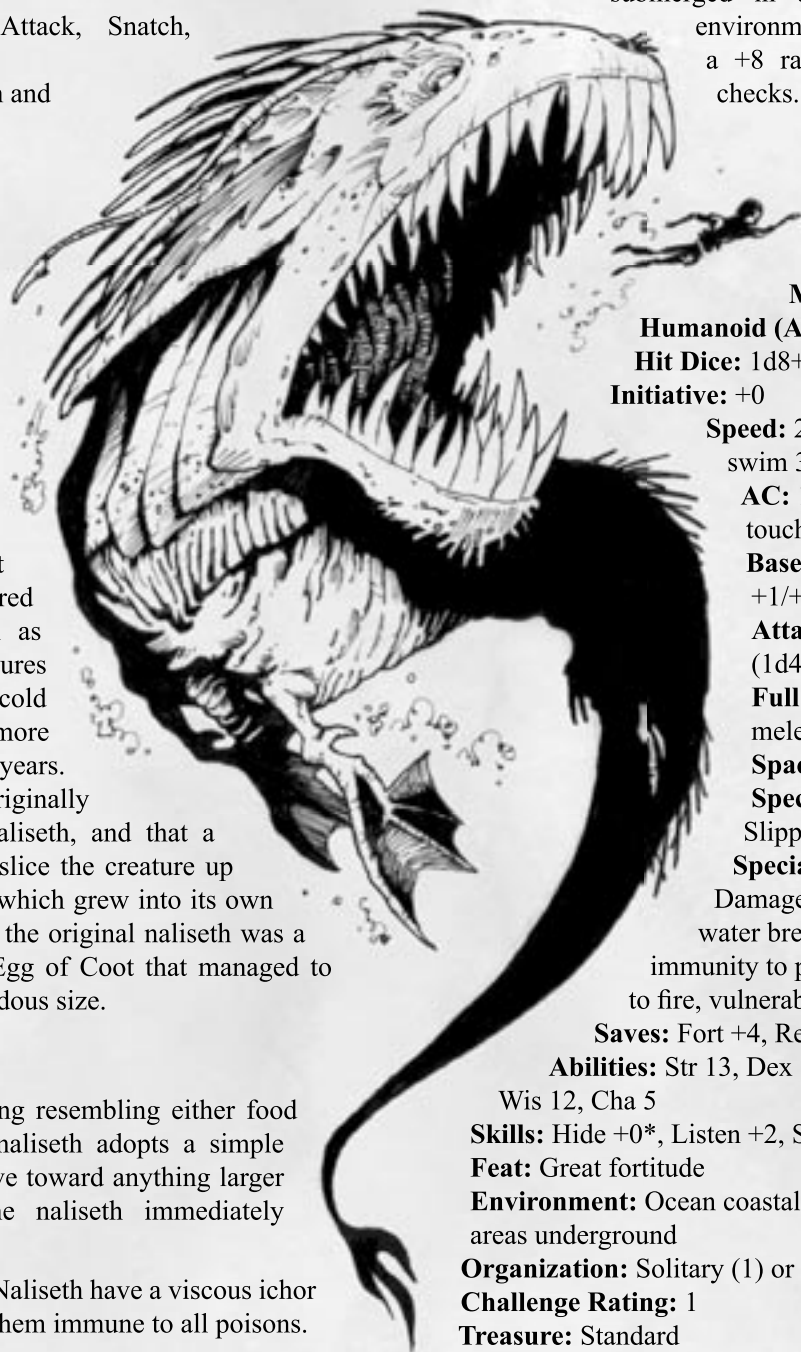
Combat

When faced by anything resembling either food or a threat, the gigantic naliseth adopts a simple solution: bite it. Aggressive toward anything larger than Small creatures, the naliseth immediately initiates combat.

Immunity to Poison: Naliseth have a viscous ichor in place of blood, making them immune to all poisons.

Blood of Naliseth: Naliseth bleed profusely, especially if slashed or pierced, filling the water with a foul, gray-green, viscous substance. A creature that drowns in this blood becomes a naliseth spawn (see below). Rumors whisper of assassins and alchemists working together to use naliseth blood for some unknown purpose.

Skills: A naliseth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *While submerged in any natural aquatic environment, naliseth gain a +8 racial bonus on Hide checks.



Naliseth Spawn

**Medium
Monstrous**

Humanoid (Aquatic)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 30 ft.

AC: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+6

Attacks: Slam +2 melee (1d4+1)

Full Attack: 2 slams +2 melee (1d4+1)

Space/Reach: 5 ft./5ft.

Special Attacks:

Slippery grasp

Special Qualities:

Damage reduction 5/magic, water breathing, amphibious, immunity to poison, vulnerability to fire, vulnerability to *cure disease*

Saves: Fort +4, Reflex +2, Will +3

Abilities: Str 13, Dex 10, Con 14, Int 6,

Wis 12, Cha 5

Skills: Hide +0*, Listen +2, Spot +2, Survival +3

Feat: Great fortitude

Environment: Ocean coastal regions and wet areas underground

Organization: Solitary (1) or shipwreck (2-24)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

Naliseth spawn are the sickened humanoid remnants of those who drowned in the blood of a naliseth. They are not truly undead, as the blood prevents true death from drowning. Instead, by dissolving the creature's lungs and

Monsters of Blackmoor

forming a large filamentous, gill-like mass in the centre of the creature's chest, the naliseth blood provides the ability to breathe underwater. Lacking lungs, the naliseth spawn can only survive a short time out of water. During the transformation, most naliseth spawn black out and suffer amnesia, losing their memories of their former lives. However, this amnesia is often incomplete, and in many cases the spawn is drawn toward familiar landmarks and people, not understanding why these features attract it. In general, spawn have motivations similar to those they had before their change, yet as their transformations have undoubtedly turned them evil, they pursue strategies to achieve their goals that would have been repugnant before their transformation. For example, a fisherman who becomes a spawn of naliseth may again be found rowing his small boat about the harbor. However, he may have stopped on shore to grab young children to use their fingers as bait.

Combat

Even though they are simple-minded and slow moving, naliseth spawn make dangerous foes, as they are usually found near deep water. Spawn wait until they have an opportunity to grasp onto their foes and then pull them into the water to drown them.

Slippery Grasp (Ex): A naliseth spawn has a +4 racial bonus on grapple checks (included in the statistics above).

Amphibious (Ex): Naliseth spawn can survive out of water for 10 minutes per point of Constitution (after that, refer to the drowning rules in the *DMG* — Chapter 8: Glossary, “The Environment,” *Water Dangers*).

Immunity to Poison (Ex): Naliseth spawn have viscous ichor in place of blood, making them immune to all poisons.

Vulnerable to Cure Disease (Ex): A *cure disease* spell removes the naliseth's curse and returns the spawn to its former form, albeit unconscious and with reduced

memory of what occurred while under the influence of the naliseth's blood. A *break enchantment* spell, combined with the actions of an expert healer (DC 22 Heal check or a *heal* or *regenerate* spell) produces the same result. If a *break enchantment* spell is cast without a healer's care, the curse is broken but the victim's lungs are healed. The victim begins to suffocate on the following round, regardless of whether or not he is in water. An *alter self* or *water breathing* spell can provide him with a way to breathe again, but once such a spell expires, the victim again begins to drown.



Skills: A naliseth spawn has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * While submerged in any natural aquatic environment, a naliseth spawn gains a +4 racial bonus on Hide checks.

Orc, Balebourne

Balebourne Orc, 2nd-Level Warrior

Medium Humanoid (Orc)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.

AC: 14 (+4 scale mail), touch 10, flat-footed 14

Base Attack/Grapple: +2/+4

Attacks: Katana +6 melee (1d10+3/19–20); or longbow +2 ranged (1d8/x3)

Full Attack: Katana +6 melee (1d10+3/19–20); or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., light sensitivity, spell resistance 13

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 15, Dex 10, Con 11, Int 15, Wis 10, Cha 12

Skills: Concentration +3, Listen +2, Spellcraft +5, Spot +2

Feats: Weapon Focus (katana)

Environment: Any land or underground



Monsters of Blackmoor

Organization: Solitary or gang (2–4)

Challenge Rating: 2 (see text)

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

The horrifying balebourne orcs are the product of numerous monstrous unions between goblin, orc, and other fell beasts. Little physically differentiates a balebourne orc from a regular orc, other than the slightly reddish tinge to the former's skin and hair. Balebourne orcs live and work in small units within normal orc tribes, normally serving as loyal guardians to powerful rulers or clergy members, or even as the tribe's ruling head.

More intelligent than standard orcs and gifted with spell-like powers, balebourne orcs speak Draconic and Orc. A rare few balebourne can also speak Abyssal, Common, or Infernal.

Combat

Balebourne orcs use an exotic sword, known as a katana, when entering melee combat. They use their spell-like abilities to level the playing field.

Spell-Like Abilities: At will—*darkness*; 1/day—*burning hands*, *change self*, *charm person*, and *sleep*. Caster level 2nd (save DC 11 + spell level). The save DC is Charisma-based.

Light Sensitivity (Ex): Like normal orcs, balebourne orcs suffer a –1 penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell. To use a spell-like ability in these conditions, a balebourne orc must succeed a DC 15 Concentration check.

Balebourne Orc Characters

Few balebourne are multiclassed; those who are tend to be fighter/sorcerers. No balebourne clerics are known to exist; balebourne orcs leave the spiritual well-being of their tribes to typical orc shamans and clerics.

Balebourne orc characters possess the following racial traits.

— +2 Strength, +2 Intelligence.

—Medium size.

—A balebourne orc's base land speed is 30 feet.

—Darkvision: Balebourne orcs can see in the dark up to 60 feet.

—Racial Feats: A balebourne orc gains feats according to its class levels.

—Special Attacks (see above): Spell-like abilities.

—Special Qualities (see above): Light sensitivity, spell resistance equal to 11 + class levels.

—Automatic Languages: Draconic and Orc. Bonus Languages: Abyssal, Common, Infernal.

—Favored Class: Sorcerer.

—Level adjustment +1.

The balebourne orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 10, Con 11, Int 13, Wis 10, Cha 12.

Challenge Rating: Balebourne orcs with levels in NPC classes have a CR equal to their character level. Balebourne orcs with levels in PC classes have a CR equal to their character level +1.



Skandaharian

Skandaharian, 4th-Level Warrior
Medium Humanoid (Human)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 14 (+1 Dex, +3 hide armor), touch 11, flat-footed 13

Base Attack/Grapple: +4/+6

Attacks: Battleaxe +7 melee (1d8+2/x3); or longbow +5 ranged (1d8/x3)

Full Attack: Battleaxe +7 melee (1d8+2/x3); or longbow +5 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Skandaharian traits

Special Qualities: Skandaharian traits

Saves: Fort +5, Ref +2, Will +0

Abilities: Str 15, Dex 13, Con 13, Int 8, Wis 8, Cha 6

Skills: Climb +0, Intimidate +6, Jump +3, Swim +0

Feats: Cleave, Power Attack, Weapon Focus (battleaxe)

Environment: Any land or water

Monsters of Blackmoor

Organization: Gang (2–4), oar (5–10 plus 1 5th-level drummer), crew (50–75 plus 4 5th-level drummers and 1 7th-level captain with 1 longboat), or clan (100–400 plus 20–50 5th-level drummers, 25–40 6th-level raiders, 2–8 7th-level captains, 3 9th-level clan sons, 1 10th-level clan captain with 1–10 longboats)

Challenge Rating: 4 (see below)

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +2

Skandaharians are a race of tall, pale-skinned, blue-eyed, blond-haired sea rovers. From their secret homes in the frozen north, they sail in long ships to raid the coasts of the Thonian Empire. In recent years, they have concentrated on Blackmoor instead, which they unsuccessfully tried to invade during Blackmoor's rebellion against the empire. Many Skandaharian warriors died in that fiasco, and the barbarian raiders carry a burning hatred of Blackmoor because of their humiliating defeat. For this reason, they make common cause with the Afridhi and the Thonian Empire against Blackmoor. This has not totally prevented them from raiding either of those countries, but it has made them much more discreet when doing so.

Skandaharians are noted for their greed, destructiveness, and cruelty. In this regard, they are often compared unfavorably with orcs. All Skandaharians speak their native Skandaharian. Drummers, captains, expert raiders, and clan leaders all speak Common, as well.

Combat

Skandaharians are ruthless combatants. They sometimes raze entire towns, murdering every man, woman, and child. However, few clan leaders allow such gross orgies of destruction, except against towns and villages that put up a strong resistance. Skandaharians use many techniques to inspire fear and terrorize their enemies. Many towns evacuate upon hearing the drums and horns of the Skandaharian long ships, and return to find their homes and shops pillaged or destroyed.

