

Welcome to Dave Arneson's Blackmoor (DAB) the MMRPG!

Whether you are new to a living style campaign or not, we don't care! We'll help you along with this handy dandy, hopefully not too long, character creation and campaign document. If you still have questions after that, feel free to ask on our forums, in an email to the campaign staff, or hit us up at one of the many conventions that Blackmoor is played at and we'll get you rolling!

Now real quick, something that applies to all, whether old or new to the DAB MMRPG; We only use the following books in the campaign;

Wizards of the Coast 4th edition Player's Handbook, the Dungeon Master's Guide, and the Monster Manual

Dave Arneson's The First Campaign Sourcebook

Dave Arneson's Age of the Wolf Campaign Sourcebook

Why is that? Campaign balance and to keep the focus on Blackmoor and your Blackmoor characters. Sure there are all kinds of books that a number of publisher's have released for 4th Edition, but most of them simply do not fit the flavor of Blackmoor, some are even restricted for plot reasons. It also helps on maintenance of the campaign and the Game Masters who run at cons by not requiring people to have and lug around 33566746754 books and have them memorized! (Okay, so the number of books may be exaggerated just a wee bit.)

Certain things have also been restricted or banned for those considerations as well, not many, but a few, such as Racial Paragon/Epic Paths. Those are all banned from play simply because there is not a racial option for each race in the game. Should there eventually be, we'll take a look at them.

Will we eventually allow other books into play? Some things certainly; Items and monsters being the predominant thing, and of course additional Blackmoor books as they come out, but we will review each and every item before it's approved for inclusion into the campaign world.

Okay, enough jabbering, onto the meat!

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Character Creation Rules

₁ - References items in the Wizard's of the Coast 4th Edition Player's Handbook (PHB)

₂ - References items in the Dave Arneson's The First Campaign Book (DAFC)

₃ - References items in the Dave Arneson's Age of the Wolf Campaign Book (AotW)

Races Allowed: Elves₁, Dwarves₁, Humans₁, Halflings₁, Docrae₂, Tiefling₁, Dragonborn₁, Eladrin₁, Half-elves₁

The following are sub-races of humans with no game mechanics involved as they are not considered separate races. They can have in game impact on reactions and some abilities (Diplomacy, intimidate, feats, powers, etc) requiring a specific sub-race.

Humans: Thonian₃, High Thonian₃, Peshwah₃, Afridhi₃, Skandaharian₃

Classes Allowed: Arcane Warrior₂, Cleric₁, Elderkin₂, Fighter₁, Idolator₂, Inventor₃*, Mystic₂, Noble₂, Paladin₁, Ranger₁, Rogue₁, Warlock₁, Warlord₁, Wizard₁, Wokan₂

* Since the AotW book is not released yet, the Inventor and his 1st four levels of powers are included later in this document.

Determining Attributes: The Point Buy Method as described in the PHB is used.

Points: 28

Starting Coin: 200 gold

Restricted starting purchasable items:

All Categories: Magic Enhancements

Armor: Any armor with a price of 'Special'

Weapons: Silvered

Adventuring Gear: Everburning Torch

Mounts and Transport: All

Magic Items: All

Changes in Items from DAB: The First Campaign Book to Age of the Wolf

Races

Docrae - Docrae Marksmanship: You gain a +1 racial bonus to attack rolls with weapons of the crossbow group and all weapons with a thrown property.

Classes

Arcane Warrior – AotW Arcane Warrior's badge of authority can represent anything *but* his service to the Wizards' Cabal, which all arcane warriors have forsaken—even in Bramwald.

Elderkin – AotW Elderkin get access to a new type of spirit guide:

Scholar Guide: Your spirit guide was a gifted engineer, inventor or researcher. You gain a +2 bonus to all knowledge checks (including Engineering) and to saving throws against illusion effects.

Idolator - AotW idolaters have a game option their classic counterparts do not:

Bonus to Defense: +2 Fortitude *or* +2 Will *or* +1 to each

Noble – AotW Nobles have choices their classic counterparts did not:

Bonus to Defense: +1 to any two

Trained Skills: Choose one: Bluff, Diplomacy or Intimidation. From the noble's class skills list, choose three more trained skills at 1st level.

