An important relic has been discovered by one of the University of Blackmoor’s premier archaeologists. The Fetch needs a team to escort it safely back to Blackmoor for further study. A Dave Arneson’s Blackmoor Episode for character levels 1 to 7.
**Preface by Dave Arneson:**

One day, a little over thirty years ago, I discovered that I was bored. The campaign that I was running had become a drag. It was consumed with these long tedious battles and constant bickering over historical details. These most recently uncovered details would mess up next week's battle. Curses on all such books! Why not just use one source and be done with it? CLICK! Graph paper, pencil, the old 20-sided dice we never used, some really poorly sculpted plastic monsters...I began to imagine a dungeon. My mind raced...I began to draw. Maybe I can fill it with critters and gold! This dungeon needs a name? Hmm, it's a dark place in the wilds of wherever. Ahh! Blackmoor! By Sunday night the first six levels of the dungeon were done and the gaming table in the basement had been transformed into a small medieval town with a castle. A dungeon seemed like a good idea since it would keep the players from running all over the place. We still needed some more details... Ah! I drew a map of the town and the country around it. These last details took me most of the rest of the week to complete. I was really excited about this idea. Now everyone could be a hero like in a book but without a tight (and often dumb!) plot. They could do just about anything that they wanted to do, for better or for worse. In that short time, Blackmoor was born. The campaign setting now known as Blackmoor was done within the month with additional details added as needed. Both the setting and the rules continued to grow over the weeks. Most, but alas not all, the guys liked the game and wanted to keep playing. So the next few weeks were spent fleshing things out and trying to maintain the structure. In a very real way I have continued to “flesh things out” over the last thirty years.

I continue to run the Blackmoor campaign in the games I judge at conventions and in my classroom. Over the years some 5,000+ people have adventured in Blackmoor in excess of 1,500 game sessions. The roads are well traveled but the adventures never end. (Orlando, 2004)

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**Introduction to Blackmoor by Dustin Clingman:**

Welcome to the magical world of Dave Arneson's Blackmoor! The original Blackmoor campaign began over thirty years ago and served as the impetus for an entirely new gaming experience where every player could be both a fantastic hero and a winner. The game that would become Dungeons & Dragons relied heavily on the core discoveries made while Dave Arneson created a new gaming genre through his exploration of Blackmoor with his core group of players. So what's the big deal with Blackmoor? It's a distinct and compelling world to adventure in. Blackmoor provides a solid, almost classical launching point for players of all gaming backgrounds. Before there were adventure or role-playing games, there was Blackmoor. Blackmoor can be defined by its key precept: High Fantasy. Powerful heroes defend the land against impossible odds. What could be more fun than that? The frontier kingdom of Blackmoor sits in quite a precarious position. Ruled by the young King Uther Andahar, Blackmoor is beset on all sides by enemies and would be conquerors. Blackmoor's enemies range from the savage Afridhi to the amorphous superbeing, The Egg of Coot. On a moment's notice, the people of Blackmoor must be prepared to take up arms to defend themselves from invasion or even worse horrors. Compound this political turmoil with the constant discovery of new power and horrible monstrosities to find a populace quite uneasy with their lot in life. Some of them take up arms to define their destinies rather than waiting to become victims of fate. These brave adventurers serve a heroic purpose for both people and country.

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**What is Dave Arneson’s Blackmoor: The MMRPG (Massively Multiplayer Role Playing Game)?:**

Dave Arneson’s Blackmoor: The MMRPG is designed to allow players to participate alongside each other in groups of 4 to 6 players (and up to 7 players when necessary) 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 game days that are running Dave Arneson's Blackmoor events. Since the rules for the campaign are the same everywhere in the world, players can quickly jump right into the action just about anywhere people are playing without having to worry about house rules. These complete rules can be found in Dave Arneson’s Blackmoor: The MMRPG Campaign Sourcebook or by visiting www.dablackmoor.com.
Notes to the Judge:
The most important part of *Dave Arneson’s Blackmoor: The MMRPG* is to have fun. Both your enjoyment and that of the players is paramount to the game. With this in mind, you may alter the episode as necessary to ensure the enjoyment of the group and accommodate any unforeseen actions of the players. However, this ability should not be construed to reward foolish actions by players. In those situations, players should earn what they deserve. We ask that you as the judge use common sense in these situations.

The complete episode should be read by the judge prior to play. The duration of the event should be approximately three and a half (3.5) hours of game play with time before and after the event for brief record keeping and preparation. When you run a *Dave Arneson’s Blackmoor: The MMRPG* episode we assume that you have access to the following books: *Dave Arneson’s Blackmoor*, the *Player’s Handbook*, the *Dungeon Master’s Guide*, and the *Monster Manual*. You should also have a set of dice (at least one d4, d6, d8, d10, d12, and d20), a way to track combats (such as graph paper or battle mat), some scrap paper, and a writing implement. In addition, you should be familiar with *Dave Arneson’s Blackmoor: The MMRPG Campaign Sourcebook*.

The players should have fully completed Blackmoor character sheet, a character log sheet, a set of dice, a writing implement, and any other useful tools for play such as scrap paper or a miniature to represent their player character. You should have at least four players to have a sanctioned event.

Prior to beginning play, the ATL (Average Table Level) should be determined to select the appropriate level of play. To do this, the total level of all players including EL racial adjustments (such as Westryn +1EL), followers, and animals that are not “class features” are added together (“Class feature” animals are animal companions, familiars, and paladin mounts and do not affect ATL.) The total levels are then divided by six players regardless of the number of players at the table. This number constitutes the party’s ATL. The party may choose to round up or down if the particular number is not an offered ATL.

Time Units:
The Blackmoor calendar has thirty-seven (37) weeks, with each week lasting a ten-day (10). Every character is allowed thirty-seven (37) time units (each unit being a week) for the *Dave Arneson’s Blackmoor: The MMRPG* campaign year (January 1 to December 31). Playing this event is a cost of one (1) time unit.
Chapter One: A Not-So-Chance Meeting

The adventure begins in Blackmoor at the famous ComeBack Inn, a location with which the players might be familiar.