Few men can equal a Skandaharian in single combat. Their strength and maniacal assaults make them difficult opponents. Wielding vicious battleaxes, they wade through the mayhem of night battles by firelight. A Skandaharian rarely uses ranged weapons; only when closing amidstships do they pepper an enemy vessel with arrows before boarding her with axes waving.

Skandaharian Characters

Most Skandaharian leaders are barbarians or barbarian/druids. Skandaharians worship a Tyrhm, a devastating god who drives them forward to conquest. Skandaharian priests are commonly druids or adepts. The rare Skandaharian cleric chooses two of the following domains: Destruction, Evil, Strength, or Water.

Skandaharian Traits

(Ex): Skandaharian characters possess the following racial traits.

— +2 Strength, +2 Dexterity, +2 Constitution, –2 Intelligence, –2 Wisdom, –2 Charisma.

— Medium size.

— A Skandaharian's base land speed is 40 feet.

— Rage 2/day, as the barbarian class ability. This ability stacks with the barbarian class ability; Skandaharian barbarians can rage two additional times per day.

— +2 racial bonus on Will saves against illusion spells and spell-like

abilities. Skandaharians have a very

strong sense of reality and do not easily fall for such enchantments.

— +2 morale bonus on saving throws against fear. Skandaharians are nearly fearless.

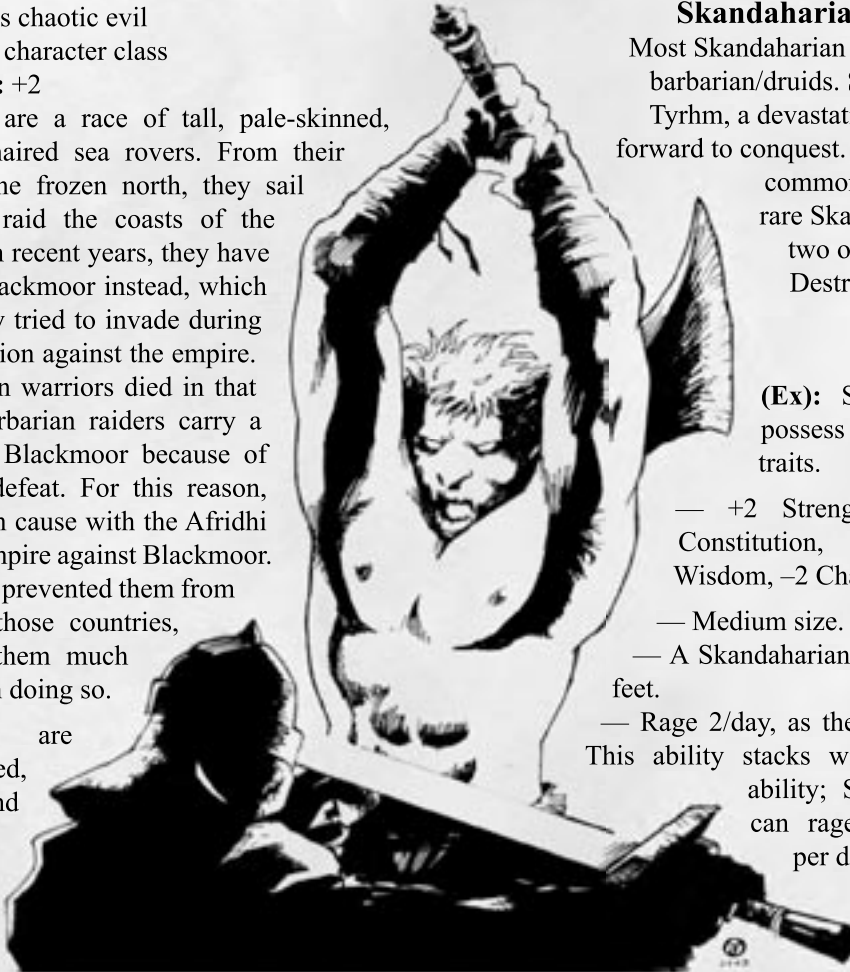
— Skandaharians are strong and cruel. A Skandaharian has a +2 racial bonus on Jump, Swim, and Intimidate checks. In addition, Skandaharians use their Strength modifier, instead of Charisma, when making Intimidate checks.

— One additional feat at 1st level.

— Automatic Language: Skandaharian. Bonus Languages: Common, Orc.

— Favored Class: Barbarian.

— Level adjustment +1.





Monsters of Blackmoor

The Skandaharian warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 8.

Challenge Rating: Skandaharians with levels in NPC classes have a CR equal to their character level. Skandaharians with levels in PC classes have a CR equal to their character level +1.

Spirit Animals

Spirit animals are ethereal forms of mortal animals that have been summoned to serve a mortal master, such as a spirit warrior (see *Chapter 2: Prestige Classes*), or that have come to the Prime Material Plane to warn of a great calamity.

Sample Spirit Animal

This example uses a hawk as the base creature for the spirit animal.

Hawk Spirit

Tiny Magical Beast (Incorporeal)

Hit Dice: 1d10 (5 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 60 ft. (average)

AC: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +0/-10

Attacks: Talons +5 melee (1d4-2)


Full Attack: Talons +5 melee (1d4-2)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision, ethereal jaunt, greater invisibility, telepathy





Monsters of Blackmoor

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

Abilities: Str 6, Dex 19, Con 10, Int 8, Wis 14, Cha 12

Skills: Listen +2, Spot +14

Feats: Weapon Finesse

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Combat

The wise and powerful hawk spirit is the protector of scouts and foresters. When summoned to aid a mortal being, it shares its guidance and knowledge freely.

Creating a Spirit Animal

“Spirit animal” is an acquired template that can be added to any animal (hereafter referred to as the “base creature”).

A spirit animal has many abilities linking it to the spirit world, as well as the base characteristics of its animal form, as described below.

Size and Type: The creature’s type changes to magical beast. It gains the incorporeal subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d10s.

Speed: Same as the base creature.

AC: Same as the base creature.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: Same as the base creature.

Special Qualities: A spirit animal retains all the special qualities of the base creature and gains those described below.

Ethereal Jaunt (Su): A spirit animal can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a standard action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Greater Invisibility (Su): A spirit animal remains invisible even when it attacks. This ability is constant, but the spirit animal can suppress or resume it as a free action. The only time this ability does not function is when the spirit animal enters the material world by using its Ethereal Jaunt ability.

Telepathy (Su): A spirit animal can communicate telepathically with any creature within 90 feet that has an Intelligence score of at least 1. The creature can respond to the spirit animal if it wishes; no common language is needed.

Base Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Dex +2, Int +6, Cha +6. The spirit animal does not have a Strength score while incorporeal.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always neutral.

Advancement: Same as the base creature.

Steppes Charger

Steppes chargers might appear small and unattractive, but these horses boast great endurance and strength. Steppes chargers are stocky, with thick, shaggy coats that are normally tan or light brown with lighter yellow patches down the nose and flanks.

Beneath this ugly exterior is a remarkable horse. A steppes charger is tough and stubborn. Its thick coat and hide give it better protection than its more graceful cousins. Even with its short legs, a charger can move swiftly for long distances. It is strong and able to carry as much as a warhorse.

Combat

Since the Afridhi invasions, Peshwah are training steppes charger foals to defend their riders in combat. Light chargers are trained to use their front hooves in combat, while the larger heavy chargers are taught to use their front hooves and to bite, as well.

The Peshwah rely on their horses’ keen senses to alert them to any trouble, normally posting at least two guards to watch how the horses react at night.

Carrying Capacities: A light load for a light charger is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light charger can drag 3,450 pounds.

A light load for a heavy charger is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy charger can drag 4,500 pounds.



Monsters of Blackmoor

Table 8-6: Steppes Charger Statistics

	Light Charger	Heavy Charger
	Large Animal	Large Animal
Hit Dice:	3d8+9 (22 hp)	5d8+20 (42 hp)
Initiative:	+1	+2
Speed:	60 ft. (12 squares)	50 ft. (10 squares)
AC:	16 (–1 size, +1 Dex, +6 natural)	19 (–1 size, +2 Dex, +8 natural)
Base Attack/Grapple:	+2/+7	+3/+10
Attacks:	Hoof +3 melee (1d4+1)	Hoof +6 melee (1d4+3)
Full Attack:	2 hooves +3 melee (1d4+1)	2 hooves +6 melee (1d4+3) and bite +1 melee (1d6+3)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Qualities:	Scent	Scent
Saves:	Fort +6, Ref +2, Will +2	Fort +8, Ref +3, Will +2
Abilities:	Str 13, Dex 13, Con 16, Int 2, Wis 12, Cha 2	Str 17, Dex 15, Con 18, Int 2, Wis 12, Cha 2
Skills:	Listen +4, Spot +4	Listen +5, Spot +5
Environment:	Plains	Plains
Organization:	Herd (2–24)	Herd (2–24)
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Neutral	Neutral
Advancement:	–	–
Level Adjustment:	–	–

Thoul

Medium Monstrous Humanoid

Hit Die: 3d8 (13 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: Claws +5 melee (1d3+1 plus paralysis); or longsword +4 melee (1d8+1/19–20); or longbow +5 ranged (1d8/x3)

Full Attack: 2 claws +5 melee (1d3+1 plus paralysis); or longsword +4 melee (1d8+1/19–20); or longbow +5 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Paralysis

Special Qualities: Regeneration 1, scent

Saves: Fort +1, Ref +5, Will +4

Abilities: Str 13, Dex 15, Con 10, Int 13, Wis 13, Cha 8

Skills: Hide +4, Intimidate +5, Listen +4, Search +4, Spot +4, Survival +4*

Feats: Ability Focus (paralysis), Track^B, Weapon Focus (claw)

Environment: Any land or underground

Organization: Solitary, pair, gang (2–4), or family (3–6)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

Thouls are a magically created crossbreed of hobgoblin, ghou, and troll created more than a millennium ago by insane hobgoblin necromancers seeking the key to eternal life.

The thouls of today look much like their ancestors did: they have rope-like, stone-gray to jet-black hair, usually worn in long locks. Their skin is hairless and colored deep

Monsters of Blackmoor



green or red, with yellow or white eyes that lack visible pupils. They stand over six feet high and weigh more than 180 pounds.

Like their hobgoblin brethren, thouls wear clothing dyed blood red or black. They typically wear well-kept studded leather armor and carry wicked-looking longswords with hilts fashioned from elven bones and cured strips of elven flesh. Their longbow arrows use sharpened elven teeth as arrowheads.

Combat

Thouls are ruthless in battle. Against most opponents, thouls employ their claws and paralysis. Only when hard pressed in combat or against elven opponents (who are immune to their paralysis ability), does a thoul use its manufactures weapons.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based and includes a +4 racial bonus.

Regeneration (Ex): Piercing wooden weapons (like arrows) and acid deal normal damage to a thoul. Thouls have particular weaknesses to wood and especially fear the sting of elven archers. If a thoul loses a limb or body part, the lost portion regrows in 6d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Skills: A thoul uses its Strength modifier instead of its Charisma modifier when using its Intimidate skill. In addition, due to its ability to quickly assess familiar surroundings and use them to its advantage, a thoul gains a +2 racial bonus on Hide, Listen, Search, and Spot checks within five miles of its lair.*Thouls gain a +4 racial bonus on Survival checks when tracking by scent.

New Subtypes

Dave Arneson's Blackmoor introduces two new monster subtypes: metal and wood.

Metal Subtype

This subtype is associated with elementals and outsiders with a connection to metal, which Westryn elves believe to be one of the six elements that make up the world. Creatures with this subtype usually speak Ferrosian (their native tongue) and some can turn aside metallic weapons.

Wood Subtype

This subtype is associated with elementals and outsiders with a connection to wood, which Westryn elves believe, like metal, to be one of the six elements that make up the world. Creatures with this subtype usually speak Sylvan and have druidic powers. Some can turn aside wooden weapons.



Chapter 9: Ties That Bind



This adventure introduces new characters to *Dave Arneson's Blackmoor*. It is designed for three to six characters of 1st to 2nd level. Though designed for characters of this caliber, the adventure can be easily adapted to challenge larger or smaller groups of higher or lower level. Boxed text is meant to be read aloud or paraphrased to the players.

Adventure Background

Three years ago, agents of the Wizards' Cabal contacted High Lady Simone Walcrest, a member of a powerful noble family in Newgate. The Cabal needed a mediator who could work within the duchy of Bramwald to help secure a trade route from Uberstar to the Cabal's secret stronghold in the city of Blackmoor. They wanted to ferry the powerful gems used to create arcane foci from a natural cache found within the Crystal Peaks. These gems are paramount to the Cabal's continued magical dominance in the North.