Wokan - AotW Wokan have seen a dramatic shift in one class feature:

Power of the Wilds: This class feature works as described, but AotW Wokan also receives its benefits when facing creatures with the (construct) keyword.

Deities of Blackmoor

Unaligned: The Diad, Fronaus, Hak, Hemgrid, Shau, Sylvian, Insellageth, Tsartha, Chamber, Dealth, Ferros, Hersh, Elgath, Faunus, Kadis, Korzoon, Pathmeer, Mieroc, Yoosef

Lawful Good: Odir, Henrin, Dhumnon

Good: Ordanna, Phellia, Tilla, Mwajin, Pacuun

New Skill: Engineering

Engineering (Int)

You have made substantial study of the various technologies that have spread across the North—steam power, clockwork, alchemy, and the like. This knowledge also includes a basic understanding of general construction and architecture.

If you have selected this skill as a trained skill, your knowledge represents intensive learning—probably via schooling and academic study, but perhaps simply via dabbling and trial-and-error. Characters trained in Engineering have a chance to know something about certain types of animates and constructs.

Monster Knowledge

Animates and Constructs

When trying to determine how much you know about animates created via technology (such as clock- and steam-powered war machines), roll Engineering, as per the standard monster knowledge check rules. Engineering can also be used to know information about other animates and constructs (which normally fall under the purview of Arcana), but with a –2 penalty to the check.

Structural and Mechanical Observation (Trained Only)

Thanks to your understanding of scientific, mechanical and architectural principles, you can sometimes aid others in determining how to better disarm a trap, break down a door, or the like. Any time the opportunity arises to “aid another” in certain situations, you may do so via rolling Engineering, rather than rolling the same check as the character you are assisting. The most obvious opportunities to do this are assisting Athletics checks to open or break down an obstacle, or Thievery checks to delay or disarm a mechanical trap, but the DM may permit you to use Engineering to aid another under other circumstances, if he determined that the situation is sufficiently “mechanical” to warrant it.

New Ritual: Bonded Heirloom

Through intense concentration and arcane reagents, you bond a chosen item to your subject's soul, allowing him to increase the potency of the item as he himself grows ever more skilled.

Level: 9

Component Cost: 50 gp, plus special

Category: Creation

Market Price: 200 gp

Time: 1 hour

Key Skill: Arcana (no check)

Duration: Permanent

You bond an item—either a weapon, an implement, or armor—to a willing subject. When first casting this ritual, choose what sort of magic the item holds, if it is not already enchanted. For instance, if bonding a weapon, you might choose to make it a *flaming weapon*, a *duelist's weapon*, a plain *magic weapon*, or the like. The item to be “created” in this fashion must be of a level equal to or lower than your own, and no more than two levels higher than the individual to whom it is being bound. The ritual's cost equals 50 gp, plus the market price of the resulting item.

As the bonded individual advances in level, he can increase the power of his bonded item *without* the need of your assistance (or that of anyone capable of casting a ritual). If he wishes to increase the power of his bonded item—for instance, increasing a *+2 flaming weapon* to *+3*—he must be no more than two levels below the *new* level of the item. He then performs his own brief ceremony, which takes 1 hour and requires component costs equal to the 96% of the market cost of the item's *new* level. (For instance, a *+3 flaming weapon* has a market price of 25,000 gp. Thus, the cost for increasing a bonded *+2 flaming weapon* to *+3* would cost 96% of 25,000, or 24,000 gp.)

The subject *cannot* change the *type* of item with this ritual; he could not, for instance,

change a *flaming weapon* to a *phasing weapon*. He can *only* increase the *level* of the item, as he himself increases in level. In effect, the purpose of this ritual is to allow a character to hold onto a single item throughout his career—perhaps an heirloom, or some other item of personal importance—rather than trading it out for new weapons as he advances. A subject can have only a single item bonded to him at any time, and acquiring a new bonded item immediately breaks the bond to the old one. This does not remove the magics already imbued in the prior item, but it means the subject can no longer increase its potency in this manner.

Restrictions: You can never trade or sell this item.

Benefit: As you gain experience you unlock the power of your heirloom.

Bonded Family Heirloom

Your family recognizes your continuation of the family tradition to adventure the lands to make your own name in the world; as such they have bequeathed the family heirloom into your care.

You start your adventuring career with an item handed down through the family, whether it is from your father or mother, or from generations too far back to count.