With the Spring Equinox only a ten day away, the ComeBack Inn is as full as you’ve ever seen it. Many of the merchants of the North gather in Blackmoor at this time for a massive bazaar where tinkerers and tradesmen, merchants and middlemen, salesmen and swindlers, all gather to view each other’s goods, take orders, make purchases, and stock up until Dumimia, when the harvest bazaar takes place. And it looks like they’re all having dinner at the same time. Near the fireplace, an attractive human female in a broad-brimmed feathered hat and velvet tunic strums a jeweled lute, preparing to perform. You manage to find an empty seat at a table with several other adventurer types, and decide to introduce yourself.

It’s time for character introductions.

If anyone has the Warning of the Barkeep, read the following:

Batts, the ogre barkeep, grimaces in recognition as you enter the ComeBack Inn. He motions for you to come near.

“I remember you, adventurer. This is the only warning you get. One false move and you’re out on the street with a lump on your head before you can blink.” You get the feeling he means it.

Allow the players to introduce themselves to each other. The players’ waitress for the evening is Valafor Odet, senior wench of the ComeBack Inn. She’s worked for Fredigar Cripps for years, and knows the menu well. Many of the vegetables, roasted or in salads, are from the storerooms in the basement that are magically replenished every night at midnight. The vegetables themselves are not magical, but anyone who attempts to cast a spell to determine this gets the following boxed text:

“Hey, you! Can’t you read the sign?” Batts the ogre barkeep slams one hand on the bar and

points with the other. The sign says, “No Fighting, No Magic.”

Allow the players the following skill checks while waiting.

Knowledge: Nature:
DC 10: Many of the fresh vegetables being served to nearby patrons are out of season.

Spot:
DC 10: Some of the patrons stop at the door before they exit, and some walk out without pausing.
DC 15: The patrons who stop at the door are helped out by the porter, who is standing just outside the inn.
DC 20: The patrons who walk directly out are all wearing some sort of pin or ring.

Bardic Knowledge (DC 5) or Knowledge: Local (Blackmoor) (DC 10)
The bard is Alwyn Morland, one of the local favorites. It’s said that King Uther is especially partial to her tunes.

The bard begins to play, and the noise and activity in the room diminish to near silence. She sings a beautiful song about love gained and lost, yet one patron near her begins to talk and laugh loudly. With a glance from the bard, he suddenly becomes still and quiet, very interested in the bard’s performance.

Spellcraft DC 10 or Bardic Knowledge DC 5
Alwyn used her fascinate ability to quiet the heckler.

As the bard’s set ends, a distinguished looking elderly gentleman in academic robes makes his way through the doorway into the crowded room. Many of the patrons raise a hand -- or a glass -- in greeting to the old fellow, and a few dart for the darker corners with hands or hoods covering their faces. A handful of voices you overhear announce to their friends “The Fetch has arrived.”

Knowledge: Local (Blackmoor)
DC 10: This is Fletcher William, dean of the University of Blackmoor.
DC 20: Fletcher William is one of the King Uther’s trusted friends.
DC 25: Fletcher William is rumored to have been involved in organizing secret missions of importance to King Uther.

If anyone in the party has the Ring of the ComeBack Inn or the Pin of the ComeBack Inn, read the following:

The academician shakes hands and pats shoulders as he works his way to the bar. He leans in close and whispers in Batts’ ear, cupping his hands to his mouth to hide his lips as he speaks. Batts speaks no word in return, but nods in your direction. The Fetch glances toward you, raises his eyebrows and nods approvingly.

If no one in the party has the Ring of the ComeBack Inn or the Pin of the ComeBack Inn, read the following:

The academician shakes hands and pats shoulders as he works his way to the bar. He leans in close and whispers in Batts’ ear, cupping his hand to his mouth to hide his lips as he speaks. Batts spoke no word in return but nodded in your direction. The Fetch glanced toward you and raised his eyebrows in surprise. He clucks disapprovingly and whispers again to the ogre. Batts shrugs his shoulders noncommittally and continues working.

Read the following to everyone:

With a warm, disarming smile, he worked his way over to your table. “Greetings! I am Fletcher William of the University of Blackmoor. May I sit down? I have a proposal that may...”, here he grins, “interest a group of able minds and bodies such as yours.”

A handful of experienced-looking adventurers glance at you jealously. Clearly, they’d hoped he’d come to see them rather than you.

If the players indicate interest, continue. Otherwise, the episode is over for them.

“I hoped you’d say that. We best not speak of it here. Meet me in my office at the University tomorrow morning at 10.” With a backward nod of his head, he pointed out the many would-be adventurers in the room craning their necks, trying to listen in on the conversation. “We’ll be able to talk more... openly.”

The man stands and looks you over again. “Yes, I see what Batts meant. I believe you are just the ones for the job. I’ll arrange for payment for your rooms this evening. Good day, my friends.” As he departs, he exchanges a knowing nod with the barkeep. Clearly, you owe Batts a favor.

Allow the players to spend the rest of the day and evening as they wish. The night passes uneventfully. If they wish to Gather Information on Fletcher William, use the Knowledge: Local (Blackmoor) table above.

For all other Gather Information checks, use the rumor table below:

DC 10: While many people believe the supernatural in the city of Blackmoor is contained within the dungeon, there are actually several supernatural hotspots within the city including the city cemetery which has a supernaturally inhabited catacomb underneath.

DC 15: The dwarves appear to have not conflicts, but that certainly is not true. Many of the younger dwarves enjoy having steam powered mining equipment. But if you ever talk to a priest of Hemgrid, they’ll tell you it is an insult to a mine to operate a “steam bore.”

DC 22: The docrae are working with the gnomes to develop some strange new magical technology to secure an underground and above ground kingdom of their own...

Chapter 2: An Unexpected Development

After a peaceful night at the ComeBack Inn, you’re ready for your meeting with Fletcher William. The University is nearby, so you can have a leisurely morning before you head out.

As you approach the University, you notice an unfinished tower rising in the air above the main building. That wasn’t there the last time you passed by, and you overhear passers-by remarking on how quickly the clock tower construction is progressing since they started using elementals to assist.