To this end, High Lady Walcrest began negotiations with Bramwald officials and representatives from the Regent of the Mines. After many arduous years of discussion, the Walcrest family has finally secured the trade route through Bramwald, though the final charter must still be signed in the city of Bramwald.

During her work on behalf of the Cabal, High Lady Simone felt the wizards' uncomfortable eyes upon her. She was born with the mark of a sorcerer, a historic foe of the Wizards' Cabal. She felt the Cabal searching her soul, and the arcane warriors that protected the Cabalists are renowned for their ability to sniff out sorcerers. She became increasingly nervous and kept her dark secret to herself even as she worked on the Cabal's behalf.

Late one summer night last year, an uninvited Cumasti warrior suddenly appeared in the High Lady's room. He looked at her with his odd-colored eyes and smiled, not a warm or friendly smile but the sort an ash goblin would make before slaughtering a village of children. However, she was not intimidated by the strange elf. She had dealt with the Cumasti before. Before she could yell for the house guards, the elf offered her a wooden box covered in silver runes. She saw herself taking the box and opening it with trembling hands, like a surreal dream viewed in a crystal ball. As the finely worked lid opened over the enchanted hinges, a pulsing flash of dazzling light struck her eyes. Dazed, she fell back onto her bed and frantically rubbed the spots from her eyes. When she looked back to the Cumasti, he was gone.



Ties that Bind

Over the course of the following months, High Lady Simone discovered that she no longer needs to concentrate on hiding her natural magical gifts through subterfuge or force of will. Yet she can now hear a distant whisper whenever she is left alone in her room. A language she cannot speak but can still understand permeates her brain. “Magic,” the voice calls to her. “Power,” it whispers. When she closes her eyes, she can see a dark, undulating form waiting for her, inviting her.

High Lady Simone Walcrest is becoming a thrall of the Egg of Coot.

Adventure Synopsis

In this introductory adventure, the characters are summoned to complete a mission for the Walcrest noble family of Newgate. The characters are to aid Lady Chelsa Walcrest, a young noblewoman who must travel from Newgate to Bramwald to oversee the signing of an important trade agreement between the Wizards’ Cabal and the dwarves of the Regent of the Mines. Lady Chelsa performs this duty in place of her absent mother, High Lady Simone Walcrest. Yet the plot twists, since the Egg of Coot tainted her mother and secretly led her away to Jackport to meet with three of the Egg’s thralls. The night before she was to leave for Bramwald, the high lady alerted the thralls of the shipment of gems that the Cabal wishes to purchase from the Regent of the Mines. The high lady knows that the thralls will kill or take her daughter and, as a last act of motherly compassion, mysteriously summons the player characters to aid Lady Chelsa. Simone has yet to fall under the Egg’s complete control but is in danger of quickly and permanently becoming a thrall. The Egg’s whims now dictate all her motivations.

The thralls are intelligent and moving fast, and they leave their beastman cohorts to slow the PCs. By the time the characters reach Bramwald, the thralls have already disguised themselves as the Walcrest dignitaries, accepted the gems from the unsuspecting dwarves, and fled northeast with the shipment of focus gems. They hope to reach the city of Jackport and catch a boat back to the Realm of the Egg. High Lady Simone plans to arrive in Jackport three days before the thralls and arrange transportation out of an abandoned shadow port (a hidden port used for smuggling illicit goods) that lies in the sewer system.

If the characters cannot reach Jackport and stop High Lady Simone Walcrest and the three thralls, the gems fall into the clutches of the Egg of Coot. Though the high lady is not yet completely a thrall, her alignment has changed and she can hear the Egg’s mental whispers. Soon the Egg will dominate her entirely.

For the Players

This adventure begins in Newgate, a port city located in the southwest corner of the Kingdom of Blackmoor. The PCs may be from this city, or they may be travelers from other places. If players do not choose Newgate as their home location, you may use one of the following hooks to get the characters to Newgate:

- The Great Svenny, duke of Newgate, has signed a new treaty with the Cumasti to allow hunting and adventuring in the southern Redwood Forest and the western parts of the Stormkiller Mountains. However, all who wish to take part in such adventure must first register with the duke’s Office of Taxation in Newgate.

- Newgate is one of the five port cities of the Kingdom of Blackmoor. Though not the largest city, Newgate bustles with naval travel. Characters may be arriving at this city by boat.

- Stopping at a local inn, the characters fill up on good food and fine spirits. Jobs and wealth abound in Newgate, they are told, and a person looking to make their fortune might find that this would be the place to do so.

- Numerous merchants call Newgate their center of operations. Between the shipping lanes and the caravan routes, Newgate is at the center of commerce throughout Blackmoor. Merchants and nobles from all over the North hire mercenaries from this city.

Random Wilderness Encounters

The wilderness around Newgate is rife with monsters. Roll for a random encounter every 4 hours the characters travel on their way from Newgate to Bramwald, and every 3 hours on their way from Bramwald to Jackport. You can also use this table to determine random encounters if the characters are traveling to Newgate to begin the adventure. The chance of an encounter is 10%. Specific situations modify this chance, as shown below:

- Traveling at night (+10%)
- Traveling within two hours of dawn (+5%)
- Traveling within two hours of dusk (+5%)
- The party is half a day or less from a city (–5%)

In addition, roll for an encounter under the following circumstances, with the given modifier:

- The party is in combat (+5%)
- The characters are particularly loud (+5%)



Ties that Bind

Use the following table for random encounters in the wilderness. Each encounter can occur only once; if you roll an encounter that has already occurred, treat it as no encounter. Creatures marked with an asterisk (*) appear in *Chapter 8: Monsters of Blackmoor*.

Table 9-1: Random Wilderness Encounters

d%	Creature
01–05	1d4 Beastmen* The Egg's thralls left these beastmen behind to deter anyone leaving Newgate along the road to Bramwald. They are enjoying their job so much that they have acquired a small treasure trove (75 gp and a masterwork dagger of elven design) over the last few days. All they know is that the thralls are going to Bramwald to retrieve an object and that they were told to stop all groups going to Bramwald. The beastmen have a note (written in Common) detailing their orders.
06–10	1d4 Goblins This is a small patrol of goblin warriors from the Boarskull Tribe that lives in the Stromkillers' southern foothills. They are searching the area for a powerful goblin artifact that was lost to their race over 500 years ago. A witch in their tribe tells them that humans and elves may know of the location of this artifact, and they are to torture such individuals until they reveal it. The goblins know nothing about the thralls.
11–20	1d6 Elves (Cumasti) These elves travel far from Ringlo Hall, hunting goblins, kobolds, and orcs. If a half-orc is with the characters, the elves do not show themselves to the party (no encounter). If Cumasti or Westryn are in the group, these elves approach the party and offer to share a meal. Otherwise, the elves silently follow the party until they can better determine their intentions. Each elf has two <i>potions of cure light wounds</i> that they share with wounded characters. They have a 35% chance of knowing that the thralls have passed by.
21–30	2d4 Kobolds This is a small war band of kobolds searching the Stormkiller Mountains for signs of dragons. They believe that they are descendants of dragons and are trying to find their ancient heritage. They know nothing about the thralls, but they lie to save their lives.
31–70	2d4 Goblins The thralls hired this group of goblins to attack Lady Chelsa. The goblins come from the Hawkwing Clan in the southwest Stormkiller Mountains. The thralls gave the goblins a good description of the young lady and told them that if they kill her, they will be rewarded. The goblins know that the thralls are going to Jackport, and that if their task is complete they should meet with the Thieves' Guild there (see Part Five, Encounter 1). The goblins have a note (written in Common) detailing their orders.
71–80	1d4 Gnolls Gnolls rarely frequent this area (which a DC 15 Knowledge (nature) check can determine), since most hail from the Wolf Wood, Malfera Forest, and the regions around Gorgon Bay. These gnolls are working with the thralls and are prepared to fight to the death. They are reliable troops of the Egg of Coot and do not divulge any information. The gnolls have a note (written in Common) detailing their orders to stop Lady Chelsa.
81–90	1d4 Orcs This small group of orcs is an advance scouting party for the orc tribe known as the Black Hand. They are vicious warriors who come from the Black Hills (which a DC 15 Knowledge (nature) check can determine). They do not know of the thralls or the plot involving Lady Chelsa. They are here to cause havoc on the trade routes between cities.
91–100	2d6 Beastmen* The Egg's thralls left these beastmen behind to deter anyone leaving Newgate along the road to Bramwald. They are enjoying their job so much that they have acquired a treasure trove (100 gp and a <i>+1 elven longblade</i>) over the last few days. They know that the thralls are going to Bramwald to retrieve an object and that they were told to stop all groups going to Bramwald. The beastmen have a note (written in Common) detailing their orders.

Player Introduction

When you are ready to begin, read or paraphrase the following:

“You have been cordially invited to meet with Simone Walcrest, high lady of the Walcrest family, to discuss a beneficial monetary proposition,” the messenger-delivered note reads. “Meet her Ladyship at the Walcrest family compound in the West District of Newgate at highsun on the twenty-seventh day of Kuilan.” The short note is signed by one Thendyr Waite, the Walcrest family scribe.

You now stand in a comfortable sitting room within the walls of the Walcrest compound. The room is decorated with high shelves filled with ledgers and worn books. Sitting behind a desk covered with towers of paper and seas of journals sits a man in his late fifties who has identified himself as Thendyr. He looks nearly as regal and important as any noble in Blackmoor, though he is in fact nothing more than a wealthy merchant’s lowborn scribe. On closer inspection, you see that his tunic is dotted with ink stains, and a dark thumbprint smudges the bridge of his nose.

His kind blue eyes look up at you. “You may have a seat, if you wish. High Lady Simone will not be joining us this afternoon. She has been drawn away on other business.”

At this point, Thendyr waits for the characters to make themselves comfortable before he continues. Any protest or argument from the players is met with a tired but kindly smile and a slight wave of his hand. After the group is comfortable and silent, the doors open with a slight rush of air.

Suddenly Thendyr stands respectfully as a young, highborn woman enters the room. The lady glides across the room with an unearthly purpose and grace. She appears kind and sure of herself and has the fire of youth in her eyes.

“May I introduce Lady Chelsa Walcrest, heiress of the Walcrest family,” Thendyr states with a fatherly reverence, bowing sharply at the waist.



Allow the characters to attempt a DC 13 Spot or Diplomacy check realize that propriety demands that all male characters stand and bow to this young woman. Those focusing their attention on Lady Chelsa Walcrest may also attempt a DC 15 Sense Motive check, which reveals that she is frightened or excited but trying to conceal it.

Lady Chelsa Walcrest, female High Thonian Nob1:

CR 1; medium humanoid (human); HD 1d6+2; hp 8; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk/Grpl +0/+1; Atk/Full Atk +2 melee (1d4+1/19–20, dagger), or +1 ranged (1d4+1/19–20, dagger); SQ High Thonian racial traits, 1 nobility point; SV Fort +2, Ref +0, Will +4; AL NG.

Str 13, Dex 10, Con 15, Int 18, Wis 15, Cha 18.

Languages Spoken: Chale, Common, Dwarven, Elven (Cumasti), Gnome, High Common, Orc.

Skills and Feats: Appraise +8, Bluff +8, Diplomacy +11 (+17 vs. dwarves), Gather Information +8, Knowledge (history) +8, Knowledge (local—Blackmoor) +8, Knowledge (nobility and royalty) +8, Listen +6, Perform (dance) +8, Search +6, Sense Motive +6, Spot +4; Noble Blood, Racial Reputation (dwarves), Skill Focus (Diplomacy).

Possessions: Masterwork leather armor, 3 masterwork daggers.



Ties that Bind

“Arise,” commands the Lady Chelsa, “and well met, travelers. The reason you have been asked here by my mother, Simmone, is one of protection.” Chelsa sits in a comfortable chair and smoothes her skirts before continuing.

“I am to go east to the capital city of Bramwald. Once I arrive there, I am to meet with representatives of the dwarven Regent of the Mines and conclude negotiations for a common trade charter between the Regent of the Mines and the Wizards’ Cabal of Blackmoor.” She stops for a moment to pour wine from a nearby decanter and takes a long draft from the golden goblet before continuing.

“However, the original representative from the Wizards’ Cabal, who was to escort me, was wounded in an altercation with a small group of bandits, just south of Williamsfort. Thus, as required by my family, I am in need of an escort to Bramwald and back. By the time we return here, the Cabal’s representative will be well enough to travel back to Blackmoor with any cargo with which we may return.