For Purposes of the MMRPG the following changes are applied to the Ritual: Bonded Heirloom

1. Any level 1 character may start with a Family Heirloom
 - a. This requires campaign staff approval – A special cert will be provided
 - b. If the player remakes their character (up to level 3) and these changes now prohibit the character from using the Family Heirloom, they lose the item and cert
2. The below list is the enhancements allowed in the MMRPG on Bonded Heirlooms
3. The costs as outlined in the Bonded Heirloom are 75% for the MMRPG
4. The character must be the same level as the Enhancement to add it.

Benefit: When this is ritual is first completed, choose one descriptor type for your burst and blast damage type from the following list; Acid, Fire, Cold, Thunder, Poison, Necrotic, Radiant, Psychic, Force, Lightning, Holy, Arcane, Nature.

Target: Weapon or Implement

Enhancement: Attack and Damage Rolls

Critical & Special: By spending an action point or on a roll of a natural 20 to hit; your weapon flashes with a blast of energy slamming into 1 chosen foe for your 1/4th your level in d8 damage up to 10 squares away from you.

Property: At the following levels you unlock a power in your family heirloom;

Level	Enhancement
1	+1 Magic
3	Burst, 1d8 of >chosen damage type<
6	+2 Magic
9	Burst, 2d8 of >chosen damage type<
11	+3 Magic
13	Burst, 3d8 of >chosen damage type<
16	+4 Magic
19	Burst, 4d8 of >chosen damage type<
21	+5 Magic
23	Burst, 5d8 of >chosen damage type<

Target: Armor

Enhancement: AC

Property: At the following levels you unlock a power in your family heirloom;

Level	Enhancement
1	+1 Magic
3	When you are bloodied, you gain a +2 item bonus to AC and saving throws
6	+2 Magic
9	Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.
11	+3 Magic
13	When you are bloodied, you gain a +4 item bonus to AC and saving throws
16	+4 Magic
19	Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 15 to all damage until the end of your next turn.
21	+5 Magic
23	When you are bloodied, you gain a +8 item bonus to AC and saving throws

New Class: Inventor

"Hold on. Let me just... there! That ought to hold them off."

Rather than tap into the arcane forces of magic, or submit yourself to the hierarchy of the divine, you've chosen a different approach to study and power. You work in clockwork and steam, in gears and springs, in alchemical reagents and conductive coils. You are an engineer and scientist, and in your devices reside power equal to any sword or spell.

You might be something of an "absent-minded" creator, more interested in your work than the world around you, drawn into adventure despite your best efforts. Alternatively, you could be an eager explorer, seeking ever more dangerous ways of testing your devices and your own ability to adapt. Or you might set out to right wrongs and push back the evil that threatens your community, using the only tools and weapons with which you have ever been proficient.

Creating an Inventor

Inventors can create a wide variety of devices, and most are unpredictable. (The inventors and devices both, that is.) That said, most adventuring inventors tend to focus in one of two different directions.

Wayfinder Inventor

You're far more interested in exploration and discovery than in overcoming the opposition. You fight only because you must, and you're far more focused on devices that augment your own abilities, and those of your companions. As a Wayfinder, you're almost as much a leader as a controller. Intelligence is your primary ability, as it drives many of your devices. Constitution drives some devices and increases the effectiveness of others, since creating and maintaining them is physically arduous.

Suggested Feat: Alertness (Human feat: Human Perseverance)

Suggested Skills: Dungeoneering, Engineering, Heal, Thievery

Suggested At-Will Powers: *spring-loaded blade, steam vent*

Suggested Encounter Power: *vertigo field*

Suggested Daily Power: *fireworks*

Weaponsmith Inventor

Far more direct than your Wayfinder brethren, you enjoy "testing" your devices on the enemy, and the more damage they deal, the better. Great explosions, caustic substances, and jets of fire are your toys, monsters and villains your favored playmates.

Intelligence is your most important ability, as it powers most of your devices, but Dexterity powers, or at least adds to the potency of, some others, as well as increasing your mundane accuracy and your ability to avoid damage. You're a controller to the core, devoted to hindering and harming groups of foes.

