# Dave Arneson's Blackmoor: The MMRPG Campaign Sourcebook

## Campaign Year 1030

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### PRESENTED BY

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# Part 1—Introduction

## Welcome to Dave Arneson's Blackmoor: The MMRPG!

This campaign allows you to create a PC and play in role playing gaming's oldest campaign setting. Unlike a home campaign, Dave Arneson's Blackmoor: The MMRPG is designed to allow you play in episodes at a number of conventions, gamedays, retail outlets or home games. The campaign uses the concept of episodes to represent a single chapter in the ongoing story of the campaign. You can adventure with your character from episode to episode experiencing the rich world that comprises Dave Arneson's Blackmoor.  As you complete each episode, your character will grow and change as you amass experience, fame and glory in each episode you play.

The goal of Dave Arneson's Blackmoor: The MMRPG is simple: To provide a rich fantasy campaign that is quality entertainment, presented with fairness to all participants. We have worked hard to create an environment that encourages fun and fair play.

Welcome to the world of Blackmoor. We hope you enjoy your time here!

## What's an MMRPG?

The acronym "MMRPG" stands for Massively Multiplayer Role Playing Game. This moniker was created and selected to elicit direct connections to some of the shared design and play styles inspired by online computer games that as distinguish Dave Arneson's Blackmoor: The MMRPG from other campaigns with similar ongoing structures.

Dave Arneson's Blackmoor: The MMRPG is designed to allow players to participate alongside each other in the rich fantasy world of Blackmoor that Dave Arneson created over 30 years ago. The campaign allows players to travel all over the world attending conventions and gamedays that are running Dave Arneson's Blackmoor events while at the same time meeting new people with similar interests and ideas. Since the rules for the campaign are the same everywhere in the world, players can quickly jump right into the action and play anywhere that people are playing without having to worry about house rules.

## Campaign Staff

Here are the names and contact information for the campaign staff. If you ever have a question, please feel free to drop us a line.

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For MMRPG updates, downloads, or to ask questions about Dave Arneson's Blackmoor: The MMRPG visit www.dablackmoor.com. Also feel free to join our Yahoo discussion group entitled: DAB-Campaign.

# Part 2— Character Creation

Your characters, like all heroes, start their career as novices. They are fresh to the world, and ready to begin their journey of becoming a legend. Through numerous successful adventures, your character gains not only experience but also wealth, fame and power.

Before you begin adventuring in *Dave Arneson's Blackmoor* you need to create a character. This character can adventure in any Blackmoor event, and has the opportunity to become a part of the world as a whole. The following are the six steps to creating a character for play in *Dave Arneson's Blackmoor*:

1. Generating Ability Scores

2. Choose a Starting Age

3. Choose a Race

4. Choose a Class

5. Hit Point Generating

6. Selecting Skills and Feats

7. Equipment and Starting Gold

By following the steps provide you will quickly have a character ready to face the challenges of Blackmoor.

## Number of Player Characters

In *Dave Arneson's Blackmoor* no limits are placed on how many characters you can create. However, only one character may play in a single event and, you cannot play two characters at the same time in any event. Additionally, no player can play in an event more than one time.

## Step 1: Generating ability scores

Unlike a home campaign, a characters ability scores are not rolled for in Dave Arneson's Blackmoor; instead the point buy method for ability scores found on Page 169 of the DMG v.3.5 is used. For the purpose of the campaign, all players have 32 points to buy their stats. Any adjustments made due to racial bonuses or penalties are applied after the core ability scores have been determined.

## Step 2: Choose a Starting Age

All player characters in Dave Arneson's Blackmoor campaign must be of adult age. No aging changes to any statistics may be made, so if you create a player character that is venerable, they do not gain any advantages or disadvantages. You are free however; to role-play a character with any age above that of an adult (according to the Dave Arneson's Blackmoor core book , p. 44).

## Step 3: Choose a Race

## Races

Players can choose any race found in Chapter 1 of Dave Arneson's Blackmoor campaign book. No other races are available to play. What follows is a brief description of each of the races available for play.

### Table 2-1: Racial Ability Adjustments

| Race | Ability Adjustment |
|---|---|
| Cumasti Elf | +2 Intelligence, -2 Constitution |
| Docrae | +2 Dexterity, -2 Strength |
| Dwarf | +2 Constitution, -2 Charisma |
| Gnome | +2 Constitution, -2 Strength |
| Half-Elf | None |
| Halfling | +2 Charisma, -2 Strength |
| Half-Orc | +2 Strength, -2 Intelligence, -2 Charisma |
| High Thonian | +2 Intelligence, +2 Charisma, -2 Dexterity |
| Peshwah | +2 Charisma, -2 Intelligence |
| Thonian | None |
| Westryn Elf | +2 Strength, +2 Dexterity, -2 Intelligence, -2 Charisma |

### Cumasti Elf

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.

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.

### 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.

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

Half-Orcs

Westryn Elves

Half-Elves

Gnomes

Halflings

Cumasti Elves
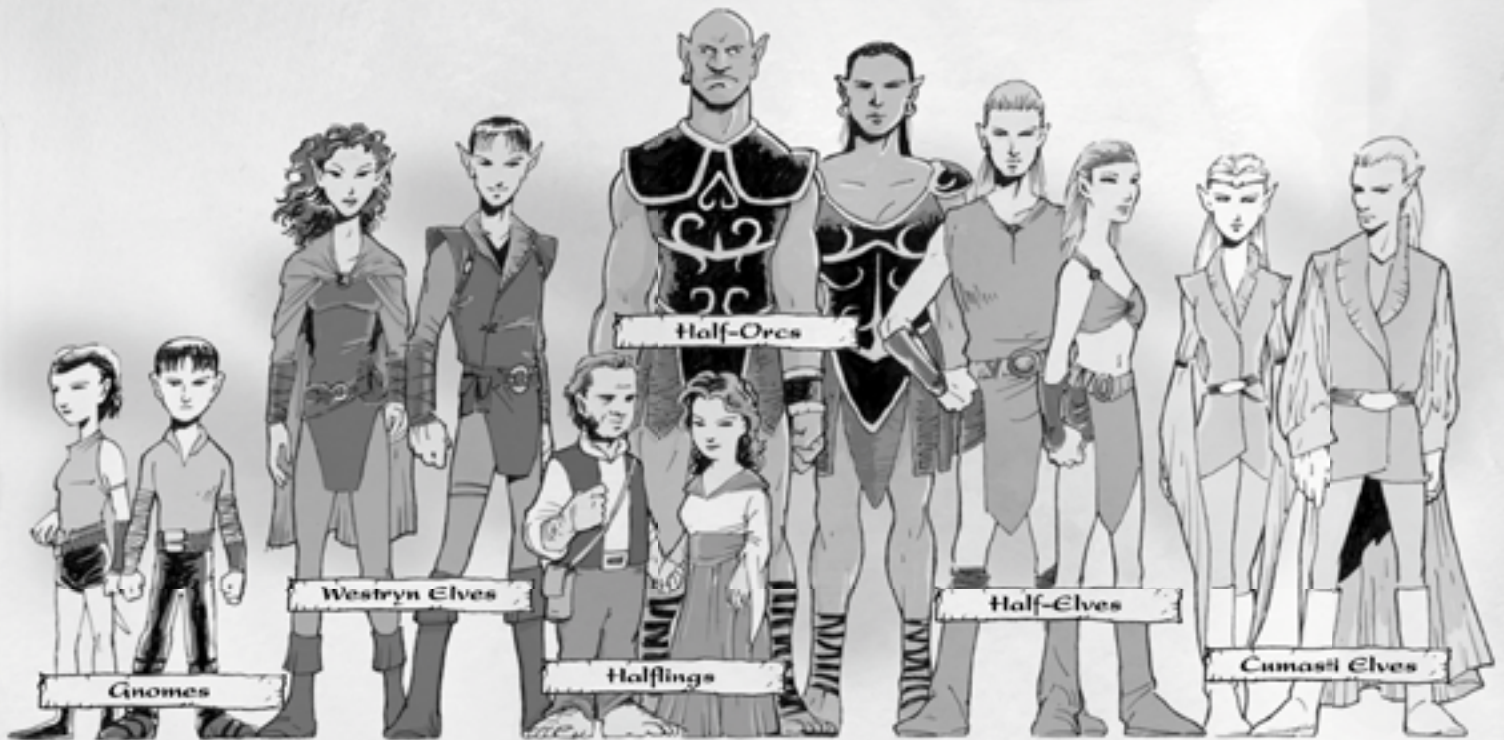
counterparts, Docrae use their dexterity and cunning to deliver critical strikes capable of besting much larger opponents.

## Dwarf

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.

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.

## Gnome

Establishing themselves as learned engineers and skilled craftsman; 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.

Gnomes are an open and trusting people whose lives revolve around their work. While kind to each other and their patrons, individuals who needlessly distract them from their precious work easily annoy gnomes. 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.

## Half-Elf

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").

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.

## Halfling

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.