“I request that you come with me as my protectors and drivers. While my family maintains guards in its employ, the dealings in Bramwald require discretion in these dangerous times. I wish to keep a lower profile so that the transport will be less likely to attract undue attention. You will each be paid the handsome sum of 50 gold coins upon my safe return home.” She stands, placing her goblet on Thendyr’s crowded desk. “I leave your affirmations and questions to Goodman Waite. Good day to you.”

As the doors close behind her, the characters are free to ask Thendyr any questions they like. Thendyr answers questions, but his information is limited to the following:

• **Where is High Lady Simmone Walcrest?** “The high lady is away in Jackport on personal business.” Thendyr does not elaborate.

• **Who/where is the representative of the Wizards’ Cabal?** “The arcane warrior, Sir Roderick Malingate, is staying at the Gull and Moon Inn in the South Harbor District of Newgate. He is recuperating from the wounds he suffered in the ambush.”

• **Why was the Wizards’ Cabal representative attacked?** “Malingate was attacked by more than a dozen orcs and gnolls that were led by a powerful human bandit. Malingate killed the bandit and drove most of the humanoids away before his wounds became too great for him to continue the chase.”

• **What is the charter for?** “The charter will bring a great deal of money and prestige to the Walcrest family. The foundation for this trade agreement has been in progress for more than two years, and Lady Chelsa is to deliver the final trade agreement to the Regent of the Mines’ representatives. Once the dwarves sign the agreement, Lady Chelsa will return to Newgate with a wagon full of gems for the Wizards’ Cabal. Hopefully, Sir Malingate will be well enough by then to travel with the wagon from Newgate to Blackmoor.”

• **What kind of opposition can be found between Newgate and Bramwald?** “According to Prince Jirkia Callimrrin, the youngest son of the Cumasti royal family, there are numerous beast races present in the southern woods of the Forest Kingdom. He is staying in the Walcrest guesthouse across the compound. Perhaps he can offer further information.”

• **What are these “beast races”?** “The beast races plague the fringes of civilized lands. The beast races include gnolls, orcs, goblins, minotaurs, beastmen, frogfins, and broadgrins.”

• **Can we get more money?** A DC 15 Diplomacy check talks Thendyr into raising the party’s compensation to 75 gp each. A small portion of this (10 gp each) is paid before they leave for Bramwald. Light riding horses are provided to any member of the party who does not have one already.

• **When are we to leave Newgate and arrive in Bramwald?** “You are to leave tomorrow and arrive at the Ale and Axe Inn in the Dwarven Quarter in the southern portion of the city of Bramwald before highsun on the first day of Dumimia. If you arrive any later than that, you will miss the Regent’s representatives and the trade charter will be revoked. In the meantime, I have made arrangements for those of you who do not live in Newgate to stay at the Gull and Moon Inn in the South Harbor District, free of charge.”



Ties that Bind

• *What if the trade negotiations go badly and the dwarves do not sign the charter / Lady Chelsa does not return with the wagon of gems / Lady Chelsa is killed?* “Return to Newgate with the news of your failure. Bring Lady Chelsa if possible.”

• *What of the reports that there were three people seen leaving the Walcrest compound before dawn this morning?* “I don’t know what you are talking about.”

This is true; Thendyr knows nothing of any visitors to the compound this morning and has not heard any reports from any of the guards of any attempted break-ins.

To each PC who agrees to aid Chelsa, Thendyr gives a small silver pin bearing the sigil of the Walcrest family.

Part One: Newgate

The city of Newgate is the central seat of power for the barony of Newgate, ruled by The Great Svenny. Newgate is just one of the small baronies that have allied themselves with Uther and the Kingdom of Blackmoor. For more information about Newgate, refer to **Chapter 4: The Kingdom of Blackmoor**. The characters have until the next morning to explore Newgate or look for additional information. The following encounters set the stage for the characters’ involvement in the thralls’ plot. Though the encounters are numbered, they can occur in any order.

Encounter 1: The Gull and Moon Inn

The characters may wish to look for the representative of the Wizards’ Cabal, Sir Roderick Malingate, who was attacked before arriving in Newgate. He can be found recuperating in the common room of the Gull and Moon Inn in the South Harbor district.

The Gull and Moon is a moderately-sized, three-story, stone inn built on a high bluff overlooking the South Channel. The proprietors of the inn, Maria and Veeder Kimble, are a kindly older couple in their late 60s and are loyal employees of the Walcrest family. Their service is remarkable: fast and efficient, while still remaining friendly and personal. The Gull and Moon Inn boasts two floors of more than a dozen rooms each, a fully stocked bar in the common room, multiple private dining rooms, and a cozy library containing the most recent volumes of Cumasti poetry and general literature.

The ten well-trained members of the inn’s staff serve patrons day and night. Security is tight since many of the Walcrest family’s important guests stay here. Regular Newgate city patrols move through the area every hour.

Table 9-2: Gull and Moon Inn bill of fare.

Type	Description	Cost
Drink	Black Tea	1 cp/kettle
Drink	Blackmoorian Black Wine	2 sp/glass
Drink	Booh Brandy	2 sp/glass
Drink	Cumasti Nectar	1 sp/pitcher
Drink	Dwarven Crystal Ale	2 cp/mug
Drink	Glendower Green Ale	4 cp/mug
Drink	Newgate Amber Wine	2 sp/glass
Drink	Walcrest House Red Wine	1 sp/glass
Meal	Cheese Platter	1 sp
Meal	Evening Meal	2 gp
Meal	Fried Potatoes and Beef Platter	3 sp
Meal	Fruit Platter	1 gp
Meal	Highsun Meal	1 gp
Meal	Meat Platter	5 sp
Meal	Morning Meal	5 sp
Service	Bath	5 sp
Service	Book Lending	1 sp/book
Service	Laundry	5 cp/day
Service	Private Dining Room	10 gp
Service	Room	3 gp/day
Service	Stable	1 gp/day

The fare at the Gull and Moon is expensive but well worth the cost. The PCs can purchase good meals and drink and, some services at the prices listed on **Table 9-2: Gull and Moon Inn bill of fare**.

An older lowborn male human sits at a small table in the common room. His arm is strung up in a complicated rigging of canvas and metal bars. A wide, bloodstained bandage covers his left eye and wraps around his head. This man is Sir Roderick Malingate, arcane warrior and representative of the Wizards’ Cabal. He attempts to read a book while drinking a foaming mug of green liquid (Glendower Green Ale). He only answers the characters’ questions if they wear the Walcrest pin openly. If questioned, Sir Malingate will offer the following information:

• *Where are you from?* “I was born in Glendower. I am on loan to a chantry of the Wizards’ Cabal in the city of Blackmoor.”



Ties that Bind

• **Why is an arcane warrior going on a trading mission to the city of Bramwald?** “Dwarves from the Regent of the Mines have been in touch with the Wizards’ Cabal about materials of value and interest to the Cabal.”

• **What are the gems used for?** “I am afraid I cannot answer that question.” The gems are used to create spell foci, arcane tools used by wizards in the North to cast arcane spells. A DC 18 Knowledge (arcana) check reveals as much.

• **Why were you attacked?** “I was attacked south of Williamsfort, by frightening individuals with glowing blue eyes; five of them. I had heard tales of thralls of Coot, and I believe that these... things match that description. Six orcs and two gnolls supported the thralls. . Before we crossed blades, I heard the thralls mention the Walcrest family and the gemstones from the Regent of the Mines. Three of the thralls escaped south toward Newgate, and I arrived early this morning to discover that they had already passed through.

• **Where are the thralls now?** “According to recent reports from informants who sympathize with the Wizards’ Cabal, the thralls stopped briefly in Newgate last night and continued on before dawn this morning. They were last seen heading east toward Bramwald.”

• **Where did the thralls go while they were in Newgate?** “According to my informants, the thralls were seen leaving the Walcrest family’s estates under the cover of darkness.”

• **What do the thralls look like?** “One is a Docrae male, the second a dwarf male, the third a Cumasti male. The Cumasti seemed to have some sorcerous powers, and they all had strange, glowing blue eyes.”

• **What is the Egg of Coot?** “The Egg is a supernaturally powerful being of unknown form. It resides on a large island in the western Black Sea called the Island of the Egg, also called the Realm of the Egg. Rumors suggest that the Egg of Coot strives to destroy the world but needs to gather mass amounts of raw arcane power before it can do so. To this end, the Egg kidnaps arcane spellcasters and steals items of arcane power, from which it can draw energy.”

• **Where were you supposed to go with the gemstones?** “I was to return to the city of Blackmoor with the gemstones. However, I now fear that the thralls will attempt to capture them.”

• **Is the sudden absence of High Lady Simone Walcrest related to the appearance of the thralls at the Walcrest family’s compound?** “I do not know, but the Egg of Coot can infect people with mentally-dominating magic. That is how it creates its thralls. It does not bode well for the Walcrest family if its high lady has fallen to this power.

Sir Roderick Malingate, male human (Thonian)
Arw5: hp 32.





Ties that Bind

Encounter 2: The Walcrest Guesthouse

The Walcrest guesthouse is a squat, two-story structure made of fieldstone that sits in an out-of-the-way portion of the Walcrest estate. The guesthouse boasts its own kitchen, stable, and walled garden, as well as a staff of two chefs, three housekeepers, two guards, three stable hands, and its own head mistress. When visiting dignitaries and wealthy merchants visit the Walcrest family and the visitors are either very important or the Gull and Moon Inn does not have a room available, they stay here. Eight bedrooms, two dining rooms, an indoor bathhouse, and a small library provide maximum comfort for those who visit the Walcrests.

Currently, the guesthouse is temporary home to the Cumasti Prince Jirkia Callimrrin and his ten Cumasti guards. The prince also has a retinue of several servants and assistants who help during his stay. They have been staying with the Walcrest family for a little more than five days.

Getting in to see Prince Jirkia is a matter of propriety. Characters need to speak with the Prince's guards or arrange an appointment through Thendyr. Prince Jirkia hosts the characters on the evening of their request, as long as they come unarmed. He can answer the following questions:

• *What kind of business does a prince of the Cumasti elves have within a human city?* “We came to Newgate to lay the groundwork for further trading relations with the Walcrest family. Currently, the Walcrest family helps the royal family at Ringlo Hall export Cumasti Nectar, a sweet drink made of a variety of fruits, to the Kingdom of Blackmoor.”

• *Do you know why thralls of the Egg of Coot would be seen around the Walcrest compound in the middle of the night?* “I know nothing about thralls or the Egg of Coot, but my guards reported seeing three strange individuals leaving a back door of the main house this morning before dawn. I thoroughly questioned the guards about the incident, and they said there was nothing else to report. I always thought humans were odd.”

• *Is there any opposition along the route from Newgate to Bramwald?* “Raiding parties of goblins and orcs have increased in the southern and eastern portions of the elven forest, especially within the regions that border with the Stormkiller Mountains. We receive occasional reports of beastmen and other beast races, but they are sporadic, and no evidence has been found to support these accounts.”

• *Where did High Lady Simone Walcrest go?* “When she left this morning, she said that she was going to Jackport on a personal matter. She seemed very flustered, and I believe that there was either a serious problem with a shipment through Jackport or she was upset about a matter a little closer to her heart.”

Prince Jirkia Callimrrin, male elf (Cumasti) Nob3:
hp 10.

Part Two: On the Road to Bramwald

A few of the thralls' beastman cohorts may jump the PCs are they travel on the road from Newgate to Bramwald. Depending on the number of characters in the party and their level makeup, this could be a quick encounter or a deadly end to their young lives. Follow the instructions for Random Wilderness Encounters above to determine if an encounter takes place. In addition to random encounters, the following staged encounters occur sometime during their journey.

Encounter 1: Ambush (EL 1–4)

A group of beastmen waits in ambush for the characters are a little more than a day from Bramwald. Characters can avoid surprise by making successful Spot checks opposed by the beastmen's Hide checks (+6); the beastmen receive a +2 circumstance bonus on their Hide checks due their preparation. The beastmen have orders to attack Lady Chelsa (they have her description). The number of beastmen depends upon the party's strength; use the most appropriate group from those listed below:

EL	Encounter
1	1 Beastman: hp 6. 1 Goblin: hp 5
2	1 Beastman: hp 6. 3 Goblins: hp 5 each.
3	3 Beastmen (2): hp 6 each.
4	3 Beastmen: hp 6 each. 3 Goblins: hp 5 each.

Tactics: The beastmen and goblins have orders to eliminate Lady Chelsa, but focus their attacks on characters with weapons and spells.