Suggested Feat: Improved Initiative (Human feat: Action Surge)

Suggested Skills: Dungeoneering, Endurance, Engineering, Heal

Suggested At-Will Powers: *arc shocker, concussive mine*

Suggested Encounter Power: *glue grenade*

Suggested Daily Power: *conductivity spark*

CLASS TRAITS

Role: Controller. The bulk of your powers are devoted to hindering, harming, and humiliating your foes. With the proper selection, you also make a fair backup leader, with a number of abilities to increase the potency of your allies.

Power Source: Mechanical. Inventors make use of clockwork contraptions, steam-driven utensils, and complex tools. While none of this is actually magical, there are elements of nigh-inconceivable alchemies, chemical reactions, and interactive gears that are so beyond the comprehension of most commoners, they might as well be magic.

Key Abilities: Intelligence, Dexterity, Constitution

Armor Proficiencies: Cloth, leather.

Weapon Proficiencies: Simple melee, simple ranged, plus a single, one-handed martial weapon of your choice.

Implement: Mechanisms

Bonus to Defense: +1 Fortitude, +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Engineering (page @@). From the class skill list below, choose three more trained skills at 1st level.

Class Skills: Dungeoneering (Wis), Endurance (Con), Engineering (Int), Heal (Wis), History (Int), Insight (Wis), Thievery (Dex)

Build Options: Wayfinder inventor, Weaponsmith inventor

CLASS FEATURES: CONSTRUCT MASTER, EXPANDED EDUCATION, SPONTANEOUS INVENTION

Devices, Components, and Jury-Rigging

Inventors make use of all manner of small pieces—springs, gears, alchemical reagents, herbs, metal filings, copper wires, and much, much more. These are called components.

Under the vast majority of playing conditions, an inventor character is assumed to have more than enough components on him to create all the devices he needs. It's not worth tracking on the sheet, because it's so vital to the character's functionality that it's easiest just to assume he keeps a large store on him, and replenishes as and when the opportunity arises.

Sometimes, however, situations arise in which an inventor might be denied access to his components. Perhaps the PCs have been imprisoned, stripped of all their equipment. In a purely "realistic" setting, this would render the inventor helpless; but frankly, this is

neither fun nor fair. A wizard can cast spells without her staff; a paladin can use most weapon-based prayers with her fists. It would be woefully unjust to make the inventor useless under such circumstances.

Fortunately, they're not. Inventors are masters of making do with what's available. An imprisoned inventor can combine the mold growing in the corner, bits of rust scraped off the bars, powders in the mortar between the bricks, and even residue burned off the chamber pot to create an explosive compound with which to ambush the guards. In essence, he can always jury-rig components for his devices.

Doing so is not as precise as using "real" components. An inventor forced to jury-rig components suffers a -2 penalty to attack rolls and damage rolls, and any bonuses granted by his devices (such as to skill checks) are reduced by 1, until he regains the use of actual components.

Mechanical power

Clockwork gears, winding springs, hissing steam, pumping pistons, and alchemical reagents: These, and so much more, are the artificial beating heart of the inventor. Where wizards draw on arcane formulae, and clerics on the magics of the gods themselves, the inventor draws on simple science. This, then, is the "mechanical" power source—a microcosm of the great discoveries and inventions that even now are sweeping across the North, changing lives in their wake.

Inventor Class Features

You have the following class features.

Construct Master

Depending upon your choice of build—Wayfinder inventor or Weaponsmith inventor—you gain a different class benefit.

Apparatus Master (Wayfinder): After any short rest, you are capable of building an apparatus, a mechanical assistant that aids you in battle and runs errands for you. The apparatus is small in size and obviously mechanical—with clicking gears, pumping pistons and the like—but within those parameters, it can take on any basic shape you wish. (Some of the most common are humanoid, avian, and quadruped.) You must have access to your components to create an apparatus; you cannot do so if you're making do with "jury-rigged" components.

You choose, during the rest, whether you wish to create an apparatus. If so, you must spend a healing surge (which you regain after your next extended rest, as normal); the apparatus has a number of hit points equal to the value of the surge you spent. You can spend one additional surge, if you wish, to give the apparatus a fly, swim, or burrow speed. The apparatus does not gain any additional hit points from this surge, and you can only give the apparatus *one* of these movement rates.

You may only have one apparatus functional at any time, and your apparatus ceases to function when you take an extended rest. If your apparatus is destroyed,

you may create a new one during your next rest, if you're willing to spend more healing surges.