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.
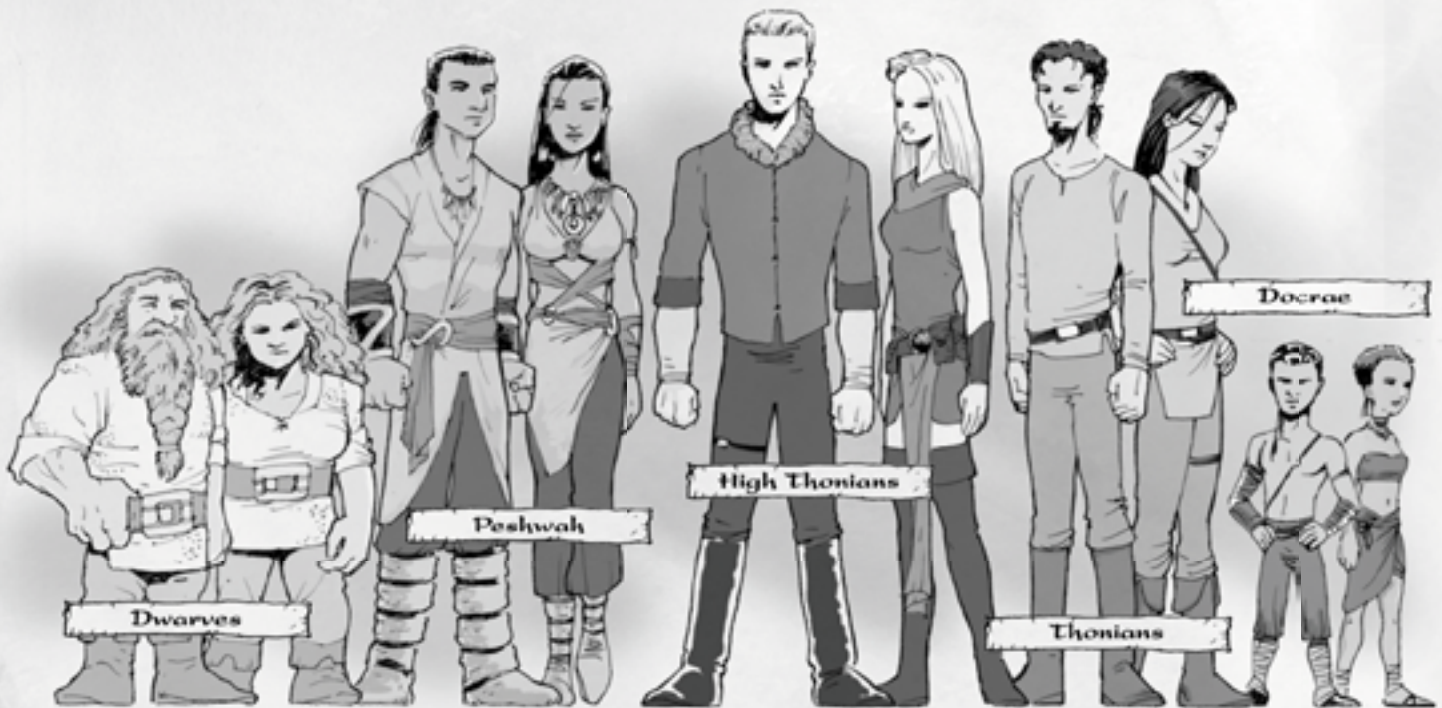
## Half-Orc

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-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.

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.

## High Thonian

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.

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.

## 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 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.

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.

## Thonian

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.

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.

## Westryn Elf

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.

The serious and rarely smiling Westryn elves is 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 and are blunt and brusque with other races.

**Westryn elves receive a +1 level adjustment**. See the *DMG v.3.5*, Chapter 6: Characters, "Races,: Monsters as Races for an explanation of level adjustment. **Table 2-2: Westryn XP per Level** identifies the point when a character has earned enough XP to level up in experience

**Table 2-2: Westryn XP per Level**

| Level | Experience Needed |
|---|---|
| 1 | 0 |
| 2 | 2000 |
| 3 | 5000 |
| 4 | 9000 |
| 5 | 14000 |
| 6 | 20000 |
| 7 | 27000 |
| 8 | 35000 |
| 9 | 44000 |
| 10 | 54000 |
| 11 | 65000 |
| 12 | 77000 |
| 13 | 90000 |
| 14 | 104000 |
| 15 | 119000 |
| 16 | 135000 |
| 17 | 152000 |
| 18 | 170000 |
| 19 | 189000 |
| 20 | 209000 |

## Step 4: Choose a Character Class

Players can choose any base class found in the *PHB v.3.5* as well as those found in *Dave Arneson's Blackmoor*. **Table 2-3: Playable Classes** lists those initially available to players. To see what changes have been made to classes in Blackmoor please refer to Part 4: Class Guide Book and Metagame Policy.

**Table 2-3: Playable Classes**

| Class Name |
|---|
| *Arcane Warrior |
| Barbarian |
| Bard |
| Cleric |
| Druid |
| Fighter |
| Monk |
| * Noble |
| Paladin |
| Ranger |
| Rogue |
| Sorcerer |
| Wizard |
| *Wokan |

Notes:
* Blackmoor Specific Class, see *Dave Arneson's Blackmoor* for details

## Step 5: Hit Point Generation

All characters gain maximum hit points plus their Constitution bonus at 1st-level and 2nd-level. When your character reaches 3rd level, assign three-fourths of the maximum hit points available for your character class, plus the Constitution bonus or penalty. For example your Barbarian character with a 15 Constitution (+2 hit points per level) has a hit point total of 14 at 1st-level and 14 and

**Table 2-4: Hit Point/Level after 2nd Level**

| Class | HP/Level |
|---|---|
| Arcane Warrior* | 6 |
| Barbarian | 9 |
| Bard | 4 |
| Cleric | 6 |
| Druid | 6 |
| Fighter | 7 |
| Monk | 6 |
| Noble* | 4 |
| Paladin | 7 |
| Ranger | 6 |
| Rogue | 4 |
| Sorcerer | 3 |
| Wizard | 3 |
| Wokan* | 4 |

Notes:
* Blackmoor Specific Class, see *Dave Arneson's Blackmoor* for details

2nd-level. Upon gaining 3rd-level, the barbarian would get 11. Refer to **Table 2-4: Hit Points/Level after 2nd level** to see what hit points your character receives per level starting at 3rd-level.

## Step 6: Selecting Skills and Feats

Newly created characters spend their starting skills points on skills listed in both the PHB v.3.5 and Dave Arneson's Blackmoor. No skills from any outside sources are allowed. Any feat found in the PHB v.3.5 and Dave Arneson's Blackmoor can be taken as long as the character meets the requirements for that feat. To see what changes have been made to skills and feats in the Blackmoor campaign please refer to Part 4: Class Guide Book and Metagame Policy.

Craft, Perform, Profession and Sleight of Hand skills can be used to earn additional gold pieces if the player expends additional time units in the process. These are also detailed in Part 4 of this guide.

## 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.

**Knowledge** (Int; Trained Only) The additional knowledge subsets in Blackmoor are as follows:

**Clockwork**: Knowledge of clockwork constructions and general workings of timepieces.

**Steamwork**: Knowledge of steam engineering techniques and workings.

**Knowledge (local)**: This skill is represented by a subset of regions within Blackmoor. Each time a player selects ranks in this skill, she must choose a subset. The available subsets are as follows: Kingdom of Blackmoor, Duchy of Ten, Great Dismal Swamp, Plains of Hak, Cumasti Realms, Westryn Realms, Dwarven Realms, Peaks of Booh.

### Table 2-5: Secret Languages

| 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 |

**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.

Sign language is an open secret language. Any character may learn sign language as a skill as long as they are literate. Secret languages and their alphabets are summarized on **Table 2-5: Secret Languages**.

**Speak Language** (None; Trained Only) Blackmoor's common languages and their alphabets are summarized on **Table 2-6: Known Languages in Blackmoor** . This table replaces that found in the *PHB,* but the function of the skill remains.

### Table 2-6: Blackmoor Languages and Alphabets

| Language | Typical Speakers | Alphabet |
|---|---|---|
| Abyssal | Demons, chaotic evil outsiders | Infernal |
| Aquan | Water-based creatures | Elven |
| Auran | Air-based creatures | Draconic |
| Bestial | Beastmen | Bestial |
| Celestial | Good outsiders | Celestial |
| Common | Humans, Half-Elves | Common |
| Afridhian | Afridhi | Common |
| High | High Thonians, Wizard | Thonian |
| Thonian | Cabalists | Common |
| Peshwahan | Peshwah | |
| Docrae | Docrae | Common |
| Draconic | Kobolds, troglodytes, lizardfolk | Draconic |
| Chromatic | Evil Dragons | Draconic |
| Metallic | Good Dragon | 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 | Bestial |
| Gnoll | Gnolls | Bestial |
| Halfling | Halflings | Common |
| Ignan | Fire-based creatures | Draconic |
| Infernal | Devils, lawful evil, outsiders | Infernal |
| Orc | Orcs | Bestial |
| Black-Speech | Orcs of the Black Hand | Bestial |
| Sylvan | Dryads, brownies, wood-based creatures | Elven |
| Terran | Earth-based creatures | Dwarven |

## Step 7: Equipment and Starting Gold

Newly created characters receive maximum gold pieces for their starting classes. Refer to **Table 2-7: Starting Gold** to see what the starting gold is for your choose character.

#### Table 2-7: Starting Gold

| Class | Gold Pieces |
|---|---|
| Arcane Warrior* | 240 gp |
| Barbarian | 160 gp |
| Bard | 160 gp |
| Cleric | 200 gp |
| Druid | 80 gp |
| Fighter | 240 gp |
| Monk | 20 gp |
| Noble* | 360 gp |
| Paladin | 240 gp |
| Ranger | 240 gp |
| Rogue | 200 gp |
| Sorcerer | 120 gp |
| Wizard | 120 gp |
| Wokan* | 80 gp |

*Notes:*
* Blackmoor Specific Class, see *Dave Arneson's Blackmoor* for details

During the character creation process you can buy equipment, from Table 7-5: Weapons, Table 7-6: Armor and Shields, and Table 7-8: Goods and Services from the PHB v.3.5, as well as items from the tables on pages 106 and 108 of Dave Arneson's Blackmoor (all weapons here are exotic weapons). In the case of PHB Table 7-8 sections dealing with Transport, and Spellcasting and Services are not in use from the trade goods table.