Ties that Bind

If the characters defeat the beastmen and search the bodies, they discover a note detailing the beastmen's orders and describing how, if they stop Lady Chelsa from reaching Bramwald, they are to meet "the thralls" at "the shadow port in Jackport."

A DC 18 Knowledge (arcana) check allows a character to understand the nature of "the thralls." Refer to **Chapter 8: Monsters of Blackmoor** for more information about thralls of Coot.

Encounter 2: Tracks Near Bramwald

Less than a mile to the west of Bramwald, unusual tracks dot the road. Any character can spot these tracks with a DC 19 Search, Spot, or Survival check. A character with the Track feat who makes a successful DC 15 Survival check knows that these tracks were made by numerous humanoids, some of which appear to have been beastmen, while the rest were made by booted humanoids. (The thralls and their beastmen cohorts passed this way one day ago.)

Part Three: Bramwald

The city of Bramwald is the capital of the barony of the same name. Though Bramwald is officially opposed to many of Blackmoor and King Uther's plans for the region, Bramwald's leaders and people are sympathetic to the kingdom's plight and secretly harbor good feelings toward Blackmoor. Merchants from Newgate, Erak (a small town to the east), Jackport, and Archlis travel through and do business in Bramwald, especially with the dwarves in the dwarven quarter. For more information about Bramwald, consult **Chapter 4: The Kingdom of Blackmoor**.

As a major city, Bramwald has all the standard commodities, both magical and mundane. The dwarves with which Lady Chelsa is to meet reside in the Axe and Ale Inn in the dwarven quarter. The players will have the opportunity to visit the Temple of Odir in the east quarter of the city for healing. They may be in a hurry to get to the dwarves at the Axe and Ale Inn, which is located in the Dwarven Quarter in the southern portion of the city of Bramwald, before the dwarves return to the Regent of the Mines, to the south.

The Axe and Ale Inn

The Axe and Ale Inn is the jewel in the crown of Bramwald's dwarven quarter. Built to suit dwarves' stature and tastes, the Axe and Ale is three stories high. Ceilings are only between six and seven feet high. The inn's common room dominates the first floor, and thick oak doors separate six private dining rooms from the common room. The three dining rooms on the inn's south side have a good view of the South Channel, while the north dining rooms look out over the dwarf commons: a fountain square known for its dwarven entertainers.

The top two floors of the Axe and Ale Inn contain modest rooms. The rooms on the second floor are private single rooms, each with a small bed (cramped for a human-sized creature), a dresser, floor mirror, washbasin, reading chair, and a fireplace. The rooms on the third floor are split into two groups, both private rooms like those on the second floor and "human-sized" double rooms each with two cots, a washbasin, a fireplace, two straight-back chairs, and a small table.

The Axe and Ale Inn has one of the largest selections of drinks in all of Bramwald, most of which are of dwarven origin. The food is of moderate quality for a low to moderate cost, served in heaping portions. Stables are available to anyone who wishes to stay the night. The proprietor of the Axe and Ale is a stout dwarf from the Crystal Peaks named Jekka Bretwold. Jekka dislikes non-dwarves and shows it by charging his non-dwarven patrons double for their rooms. Refer to **Table 9-3: Ale and Axe bill of fare** for a listing of drinks, meals, and services that can be purchased at this inn:

Thane Cormun Valdace and his assistant, Counselor Vargis Dundle, wait for Lady Chelsa near one of the inn's private dining rooms. Counselor Dundle is the first to notice Chelsa as she walks through the door. Lady Chelsa wishes to speak with the dwarves alone, and no amount of pestering allows the characters to enter the private room while they discuss the trade charter. Numerous dwarves (20) lounge about in the common room, with daggers, swords, and axes propped nearby — this should be enough to keep the characters from causing too much of a row.

The private room has a window to the common room, allowing the characters to keep an eye on the proceedings if they wish. After a few minutes, any character watching the negotiations can attempt a DC 14 Sense Motive check. If this check is successful, the character observes that the discussions are going very badly. Lady Chelsa looks upset and surprised, and the dwarves look angry. Whether



Ties that Bind

they noticed this or not, , Lady Chelsa soon waves the characters to join her in the room. If the characters enter, read or paraphrase the following:

Lady Chelsa and the two dwarves sit at the long table, facing each other. With a resigned look on her face, Lady Chelsa bows her head in defeat.

“My companions,” she begins, “it is my pleasure to introduce you to his lordship, Thane Cormun Valdace, son of Drogan, son of Feldar.” She gestures to the dark-haired dwarf sitting across the table to her right. He is dressed in a brocaded vest made of crimson velvet, stitched with thread-of-gold. His only jewelry is a ruby and gold ring on his left index finger.

“And this,” she continues, “is his honorable advisor, Counselor Vargis Dundle, son of Richen, son of Brom.” Dressed in a deep blue robe, the sandy-haired dwarf nods at you.

“I have already told the thane and the counselor of your deeds on our journey, and we may have additional need of your services. It seems that agents of an unknown faction were already here and have carried away the gemstones I was to acquire. When these agents arrived, they had a charter with the seal of my house and that of the Wizards’ Cabal, so the honorable representatives turned the goods over to them. The false representatives also claimed that I would be bringing payment for the goods, but they needed to leave immediately to get the gems aboard ship to return to the Wizard’s Watch.”

“We found this strange,” says Thane Cormun, “since we believed that the gemstones were to return to the city of Blackmoor. But they had the charter and were very persuasive. So we let them have the gemstones.”

Lady Chelsa sighs. “The honorable representatives and the house of Walcrest wish for you to find these imposters and to retrieve the gemstones. Will you do this for us?” She looks almost in tears as she finishes the question, biting back a sob.

Table 9-3: Ale and Axe Inn bill of fare

Type	Description	Cost
Drink	Black Tea	1 cp/kettle
Drink	Booh Brandy	1 sp/glass
Drink	Dwarven Crystal Lager	1 cp/mug
Drink	Dwarven Ghost Ale	2 cp/mug
Drink	Dwarven Grog	1 cp/mug
Drink	Dwarven Ninehead Stout	1 sp/mug
Drink	Newgate Amber Wine	5 sp/glass
Meal	Evening Meal	1 sp
Meal	Fried Potatoes and Beef Platter	4 cp
Meal	Highsun Meal	3 cp
Meal	Morning Meal	2 cp
Service	Private Dining Room	1 gp
Service	Room	1 sp/night
Service	Stable	1 cp/night

The imposters who collected the gems were the thralls. They secured the note and the Walcrest family seal from High Lady Simmone just before she left. The characters are free to ask the representatives and Lady Chelsa for any information they may have. They can answer the following questions:

• **Can you describe the imposters?** There was a dwarf, a halfling, an elf, and a human. They had strange blue eyes.”

• **Do you know anything about thralls?** Counselor Vargis answers this question. “Thralls work for the Egg of Coot, collecting arcane magic.”

• **Which way did they go?** “If these imposters wanted to board a ship to the Wizard’s Watch, there are only a few places they could go: Newgate, Blackmoor, Maus, or Jackport. If they went to Newgate, you would have run into them on your way to Bramwald. Blackmoor is home to too many members of the Wizards’ Cabal and is too far away, Maus is the largest city in the kingdom and has a huge port but is also far away. Jackport, however, is on the North Sea and only a few days to the northeast. That’s where I’d put my money.”

• **Can we see the two charters?** The Counselor and Lady Chelsa hand over the two charters so that the characters can study them. A close inspection (DC 18 Knowledge (arcana) check) reveals that the crest of the Wizards’ Cabal

Ties that Bind



is authentic. (It was stolen from Sir Malingate when he was attacked, though he did not realize it). A DC 16 Knowledge (local) check reveals that the wax and the watermark on the parchment come from Jackport. Lady Chelsa attests that all of the Walcrest family's stationery supplies come directly from Blackmoor.

Characters who have collected any of the notes from either the beastmen encounter (**Part Two, Encounter 1**) or any of the random beastman or goblin encounters (see **Random Wilderness Encounters**) have enough material to compare the handwriting; a DC 16 Forgery check reveals that all of the notes were written by the same person: High Lady Simmone Walcrest.

• *How are they transporting the goods, and what are the goods carried in?* “The thralls carried away the materials in a horse-drawn cart yesterday morning. There are two magically locked and trapped chests, and four iron-reinforced wooden crates. The chests contain the gemstones, and the crates contain iron ore.”

• *Are you paying us anything for this?* The dwarves look a little offended, but Lady Chelsa says, “Of course. I can double the price I offered you earlier.”

If the PCs agree to help, the dwarves and Lady Chelsa thank them and bid them make haste. “We shall wait here for you return,” says Chelsa. “I pray you bring good news.”

If the characters ask around (DC 10 Gather Information check) in Bramwald, they discover that several townsfolk did indeed notice three individuals with glowing blue eyes.

They arrived in Bramwald the night before last and left yesterday morning with a cart full of crates. They traveled north, toward Jackport.

Thane Cormun Valdace, male dwarf Exp7: hp 30.

Counselor Vargis Dundle, male dwarf Wiz3: hp 8.

Encounter 2: The Temple of Odir

The temple to the King of Gods is a glorious building to behold. It stretches across three city blocks and stands seven stories tall with bronze domes and gilded windowpanes. This temple is open to all those who seek safe harbor, guidance, or healing.

The temple of Odir offers a variety of goods and services to those who seek aid.

When the characters arrive at the temple, a young priest named Stimble Olidam meets them. He will cast all needed spells from the above list and can answer a few questions regarding the thralls and the dwarven delegates from the Regent of the Mines. He knows the following information:

• *Do you know where we can find the Axe and Ale Inn?* The Axe and Ale Inn is on River Lane in the Dwarven Quarter of town.

• *Have four strange people come through town lately?* Brother Olidam recalls seeing four people with strange blue eyes arrive in town the night before last. He believes that they left yesterday morning with a cart full of crates that they did not have when they entered town.



Ties that Bind

Brother Stimble Olidam, male human (Thonian)

Clr5: hp 22.

Part Four: On the Road North

Traveling on the road from Bramwald to Jackport is very quick, as the road is in good condition. Follow the instructions for Random Wilderness Encounters above to determine if an encounter takes place. In addition to random encounters, the following staged encounters occur as the characters travel toward Jackport.

Encounter 1: The Fallen Farmers

Any character who succeeds at a DC 17 Spot check notices the following:

You can faintly see wisps of gray smoke over the crest of the next hill. The countryside is deathly calm, except for the distant crackle of a fire.

When the characters crest the hill, they see two wagons in flames and seven corpses of men dressed in farmer's clothing. The corpses of the two horses that pulled the wagons are smoldering beneath the overturned wagons. It appears that these farmers were bringing food to market in Jackport when they were attacked.

This encounter foreshadows the beastmen ambush (see below). Characters may notice numerous axe and claw marks in the wagons and the farmers' corpses (DC 16 Search or Spot check). A character with the Track feat can make a DC 16 Survival check to discover tracks leading north. A DC 18 Survival check reveals that these tracks were made by a group of beastmen in the last 24 hours.

Encounter 2: Ambush at the Sea Bandits (EL 1–4)

Less than an hour south of Jackport, the road comes to a bend and follows the edge of an oceanside cliff. To the left of the road, on the inland side, is a group of boulders. A DC 18 Knowledge (local) check reveals that these boulders are also called the Sea Bandits because bandits often use this spot for an ambush. The same group of beastmen that attacked the farmers waits to ambush the party here. The characters can avoid surprise by making Spot checks opposed by the beastmen's Hide checks (+6, with a +2 circumstance bonus). Select an appropriate encounter from the following list:

If the characters defeat the beastmen and search the bodies, they discover a note detailing the beastmen's orders to meet "the thralls" at "the shadow port in Jackport."

Part Five: Jackport

After the ambush at the Sea Bandits, the last hour of the trip to Jackport is uneventful. Guards sit in booths to either side of the gate, playing dice and not paying any attention to those entering or leaving the walled city.

Inside the wall, the noise and smells of city life assault the characters like an incoming tide. The characters do not have much time — from one to three hours — before a member of the local thieves' guild finds them.

Encounter 1: The Guild

Between one hour and three hours (choose or roll 1d3) into their stay in Jackport, read or paraphrase the following:

A dirty, lowborn, human youth approaches you from an alley. His clothes are ragged and stained, his hair greasy and unwashed. "G'day, masters," he grins, revealing a mouth of yellow teeth. "I be Kalen, da Snitch of Maus. I gots some info-mation fo' yours, if yer willin' to pay for it. Yeh ask me a question, an' then I tell yeh how much it'll cost. You pay, I tell."