There is a noisy crowd of young people standing in front of the main building, chanting something that’s difficult to make out. It sounds like some sort of protest.
**Listen:**
DC 10: They're chanting something over and over.
DC 15: The chant is “Hands off Peshwah sites!”

**Spot:**
DC 10: They all appear to be typical University student age.
DC 20: The majority of the group appears to be of varying degrees of Peshwah descent with a few Thonians interspersed.
DC 25: There are City Watch members with saps in hand watching from a distance.

Ask the players how they plan to proceed, noting whether they wait and watch, approach the protesters, or simply attempt to pass through to attend their meeting. Mention that their meeting with the Dean is supposed to begin in about five minutes.

As you get closer, the chanting becomes clearer to you. “Hands off Peshwah sites!” One young Peshwah male leaps to the steps, stripped to the waist, and the crowd of thirty or so immediately falls silent.

“For years the adventurers have been raiding... looting... robbing Peshwah archaeological sites and ancient burial grounds. That is why it was decreed, after the Thonians came to the North, that all Peshwah should be sent to the Beastlands through the blessing of fire. To keep their hands off of our dead!”

“And now, the University of Blackmoor is officially sanctioning this robbery and desecration by sponsoring expeditions of adventurers to bring back Peshwah artifacts to ‘study and preserve.’” He spits on the ground, and the small crowd cheers and shouts their approval.

If combat with the protesters takes place, make opportunities to point out that they are unarmed and unskilled combatants, and that even the lowliest hero has a significant advantage. If the players don’t take the hint, encourage them openly to subdue, not kill the overzealous young men.

If they head toward the building for their meeting with Fletcher William, read the following:

**One of the crowd spots you approaching. “Look! Here come some more!”**

The leader shouts, “Desecrators! Grave robbers!” And six young Peshwah men with sticks and chains shout a challenge and charge you with malicious intent.

**All ATLs**
**Peshwah Protesters (6):** Medium humans (Peshwah), hp 4, See Appendix I.

If they decide to wait and see what happens, read the following:

**One of the crowd spots the City Watch approaching. “Look! It’s the Watch!”**

The majority of the young Peshwah disperse immediately, but six young men shout a challenge and charge the watch with malicious intent. The Watch, armored and shielded, makes short work of them, and their bruised but breathing bodies are soon escorted or dragged away.

If they decide to address the leader, the initial attitude of all the protesters is hostile. A Diplomacy check DC 20 is required to shift their attitude to unfriendly and get the leader to talk to them. Give players who have the Trade Tattoo from Blood Wind a +2 Circumstance bonus. Give players who completed the Vision Quest of Ikiru a +4 insight bonus. Allow up to +5 circumstance modifier for good roleplay or reasons. If the players fail the Diplomacy check by more than five, or if they fail the check and attempt to pass through the crowd to their appointment, read the following:

**The leader shouts, “Desecrators! Grave robbers!”** And six young Peshwah men with sticks and chains shout a challenge and charge you with malicious intent.

Tactics: The Peshwah protesters are not very effective fighters and do not purposely attempt to use any combat tactics (charge, flank, etc.). Make it clear to the PCs that they have a significant advantage over the protesters (i.e. no armor, undisciplined).

The City Watch arrives at the beginning of the fourth round of combat and begins to do subdual damage to the protesters with masterwork saps.
All ATLs

Blackmoor City Watch (4): Medium humans (Thonian, High Thonian), Ftr1.

Sergeant Timla (1): Medium humans (Thonian), Ftr3.

If any of the players used lethal damage on the protesters, Sergeant Timla has harsh words for them after the fight. If the players killed any of the protesters in self-defense, they earn the Notice of the Blackmoor City Watch.

If the players launched an unprovoked attack on the protesters, subdual or otherwise, they earn the Disturbers of the King’s Peace certificate and the episode costs an additional time unit to reflect the time spent in jail.

If the players succeed with the Diplomacy check, read the following:

The young Peshwah man regards you with interest. “So, the desecrators and grave robbers would parlay? You hope to ‘calm the savage beast’, eh? You adventurers understand nothing but pillaging and violence. Perhaps we should give you what you want, eh?”

“No, Dalben,” a pretty Peshwah girl pleads, coming forward from the crowd.

He shot an angry look at her and snapped, “I am Peshwah na Dalbena now, Chaunda. I am in touch with my heritage, unlike some.”

“I’m sorry, Peshwah na Dalbena, but they look like they mean no harm.”

Dalben gives you a doubtful look, “Speak, then. Why do you aid the University in their desecration of Peshwah holy sites?”

The players should be clueless and confused at this point. Peshwah na Dalbena can answer some questions for them. He is your typical angry young man, self-confident and prideful.

What the heck are you talking about?
Before the Thonians came to the North, the Peshwah buried their dead, as you do. The explorers and adventurers wasted no time in seeking out and plundering our burial grounds. That is why the gods told our leaders that we were to begin sending our kinsmen to the Beastlands through fire and smoke. In the past, it was only rogues, disorganized and undisciplined. But now the University is encouraging, sanctioning the robbery and defiling of these sacred sites in the name of “research and preservation.” (He spits on the ground.) If you would preserve, keep your filthy feet off of our holy ground.

Who are you, and why are you here?
I am Dal... I am Peshwah na Dalbena, adopted son of Thonian parents, sent here to the University to be ‘enlightened and educated.’ (He spits the last words out, disgusted). I have instead discovred and embraced my heritage.

Who is doing the looting?
Stefan Balakar, the archeology professor, has led a team of students and faculty to the Hak, with the approval of the Dean and even the Regents Council. I would like to see, to hear the outrage if Peshwah were to enter one of your holy sites and take everything that wasn’t nailed down!”

What are they taking?
Everything! They are even cutting out the wall carvings from the walls of the tombs to transport back here.

Would you let us through peacefully? We don’t have a problem with you, and we don’t know anything about these activities.
No. As the only representative of the Peshwah people willing to stand up to the desecrators, I deem it to be my solemn obligation and duty to stand here representing the rights and sovereignty of the Peshwah peoples.