The apparatus has the following traits:

Apparatus	Level equal to your own
Small natural animate (construct)	XP —
Initiative —	Senses Perception —
HP equal to your healing surge value; an apparatus is never considered bloodied	
AC 14 + level; Fortitude 13 + level, Reflex 12 + level, Will 11 + level	
Immune disease, poison	
Speed 6, climb 4 (also possibly burrow 4, fly 8, or swim 8)	
Alignment Unaligned	Languages —
(understands your commands in any language)	
Str 15	Dex 14
Wis 12	
Con 15	Int 6
	Cha 6

Add 1 to two of your apparatus's ability scores at 4th, 8th, 14th, 18th, 24th, and 28th level. All of your apparatus's ability scores improve by 1 at 11th and 21st level.

Unless you command it to do otherwise, your apparatus simply follows you mindlessly, occupying a square within 2 squares of you. You can command the apparatus to move elsewhere by spending a move action of your own. Any time you use an inventor power with a ranged or area attack, you may choose to have the attack originate from your apparatus, rather than from you. If you do, the apparatus must have line of sight and line of effect to the target, and the apparatus potentially draws opportunity attacks as normal. You yourself must have line of sight to the apparatus in order to make use of this ability. If you lose line of sight to the apparatus it ceases taking any actions until you regain line of sight, and although the apparatus can gain line of sight for the purposes of being used to make attacks, you cannot see through its "eyes" nor hear through its "ears."

The apparatus does not threaten surrounding squares, as it cannot make melee or basic attacks, but it does occupy its own square. The apparatus is immune to your own attack powers, so you never risk catching it in your area effects.

In addition to its tactical advantages in combat, you can make additional use of the apparatus by switching its mode.

Messenger Mode: Over the course of a short rest, you can shift the apparatus into messenger mode, or back into its normal mode. In messenger mode, the apparatus can hold a message up to 50 words in length, along with a recipient and a location; this must be a location to which you yourself have been, or to which you know the directions. The apparatus then proceeds to the location at its best speed, and—if the recipient is present—delivers the message. If the apparatus has not reached the destination before your next extended rest, it falls apart and the message is not delivered. After reaching its destination, the apparatus returns to you at its best

speed, again falling apart if you take an extended rest before it returns.

While an apparatus is in messenger mode, you cannot give it additional commands, nor use it as the source of your attacks.

Explosive Master (Weaponsmith): Whenever you use an inventor attack with the “mine” keyword, that power is treated as a high crit attack, following the same rules as high crit weapons. (That is, in addition to dealing maximum damage, it deals one extra die of damage through 10th level, two extra dice of damage at 11th level, and three extra dice of damage at 21st level.) In addition, if any of your damage dice on a mine attack come up “1” you may reroll those dice until they show a higher result. Starting at 11th level, if any of your damage dice on a mine attack come up 1 or 2 you may reroll those dice until they show a higher result. Starting at 21st level, you can reroll any result of 1, 2 or 3 on a mine attack’s damage die.

Once per encounter, you can apply these benefits to a single inventor attack power that does *not* have the mine keyword. This does not cost an action, but you must make this decision before making the attack roll.

Expanded Education

Due to your many studies, as you struggled to master various alchemies and sciences—and, perhaps, due also to various alchemical and herbal concoctions you’ve used to augment your mental and physical abilities—you gain Jack of All Trades as a bonus feat, even if you do not meet the prerequisite.

Spontaneous Invention

While the bulk of your inventions are your at-will, encounter, and daily powers (your “devices”), you’re also adept at whipping up a few minor inventions in mere instants. These take the form of several powers that you get automatically, as class features.

Initially, you may only use one spontaneous invention power per encounter, and must take a short rest before you can use another. At 11th level, you may use two per encounter before resting, and may use three per encounter starting at 21st level, but you may never use the same spontaneous invention more than once per encounter.

Inventor overview

Characteristics: Your inventions have a great impact on those around you, and they’re very rarely subtle. You’re also capable, depending on the devices you’ve mastered, of stepping in when the more skill-focused members of the party are otherwise engaged.

Religion: Inventors tend not to be heavily religious, putting their faith in alchemy, science, and the creations of their own hands and minds. When they do worship, they tend to revere Mieroc, or else gods of knowledge and insight, such as Odir or the Diad.