Kalen represents the local thieves' guild, and makes his living, pitiful as it is, by selling and trading information. He knows a lot. A DC 15 Diplomacy or Intimidate check causes him to cut his prices by half, but no more.

Kalen can answer the following questions, at the indicated prices:

• **Do you know where we can find High Lady Simone Walcrest?** "The high lady is in Jackport, but not 'in' Jackport. She is hides in the shadows." (2 gp)

• **Have you seen the three thralls?** "Ah yes. They have gone underground. They use an abandoned shadow port under da city to go out to open water." (5 gp)

• **Do the thralls have any beastmen with them?** "Beastmen and the other beast races are not allowed into the city. However, the thralls could always smuggle some in." (Free)

• **Where did the thralls go "underground?"** "At the Font of Dolphins, in the southwest corner of the city." (5 gp)

• **How long have the thralls been in Jackport?** "'bout two days." (1 gp)

• **What have the thralls been doing since they got here?** "According to my sources, the thralls have arranged for a boat to leave the shadow port on the tide tonight. That's about two, three hours from now." (1 gp)



Ties that Bind



• **Why are you helping us/giving us this information?** “I represent the thieves’ guild o’ Jackport, and we don’t want competition with the Egg of Coot. Whatever that infernal thing is, it won’t give us a cut of the spoils.” (Free)

• **How do you know us?** Kalen grins. “I’m wit the thieves’ guild, mates. We know lots. This is *our* city, after all.” (Free)

• **Where is High Lady Simone Walcrest hiding?** “Now, I been paid to keep that info quiet. You cough up more ‘n 500 gold, then I can tell yeh.” If the characters pay up, threaten (DC 15 Intimidate check), cajole (DC 15 Diplomacy check), he says, “She is also hiding in the shadow port under the Font of Dolphins.”

• **Can you lead us to the Font of Dolphins?** “Sure.” He does it for 5 gp.

Once Kalen has been paid for all the information, he leads the characters to the Font of Dolphins. This journey takes nearly half an hour. If the characters do not know that the thralls are leaving on the tide tonight, Kalen tells them so at the Font.

Encounter 2: Font of Dolphins (EL 1)

When the characters reach the Font of Dolphins, read or paraphrase the following:

A large fountain, carved from black stone, stands in the middle of a vacant, dark square. Cracked buildings and boarded windows face the square on all sides. Only the occasional barking dog or a cry from a sea bird breaks the silence.

Fish and dolphins are carved across it’s the fountain’s face. Its benches and basin are cracked, and plaster has fallen from them in large chunks. The basin is empty and bone dry, with four fist-sized drains at each of the cardinal directions.

The fountain hides a secret door (DC 18 Search check to find). The mechanism to open the door is a leaping dolphin in the midst of a school of fish. The door is trapped; unless the character presses several small fishes before attempting to open the door, a poisoned needle stabs him in the thumb.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; bypass (DC 25 Search); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 19; Disable Device DC 19.

Part Six: Sewers Under Jackport

When the party opens the Font of Dolphins, they can descend a tightly spiraling staircase that leads into the lonely depths of Jackport’s sewer system. This section of sewers is walled off from the rest of the system, and many dead ends or cemented iron bars are found throughout the area. This area was once a meeting place for a criminal



Ties that Bind

known as Skandros “the Strangler” and his anarchist guild. Skandros and his followers used this location as a base of illegal operations in the North, far away from Blackmoor’s prying eyes. Skandros fled west when The Great Svenny and Blackmoor’s Regency Council shattered his ring of cutthroats and assassins, leaving behind this easily defended shadow port under Jackport’s South Dock.

Dungeon Features

Corridors are 10 feet wide and 6 feet high and made of reinforced masonry. Rooms are 6 to 8 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Sewage and murky water, between 6 inches and 1 foot deep, stands in the rooms and hallways. Ingesting the water is incredibly stupid and has the possibility of infecting the drinker with sewer fever. All doors are iron, unless noted otherwise.

Reinforced Masonry Walls: 1 ft. thick; break DC 45; hardness 8; hp 180*; Climb DC 15.

Iron Door: 2 in. thick; hardness 10; hp 60; break DC 28; Open Lock DC 28..

Sewer Fever*: Ingestion; DC 12 Fortitude save resists; incubation 1d3 days; damage 1d3 Str, 1d3 Con.

* per 10-ft.-by-10-ft. section.

The thralls have taken refuge in this forgotten shadow port with High Lady Simmone Walcrest. The high lady has already arranged for a small boat to leave from the dock in **Room 9** for the city of Archlis, on the North Sea. If the thralls and the high lady load the gemstones and board the boat, they escape. Secretly keep track of the amount of time the characters are in the underground safe house. After 2 hours (about which Kalen may have warned them), the thralls load into the boat and begin their escape. High Lady Walcrest and the thralls take 5 minutes to clear the east wall in **Room 9**. Refer to **Room 9** for more information about the final encounter.

Random Encounters

Roll for a random encounter every 30 minutes. An encounter has a 10% chance to occur; you may increase this chance or roll for additional encounters if the characters are being especially noisy (i.e., trying to break down a door, arguing loudly, and so forth).

Use the following table to resolve a random encounter. Rarely does a random creature encountered in a dungeon fight to the death; creatures flee if reduced to half their hit points or fewer.

d%	Creature
01–03	1d3 medium monstrous centipedes
04–13	1d4 dire rats
14–30	1d3 small monstrous spiders
31–40	1d3 goblins*
41–52	1d4+2 kobolds*
53–71	1d4+1 tiny viper snakes
72–80	1d3 orcs*
81–85	1 spider swarm
86–90	1d4 human warrior skeletons
91–100	1d3 beastmen*

* These creatures work for the thralls. They fight to the death.

Location A: Rusted Bars (EL 2)

This was once the edge of this safe house’s boundary, and a series of rusted iron bars blocks the hallway. They are cemented into the walls, floor, and ceiling. If a character touches the bars, she triggers a trap.

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Rumors tell that one of Skandros’ lieutenants carried a magic item that allowed him to pass through bars as if they were made of air. Because the trap resets automatically and activates when any object touches the bars, bypassing them is nearly impossible. If you allow the characters to pass beyond the bars, the hallway leads into Jackport’s main sewer system.

Location B: Cesspit (EL 2)

At the bend in this corridor is a blocked-up cesspit. The water is murky and matches the color of the floor. The only cues to its are small bubbles floating to the surface (which DC 18 Spot check or a DC 20 Listen check reveals). Characters who fall in risk sewer fever.

Submerged Cesspit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep; multiple targets (first target in each of two adjacent 5-ft. squares); liquid; Search DC 10; Disable Device DC 17.

Location C: Out of the Muck (EL 1)

A low set of marble stairs leads up out of the mucky water, approaching **Room 6**. A strand of razorwire is strung across the hallway halfway up the stairs. The stairway is 10 feet long and rises 5 feet from the floor of the main hall—high enough to bring the characters out of the water.



Ties that Bind

Razorwire Trap: CR 1; mechanical; location trigger; no reset; Attack +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.

Room 1: Flooded Storage Room 1

This storage room contains moldy wooden crates and boxes that Skandros' men left behind. Characters opening the crates discover piles of waterlogged mush that were once bolts of cloth, paintings, and beautiful rugs.

Room 2: Flooded Chamber 1

This small room contains the remnants of three cots, soggy with sewer water and ready to break under any weight. Nothing of value is in this room.

Room 3: Flooded Chamber 2

Rusted bits of weapons, armor, and shields are scattered among the room's crates, bags, and barrels. Hidden against the south wall, under the water, is an iron strongbox that has withstood the ravages of time and water (DC 20 Search check to find). The box is partially corroded and is rusted shut (hardness 2; hp 5; break DC 18).

Rusted Strong Box: Hardness 10; hp 5; break DC 18. Inside the box is a +2 *dagger* that glows with a powerful green light. On the hilt of the dagger is a symbol showing a large shield with a crossed handaxe; A DC 15 Knowledge (nobility and royalty) check (reveals that this symbol belongs to the noble Arthous family of Blackmoor).

Room 4: Flooded Chamber 3 (EL 1)

A small family of dire rats has adopted this room as their lair. They have been breeding in this room since before Skandros' men left and steal small, shiny trinkets that they return to the lair. A DC 13 Knowledge (nature) check reveals various signs of rodent habitation (droppings, holes in the crates, and so forth). The rats attack if the PCs disturb their nest (a barrel in the northwest corner).

Dire Rats (4): hp 5 each.

Room 5: Flooded Shrine (EL 1)

The door to this room is locked (see above for Open Lock DC). This forgotten shrine is dedicated to Thanatos, the god of evil, destruction, and time. Skandros and his men adhered closely to Thanatos' edicts. This small shrine may be forgotten, but it is not empty. A single, starving ghoul, once this temple's priest, resides here, insane from years of seclusion.

Ghoul: hp 20.

The locked door kept the shrine safe from the water, but not from the maddened ghoul. Most of the room's contents are either ripped apart or broken. A few intact items, dedicated to Thanatos, lie on the altar. **Treasure:** A vial of black adder venom, a masterwork short sword, a *potion of cure light wounds*, and a scroll with to *cause light wounds* spells.

Room 6: Iron Crypt (EL 2)

Behind the locked door lies an iron crypt, final resting place for two of Skandros' most loyal followers. When any living being enters this chamber, eleven torches (two on the south wall, four on each of the east and west walls, and one at the apex of the north wall) burst into flame. The torches are cemented into the walls and are ignited by a combination of *alarm* and *pyrotechnics* spells. The chamber has a high vaulted ceiling, reaching nearly 20 feet high in the center, and features different architecture than the rest of the shadow port. A DC 15 Craft (stoneworking) check reveals that this chamber was built much earlier than the rest of the complex.

Several chests stand against the east wall. Thieves broke their locks and ransacked them years ago.

At the room's south end are two plain iron coffins. Each is locked (DC 25 Open Locks) and trapped.

Scything Blade Traps (2): CR 1; mechanical; location trigger; automatic reset; Attack +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

Treasure: Inside each coffin is a human skeleton with its hands left in an obscene pose. A small ruby (100 gp) lies in each skeleton's mouth. The west coffin also contains 100 gp, 7 flasks of acid, and a *potion of cure light wounds*, while the east coffin contains 60 gp and a suit of masterwork studded leather armor.

Room 7: Flooded Chamber 4

The waterlogged wooden frame and mildewed mattress of a large feather bed are all that remain in this room.

Room 8: Flooded Chamber 5

Four bunk beds are tipped over into the water in this room. Searching the room (DC 25 Search check) reveals a small, waterproof bone scroll tube (worth 25 gp clean) wedged in the wall, under the waterline. In the tube is an anonymous note that reads simply: "Skandros — Pull your men out of the shadow port and into the Iron Hills!"

Room 9: Shadow Dock (EL 6)

If the characters run out of time, no one is here. If the characters reach this room with only a few minutes to spare, the thralls and High Lady Simmone are on board the boat and heading for the southeast corner of the room



Ties that Bind



where a tunnel leads out into the open sea. If the characters reach this room with plenty of time left, read or paraphrase the following:

This room bears the pungent aroma of sea air. A tall woman with dark tresses and a flowing gown directs several figures as they load crates onto a boat.

The tall woman is High Lady Simone Walcrest, and the other three are the thralls. They are loading the chests of gemstones and crates of iron ore onto the boat. If the characters are quiet (Move Silently checks opposed by their enemies Listen checks) and remain hidden among the columns in the room (+4 circumstance bonus on Hide checks), they can surprise the group.

Tellian Fore, male Docrae thrall of Coot Rog1: CR 3; Small aberration (halfling); 1d6+6; hp 12; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk/Grpl +0/-1; Atk/Full Atk +4 melee (1d4+3/19-20, short sword), or +3 ranged (1d6/19-20, light crossbow); SA sneak attack +1d6; SQ thrall of Coot qualities, Docrae racial traits; SV Fort +1, Ref +6, Will +6; AL NE.

Str 16, Dex 17, Con 11, Int 13, Wis 17, Cha 10.

Languages Spoken: Bestial, Common.

Skills and Feats: Balance +7, Diplomacy +4, Forgery +5, Hide +11, Knowledge (arcana) +9, Listen +9, Sense Motive +9, Sleight of Hand +7, Spellcraft +9, Spot +7, Tumble +7, Use Magic Device +8; Iron Will, Toughness, Weapon Finesse.

SQ — Thrall of Coot qualities: See the thrall of Coot description in **Chapter 8: Monsters of Blackmoor** for details.

Possessions: +1 studded leather armor, masterwork short sword, light crossbow, 20 bolts, *potion of alter self*, *potion of cat's grace*, *potion of eagle's splendor*, *potion of haste*, *potion of nondetection*, 485 gp.