**Racial equipment access:** Racial equipment, armor and weapons can only be bought by members of that race, or if they are found during play in the Blackmoor campaign. Racial equipment is defined as any equipment that has the name of a race in its name. For example, the dwarven slugbow from Blackmoor is a dwarven weapon; only dwarves can buy this without campaign documentation. Half-breed races can buy racial equipment from either parent race (thus a half-orc can buy an orc double axe, and a half-elf can buy elven equipment).

*Special:* The Spidersilk armors and shields are considered Peshwah racial equipment.

The carrying capacity rule is used in the Blackmoor campaign, so be sure to make a note of how much the gear your character is carrying weighs.

## What's Next?

Your character is more than just a collection of numbers, skills, feats and spells. They are part of the world of Blackmoor. After creating your character, take a few minutes to think about their background. Think of what their life was like, before they decided to embark on the journey of becoming a hero. Is your character a fighter? Or, is she Nalla Kirkko a determined woman who learned how to fight near the Peak of Booh? Is he just a thief, or is Karn The Black, hailing from the streets of Boggy Bottom, where since a young lad, he has had to fight to survive?

#### Table 2-8: Available Deities

| Deity | Align | Domain | Weapon |
|---|---|---|---|
| Aeros ** | N | Air, Knowledge, Time[1] | Quarterstaff |
| Baldin | NG | Esteem[1], Good, Sun | Quarterstaff |
| Charis * | LG | Animal, Death, Earth, Plant | Flail |
| Dealth ** | CN | Magic, Obscuration[1], Travel, Trickery | Short Sword |
| Dhumnon * | LG | Law, Merchant[1], Nobility | Longsword |
| Elgath | CN | Animal, Chaos, War | Longbow |
| Faunus ** | CN | Animal, Esteem[1], Plant | Longbow |
| Ferros ** | N | Metal*, Miner's Sense[1], Strength | Elven Longblade[2] |
| Fiumarra ** | CN | Destruction, Fire, Sun | Longsword |
| Fronaus | N | Law, Nobility[1], Protection, Strength | Longsword |
| Hak† | N | Air, Luck, Travel | Scimitar |
| Hemgrid * | N | Earth, Miner's Sense[1], Strength | Greataxe |
| Henrin | LG | Good, Nobility[1], Protection | Longsword |
| Hersh | CN | Chaos, Esteem[1], Luck | Rapier |
| Hydros ** | N | Healing, Protection, Water | Heavy Flail |
| Insellageth†† | NG | Dragon[1], Knowledge, Magic | Longspear |
| Kadis | N | Earth, Metal[1], Miner's Sense[1] | Heavy Pick |
| Kela * | NG | Merchant[1], Metal[1], Miner's Sense[1] | Warhammer |
| Mieroc * | LG | Knowledge, Metal[1], War | Waraxe |
| Mwajin | NG | Air, Merchant[1], Travel, Water | Longspear |
| Odir | LG | Knowledge, Magic, War | Shortspear |
| Ordana ** | NG | Good, Knowledge, Nobility[1], Protection | Elven Longblade[2] |
| Pacuun | CG | Chaos, Good, Sun, Travel | Bastard Sword |
| Pathmeer * | LN | Knowledge, Obscuration[1], Travel | Heavy Mace |
| Phellia | NG | Esteem[1], Good, Magic | Longsword |
| Raelralataen† | LN | Death, Law, Strength | Sickle Sword[2] |
| Sacwhynne | CG | Chaos, Good, Nobility[1], Strength | Longsword |
| Shau * | LN | Law, Protection, Strength, War | Greataxe |
| Sollus | NG | Good, Plant, Sun | Scythe |
| Sylvian ** | N | Chaos, Entropy[1], Luck, War | Sickle |
| Terra ** | LN | Death, Earth, Law | Warhammer |
| Tilla$ | CG | Esteem[1], Obscuration[1], Travel, War | Short Sword |
| Tsartha†† | N | Dragon[1], Healing, Law, Protection | Short Spear |
| Yoosef† | N | Earth, Knowledge, Protection | Arbir[2] |

*Notes*
[1] New Domain, see *Dave Arneson's Blackmoor*
[2] New Weapon, see *Dave Arneson's Blackmoor*
\* Dwarf and Gnome Deity
\*\* Elven Deity
† Peshwah Deity
†† Draconic Diety
$ Docrae and Halfling Diety

## Alignment

Characters can be any non-evil alignment. Characters who are evil are not allowed in play, and those that become evil through episode play in the Blackmoor campaign world are removed from play (see PHB v3.5 Chapter 6 for further details on alignment).

## Deities Allowed

Clerics and other classes can worship any non-evil deity found in *Dave Arneson's Blackmoor*. **Table 2-8: Available Deities** summarizes the deities available to the characters and their domains. Full descriptions of the Deities of The North, Dwarven, Gnome, and Elven deities can be found in *Dave Arneson's Blackmoor*.

## Other Character Options

### Adventuring Animals

Players frequently will want to travel with animals during an episode. There are few restrictions to this as outlined in this section. Any adventuring animals may only use the following magical item types:

 - One amulet, collar, necklace or other neck gear

 - One cloak

 - One suit of barding if the animal is trained to use it

### Animal Companions

Rangers and druid PCs are able to have animal companions that are either normal or dire animals and this companion is the same as a normal animal. Complete rules for animal companions are found in the PHB v.3.5 page 36. Use these rules to determine the starting level for your animal companion. Animal companions come fully trained with their full complement of tricks (3 per point of Intelligence, plus bonus tricks based on effective druid level).

Any animal companion that is only available in an aquatic environment is not available in Blackmoor, as most adventuring takes place on land. In addition, none of the dinosaur species are permitted as animal companions.

Blackmoor offers some expanded options for druids and rangers who choose to take an animal companion when one becomes available to them. Some of these options are not normal or dire animals. The extra options are as follows:

Level-3

    Heavy Steppes Charger (Blackmoor Campaign Setting)

    Light Steppes Charger (Blackmoor Campaign Setting)

Level –6

    *Blink dog (magical beast)

    Owlbear (magical beast)

Level –9

    Grazer (Blackmoor Campaign Setting)

Level –12

    †Giant Eagle (magical beast)

    †Giant Owl (magical beast)

    $Pegasus (magical beast)

    $Unicorn (magical beast)

Level –15

    †Pseudodragon (dragon)

*May only be selected by a LN, NG or LG character

†May only be selected by a NG, LG or CG character

$May only be selected by a NG, CG or CN character

## Familiars

Familiars are gained according to the rules in the PHB v3.5. Players may not choose to have an evil familiar. The 100gp cost for magical materials to perform the ritual must be recorded on your Character Tracking Log Sheet. If a character's familiar is either slain or dismissed, this must be documented on the Character Record Log Sheet, including any XP loss.

## Paladin Mounts

Paladin mounts are handled as described in the PHB v3.5. Paladin mounts have average hit points according to their type as given in the MM v3.5.

## Normal Animals

Any animals listed in the PHB v3.5 on Table 7-8 may be purchased freely between scenarios. Donkeys and mules come with no tricks known. All other animals know the basic Attack trick; warhorses and war ponies are 'trained for war' and know the Attack trick twice, allowing them to attack all creatures.

When purchasing an animal, players can pick an extra trick for each point of Intelligence the animal has. Only the tricks listed under the Handle Animal skill can be chosen. All animals can be trained with 3 tricks per point of intelligence (so, for example a riding dog could learn 6 tricks).

Any animal gained during play that possesses traingin that exceeds the listed standard training must be documented with an official Certificate. Any such animal that is not certified is not allowed in play.

Characters that have the Handle Animal skill can train their animals. The characters must have the ability to train the animal type (see skill description, PHB v.3.5, page 74), and spend 1 TU to teach the animal one trick. The player must succeed at a Handle Animal check after the TU cost is paid, and a judge must witness this check. Failing the check means that the animal isn't trained. Alternatively, players may attempt to train an animal for a special purpose as described in the Handle Animal skill. TU costs for special purpose training are as follows:

Combat Riding: 6 TU

Upgrade from Riding to Combat Riding: 3TU

Fighting: 3 TU

Guarding: 4 TU

Heavy Labor: 2 TU

Hunting: 6 TU

Performance: 5 TU

Riding: 3 TU

Players must train your animal at the table prior to the start of an adventure. Players may not attempt another training check until after completing another adventure.

## Learning New Arcane Spells

After each completed episode, wizards are allowed to learn one new spell for each class level that they have. This allowance does not include the two normal spells that a wizard would learn when he gains a level, but does assume that he has the proper source (spell focus, scroll, etc) and appropriate destination (spell focus, spell book). For further rules on learning new spells, refer to *Dave Arneson's Blackmoor* page 73 as well as the *PHB* v3.5 for rules on magical writings.

All skill checks to learn new skills must be made before leaving the table and under the supervision of the table judge.

## Bookkeeping

As a player there are three key items to keep track of your character. The first item is the character sheet. A Blackmoor Campaign character sheet is provided at the end of this document and is the recommended character sheet.