We promise to talk to the Dean and get to the bottom of this. This really sounds terrible.
For some reason, I believe you. You do not seem to be without honor. You must impress upon the Dean that the holy sites must be left alone. Peshwah na Dalbena will stand aside for you. Do not forget me.

You’re right. We’re out of here.
The adventure ends for the players, and they get the Gratitude of Peshwah na Dalbena.

If the players are disrespectful and/or attempt to force their way through, start the combat. (Remember to bring in the Watch at the beginning of the fourth round.)
Chapter 3: The Plot Thickens

The halls of the University of Blackmoor, gothic and elegant, are not old, but are already hallowed. Although it was not established until after Uther was named King of Blackmoor, there have already been significant advances in the areas of clockwork and geology. And the fact that the University is located at the convergence of several magical ley lines has allowed advances in the arcane arts that far outpace their older counterparts in the Thonian Empire.

Dean William Fletcher’s door, made from some dark exotic wood, is covered with beautiful scrolling and intricate carved patterns. The gilt inscription reads simply, “Dean.”

“Ah, yes, my friends. I am glad you came. I trust you slept well. It is a task of the utmost importance that I request you perform. The safety and security of the North may be involved, and I will need you to speak of this to no one, not even in the future, regardless of whether you accept the job. Is there anyone who cannot agree to that?

Pause for responses. The adventure ends for players who do not agree. If they have questions, ask that they hold them until he’s finished. He can reassure lawful good characters that there is nothing involved that will go against their nature.

“Excellent. One of our rising stars here at the University, Stefan Balakar, has turned out to be quite a talented archaeologist, both in the field and in the classroom. He has spent the last year or so in the High Hak, studying Peshwah burial sites dating back before the burning pyre ritual was decreed. He has sent us news of an important discovery, an item that, for research and preservation purposes, should be brought back here to the University...for study and safekeeping. On behalf of King Uther and the Regency Council, we are asking that you provide the item and the professor a safe journey to Blackmoor.

What is the item?
It is a magical item the Peshwah call “The Staff of Sunflame”. We believe it to be hidden in one of the Peshwan pre-pyre tombs.

Why do you want it?

According to Professor Balakar, it is powered by a magic otherwise unknown in the North, even to the Peshwah. Perhaps something created by the Egg of Coot. The rumors say its magic can be quite destructive. And we have it from reliable sources that Toska Rusa is aware of its existence and that she has several Afridhi teams in the Hak searching for it.

If it’s not Peshwah magic, then what magic is it?
We have reason to believe it is of divine origin. Rumors of its existence began to circulate about twenty-eight years ago, the same time that the Peshwah believe their god, Hadeen, was killed by his brother Calelrin. The current theory that has the widest acceptance is that this might have been the weapon Calelrin used.

Who is this Peshwah na Dalbena?
Oh, so you met Dalben. Or Peshwah na Dalbena, as he now calls himself. He is the adopted son of a successful merchant, sent here for an education. He was a student of Stefan Balakar before he left last year. He has embraced his ethnicity enthusiastically since Balakar left.

He’s pretty upset about these missions. He claims you’re even cutting off murals and desecrating tombs.
Well, he’s right about at least part of that. We have trespassed in some pre-pyre tombs during the search. And we have removed anything that might give a clue about the Staff of Sunflame’s location or origin so that the Afridhi will not be able to find it. He misinterprets our intentions. But I do understand his concern. It is our plan, once we understand the history and nature of this item, to restore all the tombs to the fullest extent we can without jeopardizing the security of the North.

Did you tell him that?
Yes. He chose either not to listen or not to believe.

And Balakar has the item?
The message was that he had found the item.

And you want us to do what?
Provide safe passage for the item and Professor Balakar.

Is there any pay for this, or are we doing it out of goodwill?
You will receive standard adventurers pay plus an additional sum for hazardous duty. You will have access to the resources of the University in your future endeavors. And the gratitude of King Uther and the Regency Council sometimes results in being asked to perform additional lucrative duties. You might be surprised how often the North needs heroes who can perform duties discreetly.

Can you provide us with any assistance in the form of material or magical goods?
Yes. We have maps for you. We will show you where the professor’s camp is located, but do not wish you to mark it on the map, just in case. You have full access to the University’s mundane stores and limited access to the magical ones.

Players may purchase from the University mundane stores any item from Table 7-8 of the Player’s Handbook, including spellcasting services.

Players may purchase from the University magical stores any three Arcane or Divine scrolls up to 375 gp in value, any three potions up to 300 gp, any one wand up to 750 gp, any one ring up to 2,500 in value, and any one Minor Wondrous Item up to 3,000 gp in value. (See Dungeon Master’s Guide, Chapter 7)

Chapter Four: The Obligatory Ambush

Ask players for a marching order, traveling spells, and precautions.

The first few days journey to the High Hak is long, but not difficult. The Northern roads decrease in quality, though, as you get farther from Blackmoor and Maus, until there are no roads at all. The High Hak is waking up as spring approaches; the Blood Wind you’ve heard about is weeks away.

You have seen a few Peshwah watching you from a distance, and you know enough about their people to know that they intended to be seen. You marvel at your good fortune and wonder how much longer it can hold out.

允许玩家进行一个Spot检查 (DC 15 + ATL) 来探测隐藏在高草中的Afridhi。

Chapter 5: An Expected Arrival

It takes only a couple of days to complete your journey, and you encounter no more Afridhi search parties. The camp is where Fletcher William indicated.
As you approach, you notice they have taken light precautions against being seen. They have taken the wheels off the wagons so that they will not be taller than the surrounding grass, and the low hung tents are the color of dry grass.

You smell the aroma of food cooking, but see no evidence of a fire. As you enter the camp, you notice a cook with a wand casting a spell on a large iron stockpot.

Spellcraft (DC 17): He’s using Heat Metal to cook the food.

A handsome man with a million gold piece smile emerges from a nearby tent and waves energetically. You wonder how his hair could possibly look so good after so long on the Hak.