Moorley Wyrmslammer, male dwarf thrall of Coot Ftr1: CR 3; Medium aberration (dwarf); HD 1d10+6; hp 16; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grpl +1/+6; Atk/Full Atk +8 melee (1d6+6/18-20, scimitar), or +1 ranged (1d8/19-20, light crossbow); SQ thrall of Coot qualities, dwarf racial traits; SV Fort +5, Ref +0, Will +0; AL NE.

Str 20, Dex 11, Con 16, Int 11, Wis 7, Cha 9.

Languages Spoken: Common, Dwarven.

Skills and Feats: Climb +3, Handle Animal +3, Knowledge (arcana) +8, Spellcraft +8, Use Magic Device +7; Improved Initiative, Iron Will, Toughness, Weapon Focus (scimitar).

Possessions: +1 scimitar, light crossbow, 20 bolts, breastplate, heavy wooden shield, black pearl (700 gp), bloodstone (40 gp), tiger eye (10 gp), 70 gp.

Phyllin Thoddin, male Cumasti thrall of Coot Sor1: CR 3; Medium aberration (elf); HD 1d4+5; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grpl +0/-2; Atk/Full Atk -1 melee (1d8-2/19-20, masterwork elven longblade), or +1 ranged (1d4-2, sling); SA magical



Ties that Bind

puissance, spells; SQ familiar, thrall of Coot qualities, Cumasti racial traits; SV Fort +4, Ref +2, Will +5; AL NE.

Str 7, Dex 10, Con 14, Int 12, Wis 13, Cha 17.

Languages Spoken: Bestial, Common, Elven (Cumasti).

Skills and Feats: Concentration +6, Craft (alchemy) +5, Knowledge (arcana) +13, Spellcraft +9, Use Magic Device +11; Iron Will, Lightning Reflexes, Toughness.

Sorcerer Spells Known (5/4, DC 13 + spell level):
0th—*dancing lights, light, prestidigitation, read magic*;
1st—*magic missile, shield*.

Possessions: Masterwork elven longblade, sling, 20 sling bullets, 2 *potions of clairaudience*, scroll of *alarm*, 161 gp.

Sinister, Phyllin's rat familiar: hp 4. (See the *PHB*, Chapter 3: Classes, *Familiars* for more information on familiars.)

High Lady Simmone Walcrest, female High Thonian Nob1/Sor1: CR 2; Medium humanoid (human); HD 1d6+1d4; hp 8; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grpl +0/-1; Atk/Full Atk +0 melee (1d6-1/19-20, short sword); SA spells; SQ High Thonian racial traits, 1 nobility point; SV Fort +0, Ref +1, Will +4; AL NE (NG).

Str 8, Dex 13, Con 10, Int 10, Wis 11, Cha 17.

Languages Spoken: Chale, Common.

Skills and Feats: Diplomacy +10, Disguise +7, Gather Information +7, Knowledge (arcana) +5, Listen +6, Profession (merchant) +4, Spellcraft +5; Improved Initiative, Noble Blood, Skill Focus (Diplomacy).

Sorcerer Spells Known (5/4, DC 13 + spell level):
0—*dancing lights, detect magic, light, read magic*; 1st—*mage armor, magic missile*.

Possessions: Masterwork short sword, various pieces of jewelry (250 gp total).

Brighteyes, Simmone's owl familiar: hp 4. (See the *PHB*, Chapter 3: Classes, *Familiars* for more information on familiars.)

Tactics: High Lady Simmone casts *mage armor* and yells "intruders!" while Phyllin casts *shield* and Tellian downs his *potion of haste*. Moorley Wyrmslammer has his hands full with a heavy crate of iron ore and must set it down (a full round action) before drawing his weapon. Moorley rushes into melee as soon as possible; Tellian does the same after drinking his potion. Simmone then casts *magic missile* at a fighter-type character and Phyllin

casts *burning hands* at an enemy spellcaster. The high lady and Phyllin cast their spells before drawing melee weapons and entering the fray.

The thralls fight to the death, though High Lady Simmone does not. If the player characters slay two or more thralls, she surrenders. Since she cannot swim, she also surrenders if she is pushed into the water, begging to be saved (the water is only 6 feet deep here).

Conclusion

This adventure has many possible outcomes; the most significant are:

- **High Lady Simmone Walcrest dies in the final confrontation.** The Walcrest family, notably Lady Chelsa, wants the player characters to return her mother's body for burial. Since Chelsa is not with the characters when they confront her mother, they must explain the situation and circumstances of her mother's death. Since High Lady Simmone is the matriarch of a powerful noble merchant house in the Kingdom of Blackmoor, her death does not go unnoticed among the nobility, and the nobles launch numerous investigations to discover the true manner of her death. These investigations could implicate the characters as murderers or saviors, depending on the intentions of the house doing the investigating. Bringing Lady Chelsa, the body of Simmone, and the gemstones to the Wizards' Cabal and Blackmoor's Regency Council go a long way in proving the PCs' innocence.

- **High Lady Simmone Walcrest escapes the characters.** If the high lady escapes, the PCs earn a powerful enemy. The seeds of the thrall of the Egg of Coot are laid within her and have the potential to make her a dangerous foe. She attempts to find her daughter and eliminate her, as well as spread rumors of the characters' involvement with the attack on her own person.

- **High Lady Simmone Walcrest surrenders.** If the PCs heal Simmone and complete the delivery of the gemstones to the Wizards' Cabal in Blackmoor, they earn the eternal gratitude of House Walcrest. The player characters should take special care to avoid revealing the high lady's sorcerous secret to the Cabal; if the Cabal discovers this information they imprison the high lady immediately.

Adventures await the characters down every road and behind every tree; all they have to do is look for them. Aligning themselves with a powerful noble house, the Wizards' Cabal, or the Regency Council could launch their adventuring careers and make them heroes. Afridhi occupy the Duchy of Ten, the horsemen of the Plains of Hak search for a legendary weapon, the Westryn elves are poised on the brink of destruction in the Spirit War, and the Egg of Coot stirs on its monster-filled island; where will your legends be forged?



Appendix

This section contains some charts and tools to help the GM run adventures within the realm of Blackmoor. The information contained in this section is only a beginning, but should get your game in gear.

Adventure Ideas

This section contains a quick fifty ideas for getting your game moving or changing direction when the players catch the gamester off guard.

1. Investigate recent sales of counterfeit magic items in Blackmoor City.
2. Smuggle a low level sorcerer out of Blackmoor.
3. Seek out and expose an Afridhi spy within the government.
4. Destroy a recently formed cult of the Egg of Coot within Blackmoor.
5. Investigate recent demonic summonings at the University of Blackmoor.
6. Participate in the King's Day activities in Blackmoor for a prize.
7. Help a female troll find her long lost halfling wizard lover on Kissing Day.
8. Rescue gnomish inventors from clockwork inventions gone awry.
9. Verify reports of ancient machines at a sunken site near the Bay of Blackmoor.
10. Investigate reports of ruby colored lightning at the top of the Spine of the Dragon.
11. Deliver a message of peace from the Regency Council to Robert the Bald at Clouttop.
12. Study mounted combat with Peshwah Na Shepro, the Baron of Dragonia.
13. Organize and support rebellion sympathizers in Bramwald.
14. Find an artifact in the hills of Ten before a competing Afridhi expedition.
15. Deliver a magical musical instrument from Blackmoor to a group of halfling troubadours in Vestfold.
16. Declare the winner between two famous half-orc chefs in the South Pim annual cookoff.
17. Impersonate a female halfling merchant to thwart an assassination attempt in Newgate.
18. Find Marfeldt the Barbarian and live to tell the tale.
19. Investigate the belived relationship between the sea shanty "Six Mothers and their Oars" and the frequent appearance of Water Elementals near Archilis.
20. Rebuild a portion of Erak that was destroyed by a recent herd of rampaging gorgon.
21. Help drive a herd of Grazers acrossed the High Hak.
22. Expell a infestation of vermin in town of Glendower.
23. Capture a dire tiger on Tiger Island.
24. Rescue the Mayor of Kenville who was abducted by beastmen.
25. Adventure to help a bankrupt alchemist in City of Maus complete a project.
26. Stop a shambling mound uprising in the swamp town of Lake Gloomy.
27. Investigate rumors surrounding the possible discovery of the bow of Hadeen in the barony of Dragonia.
28. Escort the incoming freshman class of Wizards' Cabal.
29. Defend the Wizards Watch from attack by Thralls of the Egg of Coot.
30. Stop the Orcs of the Black Hand from raiding supply caravans between Williamsfort and Bramwald.
31. Rescue a docarac cleric believe lost in the swamp.
32. Fetch a dirtclod for a Blackmoor Regent.
33. Investigate rumored Afridhi raiding parties that have crossed the Misagua River.
34. Escort a Blackmoorian Diplomat to the High Hak to begin peace negotiations with the Peshwah.
35. Mediate a prisoner exchange between the Westryn and the Dwarves.
36. Lead a raid on the town of Hanford to free as many Tenians as possible from Afridhi rule.
37. Rescue an imprisoned noble's son who has been charged as a sorcerer by the Wizards' Cabal.
38. Clerics of Tsartha request the rescue of orphaned goblin children from a recent massacre in the Wetwood.
39. Uncover slaver activity in the City of Maus.
40. Placate a rogue Treant who is rampaging in the the southern Redwood forest.
41. Introduce a gnomish diplomat to the great dragon Watchworks at the Old North Watch.
42. Defend a small village near Maus from a Skandaharian raid.
43. Placate an angry wotan who has poisoned the waters of the Sweetwater river.
44. Join or disperse a band of Cumasti rangers who are harassing travelers on the Elf Road.
45. Investigate the disappearance of all female dwarves in the Stormkiller mountains.
46. Find a rare breed of tree long thought lost for a Cumasti druid.
47. Participate in the annual wrestling tournament in Jackport.
48. Exterminate Castle Blackmoor of ghosts.
49. Trailblaze a new trade route from Boggy Bottom to the Gold Road.
50. Expose pirate activity at the Blackmoor city docks.



Random Encounter Tables

To generate a random encounter, first find the area the characters are traveling on one of the following tables. Use the selected table to determine the encounter. Because of the vastness of Blackmoor, only a few of the available regions can be represented here. Feel free to add or modify any of these tables to fit your need.

Booh

The Booh region of the North includes Booh, the Peaks of Booh, the Wetwood, and the Greenwood. When determining the number of creatures and Encounter Level for these random encounters, the GM should consider the size and strength of the party, and proceed accordingly.

Booh Region Encounters

Encounter	Day	Night
Orc	1-3	1-4
Docrae	4	5
Werewolf	–	6
Ash goblin	5	7-8
Treant	6	9
Kobold	7	10
Halfling	8-9	–
Gnome	10	–
Dwarf	11	11
Goblin	12	12-13
Bugbear	13	14
Worg	14	15
Human	15-16	16
Undead	–	17
Beastman	17	18
Thoul	18	19
Skandaharian raiders	19	–
GM's Special (roll on or choose from GM's Choice: Special Monsters table)	20	20

Duchy of Ten

Encounters in the Duchy of Ten are broken down into the following regions: Duchy of Ten, the Wilds of Ten, the Gargoyle Hills, the Barrens of Karsh, the Hills of Ten, and the Brushy Fen. When determining the number of creatures and Encounter Level for these random encounters, the GM should consider the size and strength of the party, and proceed accordingly.

Duchy of Ten Encounters

Encounter	Day	Night
Afridhi	1-7	1-5
Human	8-11	6-7
Beastman	12-13	8-10
Roper	–	11
Undead	–	12-13
Wyvern	14	14
Griffon	15	15
Fiendish dire rat	16-17	16-17
Hobgoblin	18	18-19
Thoul	19	–
GM's Special (roll on or choose from the GM's Choice: Special Monsters table)	20	20



Coastal and swampland encounters

The coastal regions of the North include: the Black Sea, the Bay of Blackmoor, the Bay of Reeva, the Amber Channel, Firefrost Channel, Gorgon Bay, the Shallows, and the North Sea. All inland water areas (rivers, lakes, streams, swamp, etc) use the Inland Waterways Encounters table; the Black Sea, North Sea, Bay of Blackmoor, Bay of Reeva, Amber Channel, and the Shallows use the Coastal Encounters table. When determining the number of creatures and Encounter Level for these random encounters, the GM should consider the size and strength of the party, and proceed accordingly.