The second item is the Character Tracking Log Sheet. After each episode, players will need to track the gold earned and spent, XP earned and used, and the Time Units the character spent adventuring or doing other tasks on the Character Tracking Log Sheet.

Each entry on the log sheet represents an activity that a character has participated in. The log sheet must be completed by the player and signed by the judge at the completion of an episode or any non-adventuring activity.

The third item is a collection of Certificates (certs). If a character gains special magic items, influence or enmity with NPC characters or groups, or other notable items, she will be provided with a certificate for that item. A player having possession of a certificate represents their character's ownership of that item or favor. Certificates are kept and used for as long as the player wishes. Some Certificates might be one time use, or have a number of charges to them. Once these are used, they are ripped up and no longer allowed in play.

## Time Units

Time units (TU's) are used to keep track of the amount of time a character spends doing any given thing. Each character receives thirty-seven (37) TU's per calendar year. TU's reset on January 1st of any year; they will not carry over from year to year. Each time unit is roughly equivalent to one Blackmoorian tenday, or week, although this is somewhat abstract.

Each episode played will usually cost one TU per adventure round (there may be exceptions to this general rule). TU's can also be spent for nonadventuring activity such as creating mundane or magical items, working with a metaorganization, or other things as designated on specific certificates.

## Upkeep

Because it can sometimes get tedious tracking every arrow, iron rations and other mundane consumables purchased, as well as the cost for every mug of ale at every inn, the following things are considered "free": Basic inn stays (common room) including the 'special' for meals which includes one tankard of watered ale or mead, or one glass of watered wine, and any rations that would need for travel on the road.

In addition, up to 20 arrows or bolts and any healing kits are replenished to full capacity at the beginning of any episode (note that a player must own a healing kit, arrows or bolts to have them replenished; they are not free equipment for every character).

If a player wants to live a better lifestyle for roleplay reasons (for example, as a noble might), they have to buy the better items and food and record the spending on a log sheet.

## Living Off the Wild

Some episodes may not allow for standard upkeep, but requires that players must live off of the wild to survive. This becomes important in other circumstances, as in when the mule with all of your provisions falls off a steep cliff or a blue dragon comes by and destroys all of the water the party was carrying in the desert. By making a Survival check, characters can 'live off the wild' for an episode, eating wild berries, washing in streams and sleeping out under the stars. This check is a DC 20 Survival check; you may not take 20 on this check unless the character has a class ability that allows it (for example, a 10th level Docrae Outlook). If the check is failed, several penalties accrue. First, the character has a −4 circumstance penalty to all Charisma based checks for the duration of the episode. Second, the character is fatigued until a way to remove the fatigue is found (by resting or spells). Third, the character does not replenish any free items as outlined under Upkeep.

## Character Tracking Log

In order to track the gp earned and spent, XP earned and spent, and Time Units spent, all PCs have a Character Tracking Log (see Diagram 2-1), which must be maintained by the player. Each PC the player has must have his or her own Character Tracking Log. A copy of the log sheet is provided at the end of this document; you may freely copy this sheet for your own use.

To use the log sheet, first record your name and your character's name in the proper spaces at the top of the log sheet. Under log #, list the log number. If this is your first log sheet for this character, you would write '1' here. Subsequent logs would be numbered sequentially, '2', '3', etc. In the boxes at the top labeled 'Previous Amounts', you will write the amount of gp, XP and TU listed at the bottom of your previous log sheet. If this is your first log sheet, you will have the amount of gp left after buying your initial equipment

at character creation, 37 TU (this is how many TU you get for the game year), and 0 XP (as you would be a brand new character).

Underneath all of this are 3 identical boxes, each of which can record an episode's worth of activity. For each episode you play, record the episode name, the ATL you played the episode at, the name of the convention, gameday or home location you played the episode at, and the date you played the episode in the spaces provided. Below this are spaces for your judge to sign and print their name, certifying your play.

On the left side is an area for Items Bought/Sold/Found. This is where you record any certificates you may have gained or lost during the adventure, as well as any equipment you may have bought (magical or mundane). Write the name of the item on the left, and then the gp value gained or lost on the right under 'gp spent/earned'.

Below this is a section for Notes. This is where you can record a short synopsis of what you did in the episode, including any favors or enmities you may have gained or lost.

To the right is an area with several boxes that is used to track your gp, XP and TU gain and expenditure. The top three boxes are your starting gp, TU and XP at the beginning of the adventure. If this is the first adventure on this log sheet, these numbers will be identical to those at the top of the log sheet. Otherwise, they will match the totals for the previous adventure listed.

Below this is a row of boxes for Adventure gp, TU and XP gained or lost. In the Adventure gp box, you record any wealth you earned as a result of adventuring activity in the module, including the sale of certificates (both those you have earned in this module and in prior modules) or mundane treasure items such as the equipment of vanquished foes. The Adventure TU box records how many TU you spent to go on this adventure (usually 1 TU per adventure round). Finally, the Adventure XP box records how many experience points you earned as a result of the adventure (normally 750 XP, but in certain cases may be more or less).

The third row of boxes, labeled 'Other GP', 'Other TU', and 'Other XP', is for recording gp, TU and XP gain or loss as a result of non-adventuring activity. This includes skill checks to earn gold, any TU expenditure for metaorganizations or as required by certain certificates, and any XP gain or loss from non-adventuring activities.

The fourth row, labeled 'MIC GP', 'MIC TU', and 'MIC XP', is for recording any expenditures related to magical/mundane item creation (MIC).

The fifth row, labeled 'Total GP', 'Total TU', and 'Total XP', is where you record the final totals for gold, TU and XP at the end of the module. These will be your starting gp, TU and XP for your next adventure.

## Gaining Certificates

As characters adventure in the Blackmoor campaign they acquire treasure, favors and magic items. All items of importance found in the Blackmoor campaign have a certificate representing a characters ownership of an item (See Diagram 2-2). Basically if a player has the certificate, her PC has the item or favor. Certificates are signed and dated by the GM, and include where the item was obtained.

Item Certificates are to be kept and used for as long as the player wishes. Some Item Certificates might be usable one time; other may have a number of charges to them. Once these are used, they are ripped up and are no longer allowed in play. Gaining an Item Certificate is a 3-Step process, which must be followed at all times.

## Item Certificate Process

The table judge will hand out certificates at the end of the episode. There may be some certificates that will be given to each character at the table, such as the party getting the favor of the Wizards' Cabal for tracking down a rogue wizard.

There may also be a unique item awarded to the table, such as the Shadow Warhammer of the Dread Lizard that the party found in the bandit's treasure horde. In this case, the players must decide how the Item Certificates are divided among the characters. Use the following process to determine distribution of Item Certificates that are in dispute.

### Step 1: Peaceful Resolution Mode

The players each divide up the Item Certificates without debate. This is obviously the preferred method of distribution. The table may collectively choose to sell certificates for their gp value; in this case, take half the market value listed on the certificate and award it to the party to divide how they wish. If everyone is happy you may proceed to Step 3, otherwise proceed to Step 2.

### Step 2: Challenge Mode

Should players not be able to come to a resolution on the distribution of Item Certificates, two or more players may signify that they intend to challenge for a single Item Certificate.

The process is easy, and begins with the judge verifying that the players agree to participate in the challenge. If the challenge goes forward both players immediately spend 1 TU and the Item Certificate is then considered sold to the party and treasure divided equally (sold for 50% and given to party; 600 gp item becomes 50 gold for each member of a 6 person party.) Should a player not have a TU to give, she cannot challenge for an Item Certificate.

Only players who are challenging can then bid on the item from a local merchant with the starting value of 75% of the listed market value. Players can continue to bid higher and higher up to the max total of gold that they have on their Character Tracking Log. Once a bid is in place, it cannot be retracted. Players who overbid on gold must sell off their existing possessions (at 50% off value) to cover their bid amount or immediately suffer a 10 TU penalty for imprisonment. The high bidder wins the item, pays the amount and collects the certificate. Players can only challenge for one item per episode. Once resolved, proceed to Step 3.

### Step 3: Trading

No trading can occur before completion of Step 1 or 2. Players may trade Item Certificates amongst themselves under the supervision of the judge. To signify the trade-taking place, the judge will write on the back of the certificate: "Item X trade to Player X for Item Y." The judge, and both parties will then sign and date the certificates.

**DIAGRAM 2: Example Certs**

## DAVE ARNESON'S BLACKMOOR

The above named character has gained the following when participating in the *Dave Arneson's Blackmoor: MMRPG* event: **EVENT NAME HERE**

### Name of Item/Favor

Flavor text about item or favor.

*Game mechanics text of favor or item; gp value*

*ATL the certificate was found at; whether the certificate can be traded or sold.*

Convention _____ Date_____

GMs Name _____

GMs Signature _____

## DAVE ARNESON'S BLACKMOOR

The above named character has gained the following when participating  in the *Dave Arneson's Blackmoor: MMRPG* event **Episode 5: The Redwood Scar.**

### Name of Item/Favor

Flavor text about item or favor.