“Hail, and well met! We have been anxiously awaiting you ever since we received the news from Blackmoor that you were on your way. I’m Stefan Balakar, Professor of Archaeology, University of Blackmoor.”

He enthusiastically shakes everyone’s hand and asks each player their name and area of expertise, mentioning that he “has done a little bit of that myself,” or “I know a little bit about that” to all but the most outrageous claims. It’s not that he’s conceited; it’s the truth. Portray him as confident, but not arrogant; knowledgeable but not sophistic.

“We’re glad you came. We’re capable of defending ourselves against the local fauna, but the Peshwah have not been very understanding of our mission. Did you encounter any difficulty on your journey?”

If the players mention the Afridhi ambush, or if they have an Afridhi prisoner with them, read the following:

“The Afridhi? I was afraid of that. Nothing stays a secret from Toska Rusa for very long. We had escaped her attention for longer than I expected. Our suppose our luck has run out.”

Read the following regardless of whether they mention the Afridhi:

“We have spent months searching for an artifact the Peshwah call the Staff of Sunflame. We have it from good sources that this staff is capable of great destructive power and that it uses a type of magic unknown in the North until now. We are confident that this ancient Peshwah pre-pyre burial site is its current resting place.

“It is of the utmost importance that we remove this item to Blackmoor before the Afridhi can get their hands on it. Their fire magics are powerful and destructive enough already. They do not need any additional advantage, especially with,” he pauses, “recent developments.”

(Here he indicates the mark of Zugzul from the Battle Interactive at MegaCon 2006. He is a decent archer, and departed for the Hak to search for this item after his return to the University from that ill-fated battle. He is not a full Brother of the Greenwood but is a supporter. Swap stories from the interactive, if any of the players participated. He was in a party that went “too far,” accidentally participating in an aspect of Zugzul being introduced to the world of Blackmoor.)

“This item must be studied and analyzed. If we can gain knowledge of a magic unknown to the Afridhi and Thonians, we could gain the advantage we need to maintain peace in the North, and perhaps retake Starmorgan with minimal loss of life.”

“Do you have any questions for me before I proceed?”

Where did the Staff of Sunflame come from?

“As the dean may have told you, we have reason to believe it is of divine origin. Rumors of its existence began to circulate about twenty-eight years ago, the same time that the Peshwah believe their god, Hadeen, was killed by his brother Calelrin. The current theory that has the most wide acceptance is that this might have been the weapon Calelrin used.

Why do you believe the staff is here?

Based on evidence gathered by our friends among the Peshwah, we believed the elders of the Ornidri tribe decided to hide the item in this general area of the Hak. The entrance to this site has recently…and by recently I mean in the last twenty years or so...had its, shall I say,
security upgraded, so we think this is the most likely location."

**Any clues as to the nature of the magic?**
None, other than that it is of divine origin.

**Do you have it? Are you able to get in?**
No. The entrance seems to be guarded with some kind of magical code or combination we have not been able to solve. We have tried brute force, but we lack the strength or tools to get in that way. Besides, I have no wish to do permanent, irreparable damage to this valuable and important burial vault.

You’ve ticked off some people, you know…
I don’t think they understand our mission. Our intent is not to desecrate or destroy. Our intent is to preserve, perhaps enhance, the security of the North, Peshwah lands included. We have done our best to leave the sites intact without abetting the Afridhi threat.

We’re uncomfortable with the idea of raiding a tomb.
Believe me, I am also concerned with the rights of the Peshwah to undisturbed holy sites. However…I don’t know if the Fetch told you this or not…we are acting under the authority of the King and the Regents Council. Peshwan na Shepro, Baron of Dragonia, gave his support, although secretly, to this mission before we ever embarked upon it.

**Do you think there’s anything nasty down there?**
The ancient Peshwah were inconsistent in the placement of traps and tomb guardians. We cannot rule anything out, but we have yet to encounter such in any sites we’ve visited so far.

**Do you know a guy named Dalben?**
Yes, excellent student. He’s the son of a wealthy local merchant. As a first year, he visited a Peshwah site with me before I learned the language. He speaks it fairly well, and is of Peshwah origin.

Well, he’s changed…
I’m not completely surprised. I saw signs of discontent growing within him, but apparently I was not aware of the depth of his feelings.

If the players can’t bring themselves to raid a tomb, the mission is ultimately unsuccessful. Balakar dies in the tomb trying to retrieve the Staff, everyone returns to Blackmoor empty-handed, and the Afridhi (eventually) gain the staff.

When the players have no more questions, read the following:

> "When I sent the message to The Fetch, I mean Fletcher William, I anticipated we would be inside the edifice before you arrived. I was wrong. So not only do we need your escort home to Blackmoor, I would appreciate it if you would take a look at the entrance, as well. Fresh eyes on the problem might be just what we need."  

---

**Chapter Six: A Puzzling Portal**

The door is sealed with a modified arcane lock spell cast at a high caster level. Players must solve a Sudoku-style puzzle to unlock it.

Note that some players do not like puzzles, and that they can be frustrating in a time-restrictive environment such as a convention slot. In these cases, feel free to drop liberal clues from Stefan Balakar. He’s a sharp individual, and in these situations might only need a couple of observations from the players to figure it out. Additionally, a Disable Device check of DC 15 can circumvent the puzzle entirely.

If you wish to bypass the puzzle, read the following.

Stefan shows you the ornate stone slab that covers the entrance to the oubliette style cairn carved with symbols that you immediately recognize from a piece of paper you found on one of the raiders. When you show him the paper, he exclaims, “That’s why we couldn’t solve the puzzle. There’s a missing symbol! The Afridhi’s sources are better than we thought!”

He quickly reaches for a bag containing flat, square stones of identical size and shape, but with a wide variety of symbols carved on them. He looks until he finds the four symbols from the paper, places them in four depressions in the slab, and an audible rumble and rush of air rewards his efforts.