Races: Dwarves and certain cultures of humans—particularly the old Thonian nobility—produce the bulk of inventors. A few halflings are drawn into the class by their great curiosity, and some tieflings drift into

invention as a means of moving away from their heritage. In recent years, since their acquisition of dwarven steam-tech, the orcs of the Black Hand have begun producing inventors as well.

Implement

Inventors have small objects called mechanisms that they can use to bestow their device components with extra power or accuracy. An inventor wielding a magic mechanism can add its enhancement bonus to the attack rolls and the damage rolls of inventor powers, as well as inventor paragon path powers, that have the implement keyword. Without a mechanism, an inventor can still use these powers, but he doesn’t gain the bonus provided by the magic implement.

Inventor Powers

Your mechanical powers are called devices. They are entirely natural, but make use of alchemies and sciences that might as well be magic in the minds of a great many people.

Mine: Some devices have the “mine” keyword. These are powers that target unoccupied squares, and then make attacks against creatures who enter those squares. Each time you use a mine power, you can decide whether or not the mine is evident, and thus whether or not creatures can tell that entering the square is a bad idea. You might choose to make the mine evident, if your goal is to prevent foes from crossing a certain square, while you might choose to keep the danger hidden if your intent is simply to cause as much damage as possible.

Class Features

Your Spontaneous Invention class feature encompasses multiple effects that work like powers, a sampling of which are presented below.

Spontaneous: Biological Enhancer Inventor Class Feature

A few quick adjustments and you hold in your hands a tiny device capable of increasing the strength, accuracy, or even, via sympathetic vibration and powerful scents, the mental recall of the subject.

Encounter ♦ Mechanical

Minor Action **Melee** touch

Target: You or one willing ally

Effect: The target gains a bonus to a specific skill check, determined when you activate this power (for instance, Athletics checks or History checks). This bonus is equal to one-half your Dexterity or Constitution modifier (your choice). This bonus applies to the target’s next use of that skill, and the check must be made before the end of the encounter.

Spontaneous: Clockwork Gauntlet
Inventor Class Feature

Components click and whir, bestowing great strength into your hands and extra power into your devices.

Encounter ♦ Mechanical

Free Action **Personal**

Effect: You gain a +1 bonus to your next melee or close attack roll, and if you hit, a bonus to damage on that attack equal to your Dexterity or Constitution modifier (your choice). You must make this attack before the end of the encounter, or the bonus is lost.

Spontaneous: Construct Override
Inventor Class Feature

A swarm of tiny mechanical motes fly from your hand to buzz through the inner workings of your artificial foes.

Encounter ♦ Implement, Mechanical

Standard Action **Close** burst 2 (5 at 11th level, 8 at 21st level)

Target: Each construct in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and the target is dazed until the end of your next turn. Increase damage to 2d10 + Intelligence modifier at 5th level, 3d10 + Intelligence modifier at 11th level, 4d10 + Intelligence modifier at 15th level, 5d10 + Intelligence modifier at 21st level, and 6d10 + Intelligence modifier at 25th level.

Miss: Half damage and the target is not dazed.

Spontaneous: Mechanical Augmenter
Inventor Class Feature

A few twists, an extra reagent or two, and you swiftly increase the power of a device you're about to activate.

Encounter ♦ Mechanical

Minor Action **Personal**

Effect: Your daily devices have an "Augment" section attached to the power description. Using *mechanical augmenter* allows you to gain that benefit or extra power, in addition to the device's normal effects. Once you have activated *mechanical augmenter*, the benefit applies to the next device (inventor power) that you use. You must use the device before the end of the encounter, or the benefit is lost. If the next device you use does not have an "Augment" entry, the benefit is lost.

Spontaneous: Medicinal Infusion
Inventor Class Feature

A puff of sweet-smelling fumes erupt into the air, cleansing your body of aches and raising your morale.

Encounter ♦ Mechanical

Minor Action **Close** burst 5

Target: You or one ally within the burst

Effect: The target may immediately spend a healing surge to heal hit points equal to his normal surge value plus your Dexterity or Constitution modifier (your choice).

Spontaneous: Scope of Accuracy
Inventor Class Feature

You place a lens of crystal over your eye, even as various devices clatter around your hands.