*Game mechanics text of favor or item; gp value*

*ATL the certificate was found at; whether the certificate can be traded or sold.*

Convention _____ Date _____

GMs Name _____

GMs Signature _____

## Diagram 2-1: Character Log Sheet

**DAVE ARNESON'S BLACKMOOR THE MMRPG**

Character Name _____
Player Name _____
Log # _____  Previous Amounts

| GP | TU | XP |
|---|---|---|
|  |  |  |

| Episode: | ATL | Convention: | Date: |
|---|---|---|---|

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**
Item                                                    GP Spent/Earned
_____
_____
_____
_____
_____
_____

Notes
_____
_____
_____
_____

| Starting GP | Starting TU | Starting XP |
|---|---|---|
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |

| Episode: | ATL | Convention: | Date: |
|---|---|---|---|

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**
Item                                                    GP Spent/Earned
_____
_____
_____
_____
_____
_____

Notes
_____
_____
_____
_____

| Starting GP | Starting TU | Starting XP |
|---|---|---|
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |

| Episode: | ATL | Convention: | Date: |
|---|---|---|---|

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**
Item                                                    GP Spent/Earned
_____
_____
_____
_____
_____
_____

Notes
_____
_____
_____
_____

| Starting GP | Starting TU | Starting XP |
|---|---|---|
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |

You can only trade Item Certificates to other players at the same table. In addition, remember that trades are taking place between characters, not between players. Consequently, members of certain organizations will not trade with members of certain other organizations. See the guidelines for individual metaorganizations for more details. Certificates cannot be traded for any kind of real world profit.

# Part 3—Item Creation

This section provides a basic structure for item creation in the Blackmoor MMRPG Campaign. This creation can be either a magical item, or a mundane masterwork item. Upon the release of future Blackmoor supplements, this section will be updated to reflect any new changes in the item creation process.

## Mundane Item Creation (MunIC)

The character must have at least 1 rank in the relevant skill to make an item (see the Craft skill in the PHB v3.5 for details). Each TU spent gives the character 10 days of crafting time; any leftover days are wasted. A minimum of 1 TU must be spent to make an item. Use the rules under the Craft skill to determine how many days it takes to make the item. Assume the character is taking 10 on all checks. These rules can also be used to repair a damaged item. All item creation must be recorded on the Character Tracking Log Sheet. Created masterwork items must be logged on the Item Tracking Sheet, and can later be converted to a tradable certificate at a Bazaar Booth just like a magic item.

## Magic Item Creation (MIC)

The character must meet the prerequisite magic item creation feats, required level, and spell knowledge for the item in question to be created as per the core rules. Creating consumable items and creating permanent or charged items works a little differently from each other; see each section for details.

The character can only create magic items from the DMG v.3.5 and approved Blackmoor supplements

### Experience Point Cost

Magic items and upgrades are crafted upon completion of the episode once the experience points have been totaled up. If the PC would lose a level as a result, he/she cannot create the magic item at that time.

### Time Unit Cost

Creating a magic item in Blackmoor has a base cost of 1 TU. See the Permanent/Charged Item Creation section for additional TU costs.

### Log Sheet and Item Tracking Sheet

Upon creation of a magic item, the player must fill out the TU, XP, and Gold Piece expenditure on their Character Log Sheet. The judge must also sign off on the player's Item Tracking Sheet, which must also be filled out. This is MANDATORY.

A copy of the Item Tracking Sheet is found at the end of this document. You are given permission to make copies of this sheet

### Consumable Items Creation (potions & scrolls)

A player may spend up to 6 TU's at one time crafting scrolls and potions using the core rules to determine the actual time, gold and XP spent.

### Permanent and Charged Items Creation

A player can only create one item at the end of each episode played. Besides the normal TU, gold and XP. expenditure, there will be an additional 1 TU to create the item. This amount takes in to account that the ever-present Wizards Cabal in the world of Blackmoor needs to oversee the approval and inspection of newly created magic items. If the caster is not a member of the Cabal or is hiding from them (a sorcerer or outlaw wizard for example), this TU takes into account the difficulty of finding equipment, supplies and a place to create the item.

### Upgrading Magic Items

Players can upgrade standard magic weapons, armor, and wondrous items by paying the difference between the current item value and the value of the upgraded item. Only one upgrade to a created item can be done at the end of each Blackmoor event. Any current enchantments on the item cannot be changed or removed. To upgrade a created item (before it has been certed), fill out the gold/xp/tu expenditure on the Character Log Sheet and fill out an entry in the Item Tracking Sheet stating how 'X' item has been upgraded. As per item creation rules, upgraded items cannot be given away, traded, or sold until certified at a Magic Item Creation/Bazaar Booth.

Existing certed items can be upgraded ONLY at a Magic Item Creation/Bazaar Booth where an upgraded certificate will be attached to the original. The proper paperwork will be filled out at that time.

Also, the additional time unit expenditure for the Wizards Cabal (as in the Permanent/Charged item section) will be in effect for upgradable items.

### Restricted Items

The following items are restricted for creation from the Dave Arneson's Blackmoor campaign:

•Cursed Items

•Intelligent Items

•Items made with special material (mithral, adamantine, cold iron, etc) unless the character has campaign documentation granting access to that material.

Additional items may be included in the future.

## Trading / Selling Created Items

Once the player fills out the Item Tracking Sheet after creating the item, it is usable but becomes non-tradable and non-sellable. The player has the option to make the item tradable/sellable by attending a Blackmoor MMRPG Campaign event where there is an Item Creation/Bazaar Booth by making the item or items in question certified. The player must have the Character Log Sheet and the Item Tracking Sheet on hand. The Bazaar Booth representative will mark off the "certified" box on the Item Tracking Sheet and

sign off on it. The Bazaar representative will then convert the items into tradable/sellable Item Certificates.

# Part 4—Class Guide Book and Metagame

## Allowed Gaming References

With the growth and expansion of role playing games, there are many options available be it new skills, new feats and classes, that have an impact on the Blackmoor campaign. Due to this only the current printing of the following books and their accompanying errata are the core books for Blackmoor Campaign:

• PHB v.3.5

• DMG v.3.5

• MM v.3.5

• Dave Arneson's Blackmoor Campaign setting

• Dave Arneson's Blackmoor: The Redwood Scar

• Dave Arneson's Blackmoor: The Wizard's Cabal

There are no exceptions to the list above. Future Dave Arneson's Blackmoor releases will be reviewed for inclusion as they become available.

## Available Classes

For classes found in the PHB v.3.5 and DMG v.3.5 some modification needs to be made to make them fit the Blackmoor campaign. The information found in this section explains the Blackmoor specific changes to the core classes. Where there is a conflict between what is found in PHB v.3.5, and the Blackmoor Campaign Book, the Blackmoor Campaign Book takes precedent.

### Arcane Warrior

Arcane warriors are a fighting class of magic users trained to police the use of arcane magic. Although most arcane warriors are affiliated with the Wizard's Cabal, there are a small number trained by arcane warriors who left the Cabal upon Skelfer's death and work with several relatively permanent sorcerer's gangs throughout Blackmoor.

### 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.

### Druid

Druids are the great protectors of the wild and natural places that remain in the world of 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.

In regards to a druid's animal companion, they can take any monster with the animal description that has Challenge Rating of one (1) or less at first level. These creatures cannot be not humanoids or possess high Intelligence. These companions are in addition to the other animals available for the druid to take, as shown in the PHB v.3.5.

### 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. Add the following feats to the list of bonus fighter feats found in the PHB v.3.5: Fighter Bonus Feats Table 5-1: Concentrated Effort, Deflect Spell, Improved Parry Arrows, Parry Arrows

### 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 episode 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 v.3.5.

### Noble

Nobles are the ruling class of their respective races. Each race has its own customs regarding who is a noble (and thus who can take levels in the noble class), but most races are ruled by their wealthiest and strongest members. Within Blackmoor, the Regency Council has concurred with the king's mandate stating that all noble-blooded individuals loyal to Blackmoor must spend 5 or more years traveling the land that they intend to rule.

### 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 the frontier towns and villages in Blackmoor.

## 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 Cabal 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, which all sorcerers learn and gain as a bonus language, is known as "Arcanthi." Most sorcerers are chaotic in alignment, 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.

The sorcerer's class skills are modified to reflect their place in the world of Blackmoor and are adjusted as follows: Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int) ,Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

Sorcerers may choose any familiar on the list they wish, and match it with any skill bonus from the list they choose. For example, a sorcerer could choose to have a bat familiar that can talk and grants a +3 bonus to Appraise checks like a raven normally would. Similarly, as long as the game statistics used are those of one of the normally allowed animals, the creature may be designated as anything the player wishes (a parrot, for example).

## 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 components for fear of losing the focus or accidentally destroying it.

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 are thought to have gone mad by trying for too long to harness formidable arcane powers without the use of their foci.

Wizards may customize their familiars in the same way sorcerers can.

## Wokan

Wokan are found in the wild places where civilization has not reached. They are similar to druids in their role, protecting nature wherever they are found. Most wokan try to avoid civilization, and despise anyone working for their own selfish greed.

# Available Prestige Classes

The majority of the prestige classes found in the DMG v.3.5 are available for play in Blackmoor. The forbidden classes are: Dragon Disciple, Eldritch Knight and Horizon Walker.

Refer to **Table 4-1: Available Prestige Classes** for a list of prestige classes available to play. For the prestige classes found in the DMG v.3.5 some modification need to be made to make them fit in the world of Blackmoor, and the information found in this section explains the Blackmoor specific changes to these core Prestige Classes. Where there is a conflict between what is found in DMG v.3.5, and the Blackmoor Campaign Book, the Blackmoor Campaign Book takes precedent.