Inland Waterways Encounters

Encounter	Day	Night
Nixie	1	1
Merrow	2	2-3
Gatorman	3	4
Scrag	4	5-6
Froglin	5-6	7
Giant Crocodile	7-8	8
Water Elemental, medium	9-19	9-19
GM's Special (roll on or choose from the GM's Choice: Special Monsters table)	20	20

Coastal Encounters

Encounter	Day	Night
Sea hag	1	1-2
Naliseth spawn	2	3
Skandaharian	3-4	4-6
Dragon turtle	5	7
Kraken	6	8
Naliseth	7	9
Merrow	8-9	10-11
Scrag	10-11	12-13
Giant Crocodile	12	14
Storm Giant	13-19	15-19
GM's Special (roll on or choose from the GM's Choice: Special Monsters table)	20	20



Elven Forests

Cumasti and Westryn elves can be found in nearly any forested region. These tables detail typical random encounters among both elven races. When determining the number of creatures and Encounter Level for these random encounters, the GM should consider the size and strength of the party, and proceed accordingly.

The Redwood Forest Encounters

Encounter	Day	Night
Cumasti elf	1-6	1-4
Dragon, gold	7	5
Dragon, silver	8	6
Treant	9-10	7-8
Ash goblin	11	9
Balebourne orc	12	10
Goblin	13	11-12
Unicorn	14	13
Celestial treant	15	14
Halfling	16	–
Half-elf	17	15
Centaur	18	16-17
Tendriculos	19	18-19
GM's Special (roll on or choose from the GM's Choice: Special Monsters table)	20	20

Westryn Forest

Encounter	Day	Night
Gnome	1	1
Orc	2	2-3
Dragon, bronze	3	4
Dragon, green	4	5
Pixie	5	6
Owlbear	6	7
Troll	7	8
Treant	8	9
Docrae	9-10	10
Halfling	11	11
Spider eater	12	12
Goblin	13	13-14
Bugbear	14	15
Centaur	15-16	16
Kobold	17	17
Giant Bombardier Beetle	18	18
Boar	19	19
GM's Special (roll on or choose from GM's Choice: Special Monsters table)	20	20



Mountain Encounters

The Mountain Encounter table can be used to represent potential encounters in any mountainous regions in Blackmoor., including the Stormkiller Mountains, Black Hills, Crystal Peaks, Superstition Mountains, Iron Hills and, the Peaks of Booh .

Mountain Encounters		
Encounter	Day	Night
Orc	1-2	1-3
Bugbear	3	4
Ash goblin	4	5
Half-orc	5	6
Balebourne orc	6	7-8
Dwarf	7-8	9
Goblin	9-10	10-11
Cumasti elf	11	–
Dragon, gold	12	–
Giant, stone	13	–
Beastman	14-15	12-14
Giant eagle	16	–
Dragon, red	17	15-16
Troll	18	17
Undead	19	18-19
GM's Special (roll on or choose from GM's Choice: Special Monsters table)	20	20

GM Special Table

The GM Special Table is used to make those very memorable encounters. Listed are some encounters that might server to create side quests or distractions to keep the party on the edge. The table can be altered to fit the constraints of any campaign.

GM's Choice: Special Monsters

Encounter	d20
Basilisk	1
Giant, any	2
Chimera	3
Unicorn	4
Ghost	5
Pegasus	6
Dragon, any	7
Beastman	8
Arcane warrior	9
Renegade sorcerer	10
Docrae rebel	11
Dragon knight	12
Will-o-wisp	13
Cockatrice	14
Afridhi patrol	15
Counsel spy	16
Rogue automaton	17
Bandit gang	18
Thrall of Coot	19
Golem, any	20



Index

A

Adiel Clan 147
Aeros 167
Afridhi 98, 99, 132, 135, 136, 137, 138,
139, 140, 141, 147, 154, 163, 188
Air Domain 75
Alwyn Morland 171, 172
Amber Channel 230
Animal Domain 75
Arbir 106
arcane focus 72
arcane warrior 30, 31, 32, 71
 spell List 78
Archlis 70, 96, 117, 118
Armor Casting 40

B

Baldin 155
Barons 99
Barrens of Karsh 134, 141
Barrier Swamp 133, 139
Bascom Ungulian 98, 173
Battle of Root River 98
Battle of the Neck 98
Bay of Blackmoor 230
Bay of Reeve 129, 230
Beastman 189
blackguards 46
Blackmoor 74, 96, 110, 114, 116, 134, 137
 history 96
 calendar 102
 church 116
 city life 100
Black Hills 151, 232
Black Sea 230
Blood Lake 118
Boggy Bottom 118, 144
Booh 98, 112, 114, 118-19, 229
born rider (feat) 40
Bortai Clan 147
Bramwald 119, 120, 122, 130
Bram Tagus 174
Briela Clan 147
Brothers of the Greenwood 133, 139
Brother Richard, the Flying Monk 175
Bullova 107

C

Calelrin 155
Castle Blackmoor 115-16
Chamber 155
Chaos Domain 75
Charis 164
clockwork 109, 112
Cloudtop 120
Concentrated Effort 40
Congress of Clans 149
Crystal Peaks 98, 149, 150, 232
Cumasti 11, 14, 15, 16, 99, 141, 144, 145,
184, 231

D

Death 167
Death Domain 75
Deflect Spell 40
Destruction Domain 75
Dhumnon 165
Docrae 11, 22, 23, 98, 128
 docrae outlooks 47, 48
Draco Channel 126
Dragonia 98, 120-21, 186
Dragon Domain 75
Dragon Hills 49, 152
dragon knight 49-50, 52-53
Druid Spells 79
Duchy of Ten 97, 132, 134, 136
Duelist 46
Dwarves 12

E

Earth Domain 75
Egg of Coot 122, 128, 153, 176
Elemental Familiar 58
Elemental Familiars 57
Elemental Spell Focus 41
Elf Road 145, 146
Elgath 155, 156
Elven elemental 53-55
 spell List 56
Elven Longblade 107
Entropy Domain 75
Erak 121, 122
Eschew Materials 72
Esteem Domain 75
Evil Domain 76

F

Faleem Clan 148
Faunus 168
feats 40
Ferros 168
Fey lord 59-61
Firefrost Channel 132, 133, 141, 230
Fire Domain 76
Fiumarra 169
Fletcher William 99
Froglin 196
Fronaus 157

G

Garamond Bolitho 176
Gargoyle Hills 141
Gatorman 197-98
Glendower 122
Gnomes 20, 128
gnomes 19
Goblin, Ash 198
Good Domain 76
Gorrim 165
Grazer 199
Greater Armor Casting 41
Greater Elemental Spell Focus 41
Great Mines 96

Great Svenny 98, 126, 177, 178
Greenwood 143

H

Hadeen 157
Hak 157
half-elves 16, 17
Half-orcs 24
halfling 20, 21, 99
Handmaidens of Zugzul 132
Hanford 96, 137
Healing Domain 76
Heart of Fire Domain 76
Hella 157
Hemgrid 165
Henrin 158
Hersh 158
High Thonians 24-25
Hommett 147
Horseclan of Zah 149
Horsemen of the Peshwah 146
Horse Bond 41
Hydros 169

I

Improved Armor Casting 42
Improved Horse Bond 41
Improved Parry Arrows 42
Infamy 42
Inquisitor 61-63
Insellageth 158
Irfat Clan 148
Iron Hills 152, 232

J

Jackport 123
Jallapierie 178, 179

K

Kadis 159
Kela 166
Kenville 123, 124, 126
Khoronus 159
King's Day 103
Kingdom of Blackmoor 98
Kissing Day 103
Knights of Ten 139
Knowledge Domain 76
Koorzun 164

L

Lake Gloomy 124, 127
Law Domain 76
Leron Clan 148
Lortz Kharnundrhum 98, 181, 182
Luck Domain 76

M

Mage Wars 69, 96
Magic Domain 76
Marfeldt the Barbarian 97, 182



- Maus 125
Mello Feathertoos 183, 184
Menander Ithamis 97, 99, 146, 184
Merchants' Guild 125
Merchant Domain 76
Metal Domain 76
Metal Elementals 191
Metal Subtype 209
Mieroc 166
Miner's Sense 76
Misauga River 131,132, 133, 141
Mounted Acrobatics 42
Mount Kergwailin 153
Mount Uberstar 114, 149, 150, 151
Mwajin 159
mystic theurges 47
- N**
- Naliseth 201, 202
Naliseth Spawn 202-03
Newgate 98, 120, 126
New Subtypes 209
Nobility Domain 77
nobility point 36
Nobility points 35
noble 33-, 35
noble Blood 42
- O**
- Obramdu 149
Obscuration Domain 77
Odir 100, 159
Oktagerm 133, 137, 139
Old North Watch 127
Orc, Balebourne 203
Orcs of the Black Hand 149
Ordana 169
Ornidri Clan 148
- P**
- Pacuun 155, 160
Parry Arrows 42
Pathmeer 166
Peaks of Booh 112, 118, 140
Pelham Wood 144
Peshneath Clan 148
Peshwah 26-27, 99, 100, 121, 132, 141, 148, 153
Peshwan na Leado 146
Peshwan na Shepro 120, 147, 186
Phellia 155, 160
Philo Holbytyn 127
Plains of Hak 133,139
Plant Domain 77
Port Dacoit 96, 118, 135, 138
Protection Domain 77
- Q**
- Qulaami 148
- R**
- Racial Reputation 42
Raelralataen 148, 160
Ramshead 98, 127
Realm of the Egg 97, 98
Redwood 45,144
Regency Council of Blackmoor 99, 129,149, 184, 186
Regent of the Mines 114, 119, 149, 152
Ringlo Hall 45, 145, 146
Robert the Bald 120
Robinsport 96, 125, 135
Root River 126, 140
Rusagern 139
- S**
- Sacwhyne 161
secret language (skill) 39
shadowdancers 47
Shau 166
Shield Attack 43
Shield Casting 43
Shrine of Axmouth 153
Sildonis 99
Silverbell 96,138
Sirk am Peshwah 146
Skandaharian 118, 125, 135, 136, 142, 204
Skelfer's Reckoning 79
Skelfer's Sojourn 96
Skelfer Ard 69, 73, 96
Skelfer Scale of Magical Energy 71
skills 39
Sollus 161
Somhak Clan, 148
Sorcerer/Wizard Spells 79
Southlake 126
South Pim 127, 128
Spell Descriptions 82
Spell Focus 71-73, 96
Spirit Animals 206
Spirit Guide 68
Spirit Warrior 64-66
Spring Equinox 103
Starmorgan 132, 134, 135
Steam Bore 98, 110-11
steam technology 109
Steel Mephit 200
Steppes Charge 207
Stormkiller Mountains 122, 130, 145, 151, 232
Strength Domain 77
Sufz Clan 149
Sun Domain 77
Svale Highfellow 99
Sylvian 170
- T**
- Temple of Id 96
Tenians 126
Terra 170
Terror in Ten 98
Thanatos 161
The ComeBack Inn 116-17
The Coot's Watch 128
The Duchy of Ten 131, 133, 229
The Egg of Coot 176
The Great Dismal Swamp 134
The Hak 146
The Haven Peaks 114
The Kingdom of the Westryn 140
The Northern Revolt 98
The Wizard's Watch 128
Thonian 96-97, 119
Thonians 26
Thonian Empire 98, 101, 119, 131,135
Thoul 208-09
Thrall of Coot 190
Tilla 162
Time Domain 77
Timothy Curlytop 98, 99
Toska Rusa 135, 163
Tower Shield Casting 43
Travel Domain 77
Trickery Domain 77
Tsartha 162
Tyrhm 162
- U**
- Uberstar Khazakhum 96, 98, 99, 149, 150
Unicorn Wood 144
University of Blackmoor 101, 112
Unwanted 96, 141
Uther's Decree 99
Uther Andahar 97, 114, 149, 180, 181
- V**
- Vale of Glenfinan 134
Valley of the Ancients 153
Vestfold 70, 98, 125, 129, 130
Volketh 163
- W**
- War Domain 77
war machine 111
Water Domain 77
Westryn 11,17- 18, 99, 100, 184, 231
Westryn kingdom 143
White Horse 132
White Magic 70, 71, 72, 73
Williamsfort 98, 130
Wizards' Cabal 30, 70, 72, 97, 98, 115, 129
Wokan 36, 37, 38
spell List 80
Wolf Wood 141
Wood Elementals 194
Wood Mephit 200
Wood Subtype 209
Wurm River 127
- Y**
- Yoosef 163
- Z**
- Zugzul 98, 132, 135,137, 140, 153, 163



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Dave Arneson's Blackmoor, Copyright 2004 Goodman Games (contact goodmangames@mindspring.com, or see www.goodman-games.com).