> "We’re in!" he exclaims. “Help me pry the stone away!” He grabs a pry bar and looks at you as though he expects you to do the same.
If you wish to give the players a chance to solve the puzzle, give them Player’s Handout 1 and read the following:

**Stefan shows you the ornately carved stone slab that covers the entrance to the oubliette style cairn. It is covered with a grid of square impressions, nine by nine, with deep scoring further dividing the nine by nine grid into nine three by three grids. Some of the impressions hold tiles carved with symbols.**

**Balakar shows you a bag of tiles similar to the ones already placed in the grid. “We gathered these from other sites. They radiated magic, and we thought they might be useful. We were right, I suspect, but I don’t know how to proceed. We have experimented with randomly placing the tiles, hoping to get lucky. So far, we haven’t been lucky at all.”**

He looks up hopefully. “Any ideas?”

Additionally, two versions of the puzzle have been included, one hard (Handout 1) and one easy (Handout 2) -- worth the same amount of experience. Start with the hard, and should it prove to be too difficult, switch to the easy using this boxed text:

**Suddenly you remember a piece of paper you found on one of the Afridhi you encountered earlier in the day, and show it to Balakar. “Hmm, the Afridhi sources are better than we thought. Perhaps...yes...I see...these go here.”**

He quickly places several tiles on the grid. “There, let’s see if that makes things any easier.”

If the easier puzzle is still too difficult, allow the party a DC 5 Intelligence check, and fill in one square for them for each point by which the highest result exceeds the check.

When the players solve the puzzle, read the following:

**An audible rumble and rush of air rewards your efforts. The other members of the expedition who had gathered behind you erupt in spontaneous and sincere cheering.**

“**We’re in!” Stefan exclaims. “Help me pry the stone away!”** He grabs a pry bar and looks at you as though he expects you to do the same.

If at any time it is clear that the players are no longer having fun, have Balakar solve the puzzle and continue to the next encounter.

**Chapter Seven: A Deadly Encounter**

The tomb is, of course, guarded by undead. Players who took part in **Vision Quest of Ikaru** from **Episode 4: Blood Wind** have an easier time of it, as the guardian spirit does not attack a Blessed of Hak unless they attack him first. The other tomb inhabitants are less hospitable and attack regardless of race or record.

With the entry stone removed, the smell of damp and decay wafts up from the opening. Stefan Balakar has a rope ladder brought from the camp, and ties one end to the sturdy pegs driven deeply into the ground for that purpose. He ties a sunrod to the other end, and begins to lower that end into the hole.

He sticks his head down. “Looks like multiple rooms. This is the entry chamber. I see four... no, six corpses In the room below. There’s a passage leading...north. That is typical of all the multi-room burial chambers we’ve encountered so far.” He stands up and dusts his hands off. “the passages all lead in the general direction of the Tower of Salt.”

“**Well, let’s get down there, shall we?**”

Wait for the players to respond. If they refuse to go down, Balakar dies in the tomb and the mission fails. Give the players experience and certificates for the portion of the episode successfully completed.

**Shouldn’t we use caution?**

With the exception of the occasional trap, these tombs have been perfectly safe. There’s nothing to worry about.

**Let us go first.**

Very well. I appreciate your good intentions, however unnecessary the precaution might be.
What do you expect to find down there?
The Staff of Sunflame if we’ve done our homework properly…and if we’re lucky. I suspect it will be trapped as a precaution.

We don’t have a rogue with us.
I know a little bit about that. After I was put flat on my back a few times, I decided to invest some time and resources into learning to deal with the traps.

As you descend the ladder into the relative dark and cool of the tomb, the smell of decay grows stronger, as does a feeling of general unease. You remember hearing that there are old adventurers and there are bold adventurers, but there are no old bold adventurers.

The thirty by thirty room does indeed contain six corpses, their belongings long ago rotted to dust, with the exception of some metal jewelry.

The walls are covered with pictures of a lush land teeming with flora and fauna. The entrance to the hallway leading north is low and narrow, about five feet tall and three feet across.

These corpses are the remains of an ancient honored dead of an unnamed Peshwah tribe: two Peshwah Leados and their wives, and two Hommetts.

Knowledge: Religion
DC 15: The scene depicted in the mural is the Beastlands.

The hallway leading north is low and narrow, about five feet tall and three feet across. Medium characters are not squeezed, and the smaller size does not affect combat.

The Northern Chamber

The Northern Chamber holds the item the group is looking for, as well as a few other surprises. The tomb guardian becomes active as soon as someone touches anything in the room other than the floor, walls, and ceiling.

At the end of the downward sloping seventy-foot hallway is a larger chamber, about forty by sixty feet, with an eight-foot ceiling. There are four corpses on piles of neatly stacked stones of various shapes and sizes. You get the impression that these people may have held places of honor so many years ago.

The mural in this room looks much more recent than in the previous room. This mural depicts two jealous brothers, a murder, and a god falling to earth.

Each of the corpses holds a weapon of some sort in its hands. Three of them hold a dark gray L-shaped wand in their hands. One holds a metal club that matches the description of the Staff of Sunflame; it’s polished smooth, but with some bumps near the large end. There is a large symbol on the wall.

Knowledge: Religion
DC 10 – This resembles the symbol of the god Hadeen, but has some noticeable differences.

DC 20 – The symbol of Hadeen has gradually changed over the centuries, evolving to its current form. This is the ancient form of the sign of Hadeen.

As you touch the ________, the sound of a rushing wind fills the chamber, and the guardian of the tomb appears before you in a flash of light, poised to attack. You hear a loud thud in the distance as a boulder falls to seal your retreat, and then a rumbling crescendo as the rock begins rolling down the hallway toward you!

Fill in the blank with whatever the players touched.

Rolling Boulder Trap: CR 2; mechanical; touch trigger (touching the wand or staff); manual reset; hidden switch bypass (Search DC 25); Atk: special; Search DC 22; Disable Device 22.