Table 4-1: Available Prestige Classes

| Prestige Class Name |
| --- |
| †Arcane Archer |
| Arcane Trickster |
| Archmage |
| ** Assassin |
| ** Blackguard |
| * Docrae Outlook |
| * Dragon Knight |
| Duelist |
| Dwarven Defender |
| * Elven Elementalist |
| * Fey Lord |
| Hierophant |
| *Inquisitor |
| Loremaster |
| Mystic Theurge |
| Shadowdancer |

| Thaumaturgist |
| --- |
| * The Spirit Warrior |
| Notes: |
| * Blackmoor Specific Class, see Dave Arneson's Blackmoor for details |
| ** NPC only Prestige Class |
| † Cumasti elves and half-elves only |

## 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 only.** Westryn lack the discipline to master the difficult melding of magic and combat and the Cumasti do not readily welcome them into the order.

## 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 Blackmoor's 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 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. Due to their evil nature this is a NPC only Prestige Class.

## Blackguard

All 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. Due to their evil nature this is a NPC only Prestige Class.

## 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 episodes 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.

## 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. The Mystic 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 Mystic 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 episodes 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 Mystic 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.

## Skills Allowed

All skills found in the PHB v.3.5 work the same way in Dave Arneson's Blackmoor campaign. Some skills need to be modified to function properly, and the information presented here, replaces what is found in the PHB v.3.5.

**Table 4-2: Skills Allowed**

| | |
|---|---|
| Appraise | Listen |
| Balance | Move Silently |
| Bluff | Open Lock |
| Climb | Perform |
| Concentration | Profession |
| Craft | Ride |
| Decipher Script | Search |
| Diplomacy | Secret Language * |
| Disable Device | Sense Motive |
| Disguise | Sleight of Hand |
| Escape Artist | Speak Language |
| Forgery | Spellcraft |
| Gather Information | Spot |
| Handle Animal | Survival |
| Heal | Swim |
| Hide | Tumble |
| Intimidate | Use Magic Device |
| Jump | Use Rope |
| Knowledge | |

Notes: * See Dave Arneson's Blackmoor for details

## Feats Allowed

All feats found in the PHB v.3.5 work the same way in the Dave Arneson's Blackmoor Campaign. Feats found in the PHB v.3.5 as well as in Dave Arneson's Blackmoor Campaign Book are available for use. The Improved Familiar feat from the DMG v.3.5 is also available, but obtaining your improved familiar requires campaign documentation. Contact the campaign administration for details.

## Spells Allowed

Only spells found in the core rule books, as well as all Dave Arneson's Blackmoor releases are available for use in the campaign. Any spell not found in the above listed sources, are not allowed in Dave Arneson's Blackmoor: The MMRPG campaign.

## Cohorts

Nobles, and characters having the Leadership feat, are allowed to have a cohort as well as followers to share their adventures with. Your cohort can adventure with you in any episode, as long as there is an open player slot at the table. Dave Arneson's Blackmoor: The MMRPG episodes allow up to 7 players at the table, and if there is not an open slot, your cohort can not adventure with you.

### Creating a Cohort

A cohort is created and restricted exactly as Dave Arneson's Blackmoor: The MMRPG characters are, and they use the came Character Creation Guidelines with a few exceptions.

Step 1: Ability Scores

Cohorts only have 28 points to spend on their ability scores.

Step 2: Starting Age

Cohorts follow the same rules as characters do for starting age.

Step 3: Race and Classes

Your Leadership scores determine your cohorts' starting level as it is detailed in the DMG v.3.5 on page 106. Cohorts start play with the minimum experience totals for their starting level.

Step 4: Hit Point Generation

No changes.

Step 5: Skills and Feats

Your cohort can never have a cohort of his or her own due to having the Leadership feat. Other than this, there are no other changes.

Step 6: Equipment and Starting Gold

To determine the starting gold for your cohort, refer to Table 4-23: NPC Gear Value on page 127 of the DMG v.3.5 to figure out your cohorts starting gold. As for purchasing equipment you may buy gear for your cohort using the tables found in Part 2 of these guidelines. Your cohort cannot spend more than half of their starting gold on any single item during the creation process, but may buy items normally after the process.

Cohort Advancement

Cohorts advance the same way as all Dave Arneson's Blackmoor: The MMRPG characters do, but they always maintain the level spread dictated by the PC's leadership score. So if your character gains a level so does your cohort, with their XP. total progressing to the starting point of the new level.

Cohort Item and Favor Access

Your cohort gains access to items and favor certificatess the same way your character does, by getting an item or favor certificate by playing a module. Cohorts also can perform Magic Item Creation the same way as your PC, but they are not allowed to trade items that they create. Cohorts earn half XP on the episode they play. They may join metaorganizations as per the rules for joining each individual metaorganization, but some ranks may be restricted to player characters only.

# Earning Money using Skills

Certain skills can be used to earn money in the Blackmoor MMRPG. The judge is encouraged to invent scenarios and role-play them out with the player to describe just what it is they're doing during that TU they've spent (whether using Diplomacy to arbitrate a dispute, Craft: Weaponsmithing to make a knight a new sword, or Open Lock to help the local baker get back into his shop that he locked the keys in before the morning bread burns).

Most skills work similarly to the rules for Craft and Profession skills described in the PHB v3.5. – spend 1 TU and roll a check (witnessed by your GM) to earn half that check result (rounded down) in gp. You must own an appropriate tool kit to use a skill for earning money in this way. Below is a list of skills usable in this fashion and the tool kits required to use them:

Perform: This skill works a little differently than the others. It works like the description in the PHB v3.5, except that spending 1TU gains you 10 days to work with, and consequently 10 checks. You must have an appropriate tool to use Perform to earn money, just as other skills. Instrumental skills require musical instruments; all others require a masterwork tool (Perform: Sing requires a masterwork tool as well, representing the extra expenses you go through to maintain your voice such as quality water).

# Arcane Warriors and Arrests

In the Blackmoor MMRPG Campaign, there will be times at a

Table 4-4: Skills Used to Earn Money

| Skill | Tool Kit Required |
|---|---|
| Appraise | Masterwork Tool (jeweler's loupe or something similar) |
| Craft (any, taken individually) | Artisan's Tools OR Masterwork Artisan's Tools |
| Decipher Script | Masterwork Tool (codebook/book) |
| Diplomacy | Masterwork Tool (perfumes, clothing, etc) |
| Forgery | Masterwork Tool (pens, inks, stamps, etc) |
| Handle Animal | Masterwork Tool (treats, halters, other animal gear) |
| Heal | Healer's Kit |
| Knowledge (any, taken individually) | Masterwork Tool (books on the subject) |
| Open Lock | Thieves' Tools OR Masterwork Thieves' Tools |
| Profession | Masterwork Tool |
| Survival | Masterwork Tool (wilderness gear) |

gaming table where an arcane warrior player character will be sitting down with a sorcerer player character. To avoid any in-character bloodshed, a simple opposition roll will determine if the sorcerer in question will be arrested and interrogated by the authorities.

**Step One:** The arcane warrior needs evidence that the opposite player in question is a sorcerer. This can be determined when he/she begins to cast a spell.

**Step Two:** Once the arcane warrior believes he has that evidence, the arcane warrior must be able to acquire a Writ from the Wizards Cabal in order to conduct an arrest. This is at the discretion of the DM. For instance, an arcane warrior cannot decide to acquire a Writ of Arrest when in a dungeon, journeying in desolate swamps, etc. If the arcane warrior is in the Kingdom of Blackmoor or a large village / town, then it would be more prudent to acquire a writ. It will be at the DM's discretion of the acquisition of a writ will be delaying the adventure, especially if the Episode has a time sensitive mission.

**Step Three:** Once the arcane warrior has acquired a Writ of Arrest, both parties must roll an opposing d20 roll. The arcane warrior can either make a Spot Check or Spellcraft check (whichever is higher) vs. a Disguise Check or Bluff Check by the sorcerer (whichever is higher).

**Note to Judge:** The purpose of the Arresting Authority is not to deter from the enjoyment of the game. It gives arcane warrior PCs the ability to do their job as per the Blackmoor corebook and Wizards Cabal sourcebook. It also keeps sorcerer PCs in check that they are considered outlaws in the campaign world. However, if this ever does interfere with the enjoyment of the game where the arrest takes priority over the game itself, then use your discretion and waive the writ of arrest. If both parties agree to not hold the game up, then the process of Step Three and beyond could take place at the end of the scenario. Otherwise, the below steps should not take more than a couple minutes to resolve itself.

If the sorcerer wins the opposition roll, then he/she is not targeted for arrest. The sorcerer, however, receives a "Commendation from the Eldritch Underground". This must be noted on the log sheet for the Episode and must include player name and character name of the arcane warrior who attempted to arrest the sorcerer. The commendations are what is needed to gain entry and access to prestige classes, feats, and spells tied to the Eldritch Underground and its allied branches.

If the arcane warrior wins the opposition roll, the sorcerer is placed under his authority and considered 'arrested'. The sorcerer will need to pay One Time Unit and a 100 gold piece fine at the end of the episode, which must be marked on the log sheet. The arcane warrior will receive a "Commendation from the Wizards Cabal". The commendations are what is needed to gain entry to prestige classes that are eligible to arcane warrior in the Wizards Cabal sourcebook. The arcane warrior must also note on his/her player's log sheet that he/she has arrested a sorcerer. The sorcerer's player and character name must be included on the notation.

In either case, this entry in the log sheet will be converted into a Commendation certificate listing the episode in which the commendation was received, the circumstances involved (if the player chooses to write an entry for it), and the player / character who was either arrested or thwarted. To receive his/her certificate, the player must contact the metaorganization coordinator at joe. cirillo@dablackmoor.com.