Encounter ♦ Mechanical

Free Action **Personal**

Effect: You gain a +1 bonus to your next ranged or area attack roll, and a bonus to damage on that attack equal to your Dexterity or Constitution modifier (your choice). You must make this attack before the end of the encounter, or the bonus is lost.

Level 1 At-Will Devices

Arc Shocker **Inventor Attack**

With a faint sparking, you send a jolt of electricity from your device into nearby foes.

At-Will ♦ Implement, Lightning, Mechanical

Standard Action **Close** blast 3

Target: Each creature in blast you can see

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dexterity modifier lightning damage, and the target takes a –1 penalty to AC and Reflex defense until the start of your next turn.

Increase damage to 2d6 + Dexterity modifier at 21st level.

Concussive Mine **Inventor Attack**

You toss a tiny metallic orb to the ground, where it waits, ready to explode at the slightest vibration.

At-Will ♦ Implement, Mechanical, Mine

Standard Action **Area** 1 unoccupied square within 10 squares

Effect: If a creature enters the square before the end of your next turn, the mine detonates, making the following attack.

Target: Each creature in square

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage, and you can slide the target 1 square.

Increase damage to 2d8 + Intelligence modifier at 21st level.

Sustain minor: You can sustain the mine so long as it hasn't yet been triggered, to a maximum of 5 minutes.

Pneumatic Needle **Inventor Attack**

From a small, steam-powered tube, you launch a poison-tipped needle at your foe.

At-Will ♦ Implement, Mechanical, Poison

Standard Action **Ranged** 10

Target: One creature

Attack: Dexterity vs. AC

Hit: 2d4 + Dexterity modifier poison damage.

Increase damage to 4d4 + Dexterity modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Spring-Loaded Blade **Inventor Attack**

A jagged-edged blade lashes out from one of the devices strapped to your body.

At-Will ♦ **Implement, Mechanical**

Standard Action **Melee** 1

Target: One creature

Attack: Intelligence vs. AC

Hit: 1d8 + Intelligence modifier damage.

Increase damage to 2d8 + Intelligence modifier at 21st level.

Effect: The next time the target makes a melee or close attack against you or an ally before the end of your next turn, so long as the target remains adjacent to you, you may repeat the attack against him as an opportunity attack.

Steam Vent **Inventor Attack**

You vent a burst of boiling-hot steam from your device.

At-Will ♦ **Fire, Implement, Mechanical**

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier fire damage, and the target takes a –4 penalty to opportunity attack rolls until the start of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Level 1 Encounter Devices

Breaking Bolt **Inventor Attack**

You launch a tiny bundle of springs, spines, gears, and coils across the battlefield.

Encounter ♦ **Implement, Mechanical**

Standard Action **Ranged** 10

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage. Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage.

Glue Grenade **Inventor Attack**

Your device produces a small projectile brimming with a caustic, gluey sludge, which you hurl upon your enemy.

Encounter ♦ **Acid, Implement, Mechanical**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier acid damage, and the target is immobilized until the end of your next turn.

Effect: The power's area is considered difficult terrain until the end of your next turn.

Heat Wave **Inventor Attack**

From the mouth of your device, you vent a wave of rippling heat.

Encounter ♦ **Fire, Implement, Mechanical**

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier fire damage.

Vertigo Field **Inventor Attack**

Pulsing lights and throbbing sounds from your device create a field of dizzying, mind-twisting vertigo that you can manipulate.

Encounter ♦ **Implement, Mechanical, Psychic**

Standard Action **Close** blast 6

Target: Enemies in blast

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier psychic damage, and the target falls prone. One target in the blast (your choice) also takes a penalty to Armor Class and Reflex defense against the next attack directed against him, so long as that attack occurs before the start of your next turn. This penalty equals either your Dexterity or Constitution modifier (your choice).

Effect: Allies in the blast who are prone may stand as a free action. Enemies treat the area as difficult terrain until the end of your next turn.

Level 1 Daily Devices

Conductivity Spark **Inventor Attack**

With an ominous crackling, your device sets up a conductive field between your enemies.

Daily ♦ **Lightning, Implement, Mechanical**

Standard Action **Ranged** 10

Target: Two creatures you can see who are in range, and within 8 squares of each other, and all creatures in a direct line between those two targets

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier lightning damage.

Miss: Half damage.