The rock falls at the top of the sloping hallway, rolls downward, and stops ten feet from the entrance to the room. It takes a DC 20 Strength check to roll back up the incline. Don’t allow the players to “take 20” during combat. The rock rolls ten feet the first round of combat, twenty feet during the second round, and thirty feet to its resting place during the third round. Allow players struck by the rock a DC 15 Reflex save to avoid being knocked prone. Players struck during the first round of combat suffer 1d3 damage. Players struck during the second and third rounds suffer 1d6 and 1d10 damage respectively. Players who remain outside after
the boulder seals the chamber must make a DC 20 Strength check and spend a full round action to move the boulder so they can get around. Meanwhile, the undead crypt guardian attacks anyone in the room.

**ATL 1 (EL 3)**  

**ATL 3 (EL 5)**  

**ATL 5 (EL 7)**  

It’s possible that canny (or paranoid) players will take great precautions or preemptive measures to prevent the corpses from animating. Allow them to do this, but the corpses aren’t the problem.

**Tactics:** Use tactics as described under each entry in the Monster Manual.

**Chapter Eight: A Satisfying Conclusion**

The return trip to Blackmoor is uneventful, even peaceful, due perhaps in part to the presence of an older, portly fellow who goes only by Brother Richard. He appeared the day you left, and he’s been alternating between flying around, eating, and napping – mostly the last two. All he will say is that someone named Jallapierie sent him when Fletcher William heard the Afridhi were in the area. Apparently, someone has been watching your progress.

Once again, the Peshwah make sure their presence is known, but they do not accost or molest you on your journey. If there are any other Afridhi raiders on the Hak, you haven’t seen them, or the sight of a flying monk has kept them far away.

Fletcher William is pleased to see you, and asks for a debriefing the morning following your arrival. Once again, he obtains rooms for you in the ComeBack Inn. Ahh, the life of an adventurer…

Ask if the players if they attend the debriefing. If they don’t, the adventure is over for them.

If they do, read the following:

“I cannot tell you how pleased I am that you provided this important discovery safe passage to Blackmoor.

“The club you found does indeed fit the description we received of the Wand of Sunflame. Although I cannot disclose what we have discovered so far, I can tell you that the magical charges in the weapon appear to be spent.

“However, the wands you gathered appear to still have charges left, though they do not radiate magic in the manner to which we are accustomed to seeing. Again, this is a magic never before seen in the North, so it is understandable that it would behave that way.

“We have finished looking at the wands, and have decided to make them available to you as part of your compensation for a job well done. It is of the utmost importance that these do not leave your possession, lest an agent of the Afridhi or the Egg of Coot discover and harness their power.

“Again, on behalf of King Uther and the Regency Council, you have our gratitude. Uther once and always!”

**Experience Points**

Reward the player characters experience points for items completed below:

**Chapter 2:**
- Subduing the Peshwah Protesters 150 xp  
  OR  
- Conscientiously Objecting to Participating in Adventure

**Chapter 4:**
- Defeating the Afridhi 250 xp

**Chapter 6:**
- Solving or Circumventing the Puzzle 100 xp

**Chapter 7:**
- Defeating the Undead 250 xp
Mementos
List by each chapter what the players may have to take away from this episode. Values provided are full market value. Items sold are redeemed at half value, while gems may be redeemed for full value. Maximum gold piece value for the episode (excluding certificate) is as follows:

ATL 1: 500gp.
ATL 3: 750gp
ATL 5: 1,000gp

Chapter Two:
All ATLs
Notice of the Blackmoor City Watch (6):
You killed a University of Blackmoor student protester in self-defense. While you didn’t break the law, the Blackmoor City Watch has its eye on you as a potential troublemaker. You have a -1 circumstance modifier on all your interactions with the civil authorities of Blackmoor.

Disturbers of the King’s Peace (6): You launched an unprovoked attack on a group of University of Blackmoor student protesters and WENT TO JAIL for one Time Unit. You have a -2 circumstance modifier on all your interactions with the civil authorities of Blackmoor and a -4 circumstance modifier on all your interactions with University of Blackmoor students and personnel (including Fletcher William).

Convicted of Manslaughter! (6): You launched an unprovoked attack on an unruly group of University of Blackmoor student protesters and killed one or more and WENT TO JAIL for ten Time Units. You are barred for life from using any of the resources of the University of Blackmoor.

Gratitude of Peshwah na Dalbena (6): You were persuaded to abandon your adventure by University of Blackmoor student Peshwah na Dalbena. While he has no significant influence on the activities in the North at the moment, who knows how much of a following this charismatic young man may eventually gather?

Chapter 3:
All ATLs
Shopping at the University of Blackmoor
Players may purchase from the University mundane stores any item from Table 7-8 of the Player’s Handbook, including spellcasting services.

Players may purchase from the University magical stores any three Arcane or Divine scrolls up to 375 gp in value, any three potions up to 300 gp, any one wand up to 750 gp, any one ring up to 2,500 in value, and any one Minor Wondrous Item up to 3,000 gp in value. (See Dungeon Master’s Guide, Chapter 7)

Chapter 8:
All ATLs
Favor of Fletcher William (6):
You assisted Fletcher William in securing a potentially dangerous artifact. The Regency Council knows your name. You have complete access to the resources and faculty of the University of Blackmoor, giving you a +10 competence bonus to any or Knowledge checks when you can spend four or more hours on the main campus researching your area of interest.

Gratitude of Stefan Balakar (6): You assisted Stefan Balakar in removing the Staff of Sunflame from the tomb. He talked your ear off on the journey from the High Hak to Blackmoor, sharing with you his vast wealth of knowledge. If you have one or more ranks in Knowledge: Archaeology, you gain a permanent +1 competency bonus in that area. If you have no ranks in that area, you gain the ability to make a one-time untrained Knowledge: Archaeology skill check attempt with no bonus. After you use the untrained attempt you must mark this portion of the certificate: USED.