If the player being 'arrested' isn't a sorcerer after all the arcane warrior / inquisitor has to answer to his/her superiors at the Wizards Cabal. This equates to one or more "Demerit From the Wizards Cabal" and an expenditure of ONE time unit (to account for retraining). The arcane warrior / inquisitor earns one Demerit per nobility point of the accused (minimum 1). A Demerit eliminates one commendation a PC has. If the PC has a certified commendation, the player must write 'void' across it. Also, the judge must enter the Demerit(s) on the player's log sheet. The player must then email joe.cirillo@dablackmoor.com to receive his/her certified demerit(s).

Special Notes:

If, a sorcerer openly states what his/her class is, the arcane warrior may arrest that PC without using the Opposition Roll step (note that if a PC is lying about being a sorcerer, they need to make the Opposition Roll anyway; in this case if the fake sorcerer PC wins the roll-off they have baited the arcane warrior into arresting them falsely).

If the arcane warrior has at least one level in the Inquisitor prestige class from the Blackmoor corebook, that PC can bypass the entire writ process and go immediately to Step Three.

An arcane warrior can only make a successful arrest ONCE against a particular sorcerer. An arcane warrior can never arrest the same sorcerer more than once, and may only try to arrest a particular sorcerer once per episode. However, the arcane warrior can make multiple attempts over many episodes until he/she has finally 'caught the outlaw'. In the same vein, a sorcerer cannot receive multiple commendations for eluding the same arcane warrior. A sorcerer receives a Commendation from the Eldritch Underground pertaining to a particular arcane warrior only once. Ganging up on sorcerers with several arcane warriors should be closely monitored

by the judge to make sure that in game and out of game information remain separate.

An arrested sorcerer still receives full XP, gp and access to episode certificates.

## NPC Spellcasting

Sometimes your character will need a spell cast for them, and the party won't have the means to do it. Perhaps your character has been cursed or level drained. Maybe your character has died. The specific case of character death is covered in the next section; all other spellcasting services are covered here.

Certain NPCs can cast necessary spells for PCs. A list of spellcasting services available in specific towns will be provided in each episode; specific large cities such as the City of Blackmoor will be defined in a separate document.

## Death, Dying and Resurrection

Death catches up with you eventually, and sometimes, no matter how tough a character is, they will meet a challenge that gets the better of them, and it might lead to their eventual demise.

There is no willing or tithing of magic items, wealth and other items allowed in the Blackmoor MMRPG Campaign. Thus if you PC dies, their items cannot be passed on to other characters. The Judge will hand the player a signed and dated Death Certificate, which marks the demise of the PC. The Death Certificate acts as a record for the PCs demise, and has places for witness of the death to be listed, as well as details dealing with the PCs death. The player still keeps all their acquired certs and other items for their PC. These could be of use if they plan on having their character resurrected or reincarnated.

Resurrection and reincarnation is possible by various NPC's in Dave Arneson's Blackmoor: The MMRPG Campaign, as long as the following requirements are met; the body is recoverable, and brought to the nearest temple of the Deity of the deceased PC or to a high enough level druid. Costs for these spells are standard NPC spell casting costs out of the DMG v.3.5 found on page 107. If a PC at the table is able to cast the spells, and are high enough level, they can resurrect or reincarnate the dead PC. PCs that have been brought back will be given either a Resurrection Certificate or a Reincarnation Certificate, which they must carry as proof of their status.

There is another choice for acquiring either a resurrection or reincarnation spell for a deceased PC which is handled at special episodes at conventions or online at specific times, where players can turn in their Death Certificate, and have their PC resurrected as per the rules of NPC spell casting in the DMG v.3.5 found on page 107. These costs can be off set through the use of influence Certs earned in play in the Dave Arneson's Blackmoor: The MMRPG campaign. PCs that have been brought back will be given either a Resurrection Certificate or a Reincarnation Certificate, which they must carry as proof of their status. Copies of these certificates are available for download on the Blackmoor MMRPG website (http://www.dablackmoor.com). Except for these special episodes table death must be resolved at the table.

### Bazaars

So, now that you have all of that hard earned gold you want to spend it, and you're looking for specific items. Where will you go? The Bazaar. Bazaars are held at gamedays and conventions, and cost 1 TU to visit and browse. A bazaar is a huge marketplace of wares; in game terms, it is a book of anywhere from 50 to two or three hundred different certificates, purchasable by PCs. Bazaars are first come, first serve. They are also themed, so the location might tell you something about what is available at that bazaar. A bazaar located in Ringlo Hall will have wares very different than one located in Sul Peshwan or Mount Uberstar.

Several times a year, we will also hold an online bazaar located at http://www.dablackmoor.com. This will work similarly to a regular gameday bazaar, but will function through chat and email. Further details on this will be available when the first one of these is held.

## Metaorganizations

While it is certainly an enjoyable experience exploring the many dangerous locations that the Blackmoor campaign setting has to offer, many players enjoy truly immersing themselves in the world around them. Besides fighting off the Afridhi horde or foiling the machinations of the Egg of Coot, players can have the opportunity to join knighthoods, get recruited into thieves' guilds, or rise in rank in King Uther's army. These groups, which characters in Blackmoor can join, are known as metaorganizations.

Each metaorganization has specific criteria for membership. Some are open to the public while others need to have certain requirements fulfilled. There are some metaorganizations that work in the shadows, where it's a matter of them seeking you out as opposed to the other way around.

The majority of metaorganizations will have a time unit expenditure for training purposes and/or fee in gold as a payment in dues. Metaorganizations will not only provide a role-playing tool that could very well come into play during the various campaign episodes or special event interactives, but possibly offer new feats, spells, or prestige classes exclusively for that group.

The various metaorganizations and rules associated with them will be described in their own separate document. Any mechanics access (i.e. feats, prestige classes, and the like) will only be known by members of that organization, and hidden from public view. As the campaign grows, so too will the organizations and societies that players will have the opportunity to join. If you have any questions regarding metaorganizations or if you have an idea for possibly starting one yourself, please email the Metaorganization Coordinator, Joe Cirillo, at joe.cirillo@dablackmoor.com.

## Online Play

Sometimes it is difficult to get a group of 4-6 players together in the same place. Perhaps you couldn't make your local gameday and missed that one module you really want to play, or maybe you don't have a local group but still want to play in the Blackmoor MMRPG.

For these circumstances, online play is your answer. Several clients are available to play online, from using a simple chat client like or instant messenger application to more specialized clients built specifically for gaming. Organizing online events can happen on the forums at http://www.dablackmoor.com or through your own network of online contacts.

The judge is responsible for supplying a usable battle grid (a spreadsheet program with a map file saved online works well for this) as well as mailing certificates to the players. Certificates must be printed, filled out and physically delivered to the players; emailing the certificate file is not permitted. Table reporting happens the same way as for a face-to-face game.

## Guidelines for Ethical Play

As much as we wish it wasn't so, disputes between players and judges over a ruling will happen from time to time. This section gives a step-by-step system of resolution for these disputes, both minor and major.

### Ruling Disputes

**Step 1:** Try to resolve the dispute amicably between yourself and the table judge. If the dispute can be resolved this way, your fellow players will thank you for it. Often minor disputes are a matter of misunderstanding between the judge and the player, and misunderstanding is something very common in a convention environment where players and judges don't necessarily know each other. Remember, we all play this game to have fun, judges included. Rules disputes aren't fun for anyone. If, however, the dispute cannot be resolved between yourself and the table judge, proceed to Step 2.

**Step 2:** Contact the Senior Judge for the event you are playing at. At a very large show such as GenCon, DragonCon or Origins, this may be someone designated to act as Senior Judge for Blackmoor MMRPG events only. Explain your case as concisely as possible, and allow the table judge to do the same. The Senior Judge's ruling is final. Any ruling disputes must be resolved at the table and cannot be revisited once the game slot is over.

If a dispute arises at a homeplay or event other than those listed above, the judge's ruling shall be considered final.

### Suspicion of Cheating

Our campaign philosophy is to trust that our players wouldn't do something as unsportsmanlike as cheating, especially in a game. Unfortunately some players, through a misguided desire to 'win' at a game that is fundamentally about cooperation and teamwork, will cheat. Below are guidelines for how a judge is to deal with this in the Blackmoor MMRPG.

### Cheating on Dice Rolls

If a judge suspects a player is cheating on dice rolls, they are encouraged to ask the player to make their rolls in the open on the table and tally all modifiers to the roll verbally for the judge. If cheating is confirmed, the player may be ejected from the table by the judge at their discretion. The player may not play the event they were ejected from again, although they may play further Blackmoor MMRPG events.

### Cheating on Character Logs

If a judge suspects a player of cheating on their character logs the judge has the right to ask for a full audit of the player's character

record. A full audit is done by the Senior Judge at the event and involves checking XP totals, gp totals, TU totals and certificates owned to be sure that the record is accurate and up to date. If the record is found to be faulty, the player may be ejected from the table until their character record is corrected; the episode will continue running without their presence in the meantime. They are still permitted to play Blackmoor MMRPG events with a different character, but they may not replay the event they were ejected from nor any other events they had previously played. If the character record cannot be corrected at the table, the character record is sent to campaign staff for review, after which the player may or may not get it back. If cheating is confirmed, the player will not receive their character record back.

## Other Disputes

**Physical Violence:** Any sort of physical violence against a fellow player, the judge, or a spectator is inappropriate. The perpetrator is to be ejected from the game immediately. Their name should be given to the campaign staff to be put on a list. The perpetrator will be banned from Blackmoor MMRPG events permanently.

**Verbal Abuse:** The guideline here is 'are the players having fun?' If someone is making hurtful remarks toward another player, the player should receive a warning from the judge. If the remarks continue, the player can be ejected from the table at the judge's discretion. A specific case of this in the gaming environment can occur when a player's character is mocked as being somehow inferior. Every player has the right to play whatever character they wish subject to the character creation guidelines. No other player has the right to tell them what to do with their character.

# DAVE ARNESON'S BLACKMOOR
## CHARACTER RECORD SHEET

**CHARACTER NAME** _____  **PLAYER** _____

**CLASS** _____  **RACE** _____  **ALIGNMENT** _____  **DEITY** _____

**LEVEL/XP** ____  **SIZE** ____  **AGE** ____  **GENDER** ____  **HEIGHT** ____  **WEIGHT** ____  **EYES** ____  **HAIR** ____

## ABILITIES

| | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|---|---|---|---|---|
| **STR** STRENGTH | | | | |
| **DEX** DEXTERITY | | | | |
| **CON** CONSTITUTION | | | | |
| **INT** INTELLIGENCE | | | | |
| **WIS** WISDOM | | | | |
| **CHA** CHARISMA | | | | |

**HP** HIT POINTS — TOTAL [ ]

**AC** ARMOR CLASS — TOTAL [ ] = 10 + [ ] ARMOR BONUS + [ ] SHIELD BONUS + [ ] DEX MODIFIER + [ ] SIZE MODIFIER + [ ] NATURAL ARMOUR + [ ] MISC MODIFIER

WOUNDS / CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | ARCANE SPELL FAILURE | SPEED

TOUCH AC | FLAT-FOOTED AC | ARMOUR CHECK PENALTY | SPELL RESISTANCE

**INITIATIVE** MODIFIER

TOTAL [ ] = DEX MODIFIER [ ] + MISC MODIFIER [ ]

## SAVING THROWS

| | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|
| **FORTITUDE** (CONSTITUTION) | = | + | + | + | |
| **REFLEX** (DEXTERITY) | = | + | + | + | |
| **WILL** (WISDOM) | = | + | + | + | |

## COMBAT

| | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|
| **MELEE** ATTACK BONUS | = | + | + | + | |

| | TOTAL | BASE ATTACK BONUS | DEXTERITY MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|
| **RANGED** ATTACK BONUS | = | + | + | + | |

## WEAPON

| | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
|---|---|---|---|---|
| | | | | |

## WEAPON

| | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
|---|---|---|---|---|
| | | | | |

## WEAPON

| | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
|---|---|---|---|---|
| | | | | |

## ARMOR/PROTECTIVE ITEM

| | SPECIAL PROPERTIES |
|---|---|
| | |

| ARMOR BONUS | MAX DEX BONUS | CHECK PENALTY | SPELL FAILURE | WEIGHT | SPEED |
|---|---|---|---|---|---|
| | | | | | |

## SHIELD/PROTECTIVE ITEM

| | SPECIAL PROPERTIES |
|---|---|
| | |

| ARMOR BONUS | CHECK PENALTY | SPELL FAILURE | WEIGHT |
|---|---|---|---|
| | | | |

## SKILLS

MAX RANKS [ / ]

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | = | ABILITY MODIFIER | + | RANKS | + | MISC MODIFIER |
|---|---|---|---|---|---|---|---|---|
| APPRAISE • | INT | ____ | = | ____ | + | ____ | + | ____ |
| BALANCE • | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| BLUFF • | CHA | ____ | = | ____ | + | ____ | + | ____ |
| CLIMB • | STR* | ____ | = | ____ | + | ____ | + | ____ |
| CONCENTRATION • | CON | ____ | = | ____ | + | ____ | + | ____ |
| CRAFT • (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| CRAFT • (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| CRAFT • (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| DECIPHER SCRIPT | INT | ____ | = | ____ | + | ____ | + | ____ |
| DIPLOMACY • | CHA | ____ | = | ____ | + | ____ | + | ____ |
| DISABLE DEVICE | INT | ____ | = | ____ | + | ____ | + | ____ |
| DISGUISE • | CHA | ____ | = | ____ | + | ____ | + | ____ |
| ESCAPE ARTIST • | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| FORGERY • | INT | ____ | = | ____ | + | ____ | + | ____ |
| GATHER INFORMATION • | CHA | ____ | = | ____ | + | ____ | + | ____ |
| HANDLE ANIMAL | CHA | ____ | = | ____ | + | ____ | + | ____ |
| HEAL • | WIS | ____ | = | ____ | + | ____ | + | ____ |
| HIDE • | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| INTIMIDATE • | CHA | ____ | = | ____ | + | ____ | + | ____ |
| JUMP • | STR* | ____ | = | ____ | + | ____ | + | ____ |
| KNOWLEDGE (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| KNOWLEDGE (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| KNOWLEDGE (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| KNOWLEDGE (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| KNOWLEDGE (_____) | INT | ____ | = | ____ | + | ____ | + | ____ |
| LISTEN • | WIS | ____ | = | ____ | + | ____ | + | ____ |
| MOVE SILENTLY • | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| OPEN LOCK | DEX | ____ | = | ____ | + | ____ | + | ____ |
| PERFORM • (_____) | CHA | ____ | = | ____ | + | ____ | + | ____ |
| PERFORM • (_____) | CHA | ____ | = | ____ | + | ____ | + | ____ |
| PERFORM • (_____) | CHA | ____ | = | ____ | + | ____ | + | ____ |
| PROFESSION (_____) | WIS | ____ | = | ____ | + | ____ | + | ____ |
| PROFESSION (_____) | WIS | ____ | = | ____ | + | ____ | + | ____ |
| RIDE • | DEX | ____ | = | ____ | + | ____ | + | ____ |
| SEARCH • | INT | ____ | = | ____ | + | ____ | + | ____ |
| SECRET LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SECRET LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SENSE MOTIVE • | WIS | ____ | = | ____ | + | ____ | + | ____ |
| SLEIGHT OF HAND | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| SPEAK LANGUAGE(_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SPEAK LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SPEAK LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SPEAK LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SPEAK LANGUAGE (_____) | N/A | ____ | = | ____ | + | ____ | + | ____ |
| SPELLCRAFT | INT | ____ | = | ____ | + | ____ | + | ____ |
| SPOT • | WIS | ____ | = | ____ | + | ____ | + | ____ |
| SURVIVAL • | WIS | ____ | = | ____ | + | ____ | + | ____ |
| SWIM • | STR** | ____ | = | ____ | + | ____ | + | ____ |
| TUMBLE | DEX* | ____ | = | ____ | + | ____ | + | ____ |
| USE MAGIC DEVICE | CHA | ____ | = | ____ | + | ____ | + | ____ |
| USE ROPE • | DEX | ____ | = | ____ | + | ____ | + | ____ |
| _____ | | ____ | = | ____ | + | ____ | + | ____ |
| _____ | | ____ | = | ____ | + | ____ | + | ____ |
| _____ | | ____ | = | ____ | + | ____ | + | ____ |
| _____ | | ____ | = | ____ | + | ____ | + | ____ |
| _____ | | ____ | = | ____ | + | ____ | + | ____ |

*Skills marked with • can be used normally even if the character has zero (0) skill ranks.*
*Mark an X in ▯ to denote cross-class skills.*
*\*ARMOR CHECK PENALTY, if any, applies.*
*\*\*-1 per 5lb. of gear.*

# GEAR & EQUIPMENT

| ITEM | WEIGHT | ITEM | WEIGHT |
|------|--------|------|--------|
| | | | |

# MONEY, GEMS & JEWELRY

COPPER (CP)

SILVER (SP)

GOLD (GP)

PLATINUM (PP)

GEMS

JEWELRY

# LOAD

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS MAX LOAD

LIFT OFF GROUND
2 x MAX LOAD

DRAG OR PUSH
5 x MAX LOAD

# SPECIAL ABILITIES/RACIAL ABILITIES

# FEATS

# MAGIC ITEMS

**ARMOR & SHIELDS**

**WEAPONS**

**POTION**

**RING**

**RODS, STAFFS & WANDS**

**SCROLL**

**WONDROUS ITEMS**

**BLACKMOOR** DAVE ARNESON'S
THE MMRPG

Character Name _____

Player Name _____

Log # _____  Previous Amounts

| | | |
|---|---|---|
| GP | TU | XP |

---

Episode: _____  APML _____  Convention: _____  Date: _____

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**

Item _____  GP Spent/Earned

_____
_____
_____
_____
_____
_____

Notes _____
_____
_____
_____

| | | |
|---|---|---|
| Starting GP | Starting TU | Starting XP |
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |

---

Episode: _____  APML _____  Convention: _____  Date: _____

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**

Item _____  GP Spent/Earned

_____
_____
_____
_____
_____
_____

Notes _____
_____
_____
_____

| | | |
|---|---|---|
| Starting GP | Starting TU | Starting XP |
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |

---

Episode: _____  APML _____  Convention: _____  Date: _____

Judge Signature: _____  Judge Name: _____

**Items Bought/Sold/Found**

Item _____  GP Spent/Earned

_____
_____
_____
_____
_____
_____

Notes _____
_____
_____
_____

| | | |
|---|---|---|
| Starting GP | Starting TU | Starting XP |
| + | - | + |
| Adventure GP | Adventure TU | Adventure XP |
| - | - | + |
| Other GP | Other TU | Other XP |
| - | - | - |
| MIC GP Spent | MIC TU Spent | MIC XP Spent |
| = | = | = |
| Total GP | Total TU | Total XP |