Wand of Sunflame (6): (value ? gp)
This metal L-shaped wand emits a bright red ray which, upon a successful ranged touch attack, deals 1d8 points of fire damage. The range increment is thirty feet, with a maximum range of ninety feet. The critical threat is 20, and a critical hit deals double damage. No enhancements may be added to this weapon. There are ten charges remaining. This weapon may not be sold or traded.
Appendix I

Chapter 2

ALL ATLS
Peshwah Protesters (6): Medium human (Peshwah) Commoner 1; HD 1d4+1; hp 4; Init +0; Spd 30 ft; AC 10, touch 10, flat footed 10; Base Atk +0; Grp +1; Atk -4 melee (1d3+1, stick) or -4 (1d3+1, rock); Full Atk -4 melee (1d3+1, stick) or -4 (1d3+1, rock); SA none; SQ none; AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft: Alchemy +2, Craft: Scrolls +2, Handle Animal +1, Profession: Student +2, Knowledge Arcana +2, Ride +1, Spellcraft +2; Scribe Scroll, Use Magic Device.

Possessions: Stick, Scroll Case, Quill, Parchment, Spell Component Pouch (clear crystal, 3 dead fireflies, small piece of copper wire).

Blackmoor City Watch (4): Medium human (High Thonian) Fighter 1; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 18, touch 11, flat footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d3+2, Masterwork sap) or +2 ranged (1d3, shortbow); Full Atk +4 melee (1d3+2, Masterwork sap) or +2 ranged (1d3, shortbow); SA none; SQ none; AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Diplomacy +2, Intimidate +4; Power Attack, Dodge.

Possessions: Masterwork sap, splint mail, heavy steel shield, shortbow, 10 blunt arrows, potion of cure light wounds.

Sergeant Timla: Medium human (Thonian) Fighter 4; HD 4d10+8; hp 34, Init +1; Spd 20'; AC 21, touch 11, flat footed 20; Base Atk +4; Grp +7; Atk +8 (1d3+3, Masterwork sap) or +9 melee (1d8+5, Masterwork longsword) or +6 ranged (1d3, shortbow); Full Atk +8 (1d3+3, Masterwork sap) or +9 melee (1d8+5, Masterwork longsword) or +6 ranged (1d3, shortbow); SA none; SQ none; AL LG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Diplomacy +3, Intimidate +7; Cleave, Dodge, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Afridhi Flamebrother, Male Afridhi Sor4; CR 4; Medium sized Humanoid (human); HD 4d4+8; hp 21; Init+2; Spd 30 ft; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2; Grp +2; Atk +2 melee (1d8, morningstar) or by spell; Full Atk same; Space/Reach 5ft/5ft; SA Spellcasting; AL LE; SV Fort +3, Ref +3, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +10, Concentration +9, Sense Motive +7, Spellcraft +8; Combat Casting, Elemental Spell Focus (Fire), Greater Elemental Spell Focus (Fire), speak Common, Afridhian, Combat Whistles.

Spells per Day: 6/7/4, save DC 13 + spell level (15 + level for fire spells)

Spells Known: 0 – Daze, Detect Magic, Elemental Globe (Fire)*, Flare, Light.; 1 – Burning Hands*, Elemental Bolt (Fire)*, Shield; 2 – Scorching Ray*.

*indicates a Fire subtype spell

Possessions: Morningstar, spell component pouch.

Chapter 4

ATL 5
Afridhi Fighter: Medium Human (Afridhi) Ftr 3; HD 3d10+6; hp 28; Init +1; Spd 30 ft; AC 21, touch 11, flat footed 20; Base Atk +3; Grp +5; Atk +6 melee (1d8+3, Masterwork longsword) or +5 ranged (1d6, Masterwork shortbow); Full Atk +6 melee (1d8+3, Masterwork longsword) or +5 ranged (1d6, Masterwork shortbow); SA none; SQ none; AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.


Possessions: Masterwork longsword, Masterwork shortbow, potion of cure light wounds.
**Professor Stefan Balakar**: Exp 8/Rog 2; CR 9; Medium human (Thonian); HD 10d6; hp 44; Init +2; Spd 30 ft.; AC 20, touch 14, flat-footed 18; Base Atk +7/+2; Grp +7/+2; Atk +9 melee (1d6+1/19-20, +2 short sword) or +10 ranged (1d6+1/x3, +1 shortbow); Full Atk +9/+4 melee (1d6+1/17-20, +2 keen short sword) or +10/+5 ranged (1d6+1/x3, +1 shortbow); SA sneak attack +1d6; SQ evasion, trapfinding; AL CG; SV Fort +5, Ref +10, Will +9; Str 10, Dex 14, Con 10, Int 20, Wis 10, Cha 16.

**Skills and Feats**: Appraise +10, Decipher Script +13, Diplomacy +8, Gather Information +12, Knowledge (Arcana) +16, Knowledge (Geography) +15, Knowledge (History) +21, Knowledge (Local Blackmoor) +17, Knowledge (Nature) +19, Profession (Scribe) +8, Search +20, Survival +4, Use Magic Device +15, Skill Focus (Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature)), Investigator.

**Possessions**: +1 shortbow, +2 keen shortsword, cloak of resistance +3, headband of intellect +2, +3 studded leather armor, potion of cat's grace, 3 potions of cure light wounds, potion of cure moderate wounds, potion of delay poison, potion of hide from undead, potion of lesser restoration, ring of protection +2, Ring of the Comeback Inn, University of Blackmoor scholar's robes.

Stefan Balakar is the darling of the University of Blackmoor's Archaeology department. The adventuring professor is well known for bringing back the choicest and most valuable artifacts and relics the North has to offer. He is sincerely interested in knowledge, both for its own sake as well as its practical application. Although he is a good man, he occasionally allows his decision-making skills to be influenced by his hopes for recognition and accolades from his peers. After being injured several times by traps found in tombs and gravesites, Balakar sought out the Thieves Guild of Blackmoor for a little bit of night school training.
GM Handout One
Sudoku Solution

```
 2 7 6 3 4 1 5 9 8
 3 4 8 6 5 9 7 2 1
 1 5 9 8 7 2 4 3 6
 9 3 4 7 6 5 1 8 2
 8 6 1 2 3 4 9 7 5
 5 2 7 1 9 8 6 4 3
 6 8 2 4 1 7 3 5 9
 7 1 5 9 8 3 2 6 4
 4 9 3 5 2 6 8 1 7
```
1) Rock drops here
2) Rock rolls to here
3) Tomb guardian appears here
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