Augment: If you use *mechanical augments* to augment this device, you increase the attack's range to 20, and the maximum distance between the two targets to 16.

Fireworks **Inventor Attack**

A blinding array of fireworks erupt from your hands, flashing across the battlefield.

Daily ♦ **Fire, Implement, Mechanical**

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier fire damage and one ally of your choice may make a free melee basic attack against one of the targets that the power successfully hit.

Miss: Half damage, no basic attack.

Augment: If you use *mechanical augments* to augment this attack, targets hit by this power are also blinded until the start of your next turn.

Frost Mine **Inventor Attack**

Bits of frost form on the earth where you throw your device.

Daily ♦ Cold, Implement, Mechanical, Mine

Standard Action Close blast 5

Effect: Choose up to 3 unoccupied squares in the blast. These squares become dangerous terrain. If a creature enters the square before the end of the encounter, the mine detonates, making the following attack.

Target: Each creature in square

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier cold damage, and the target is knocked prone.

Effect: Once the mine has attacked, the square remains difficult terrain until the end of the encounter.

Augment: If you use *mechanical augments* to augment this device, you may add a fourth square to the effect.

Special: If a single Large or larger creature triggers multiple squares at once, you still make only one attack against it.

Knockout Gas **Inventor Attack**

You hurl a tiny device which fills the area with a foul-smelling purple gas.

Daily ♦ Implement, Mechanical, Sleep

Standard Action Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: Target is slowed (save ends).

Augment: If you use *mechanical augments* to augment this attack, the gas becomes opaque. Until the end of your next turn, all creatures outside the gas have concealment from ranged or area attacks launched by creatures inside the gas.

Sustain minor (augmented only): The opaque cloud persists. This doesn't allow you to repeat the initial attack, but it does continue to provide concealment.

Level 2 Utility Devices

Deflecting Mirror **Inventor Utility**

With but a thought and the flick of a finger, you launch from your devices a concave sheet of polished steel to intercept incoming attacks.

Encounter ♦ Mechanical

Immediate Interrupt **Melee** touch

Target: You or one willing ally

Trigger: You or an adjacent ally are hit by a ranged or area attack

Effect: The target gains a +4 power bonus to all defenses against ranged and area attacks until the end of your next turn.

Protective Shield **Inventor Utility**

A large shield unfolds from a small packet of metal in your hand, opening like a flower blossom.

Daily ♦ Mechanical

Standard Action Melee touch

Target: You or one willing ally

Effect: The target gains the protection of the *shield*, which attaches to his arm by a sequence of needle-thin pistons. The *shield* does not occupy a slot, and functions equally well whether the individual is proficient or not. The *shield* grants a +1 power bonus to AC and Reflex defense until the end of the encounter.

Augment: If you use *mechanical augments* to augment this power, the AC and Reflex bonus increases to +2.

Smoke Screen **Inventor Utility**

A sputtering cough, and your devices belch out a thick cloud of concealing smoke.

Daily ♦ Mechanical, Zone

Standard Action Close burst 2

Effect: The smoke blocks line of sight. Although it initially forms around you, it does not move with you. The cloud remains until the end of the encounter.

Augment: If you use *mechanical augments* to augment this power, you can increase the size of the area up to a burst 5.

Sunrod Dispenser **Inventor Utility**

A quick hum, the burbling of several alchemical reagents, and a glowing sunrod slides into your hand from the device.

Daily ♦ Mechanical

Minor Action **Melee** touch

Effect: A sunrod (see the *Player's Handbook*) appears in your hand. It is already lit, and burns for the standard four hours.

Truth Detector **Inventor Utility**

Looking through a strange scope with rotating lenses, you can see the target's emotions in the flow of their blood and the quickening of their breath.

Daily ♦ Mechanical

Minor Action **Personal**

Effect: You gain a +2 bonus to Insight checks until the end of the encounter.

Augment: If you use *mechanical augments* to augment this power, the bonus increases to +4.

Level 3 Encounter Devices

Acid Spray **Inventor Attack**

A line of sizzling, foul-smelling acid sprays from the device in your hand.

Encounter ♦ Acid, Implement, Mechanical

Standard Action Ranged 10 squares

Targets: One or two creatures in range

Attack: Dexterity vs. Reflex, one attack per target

Hit: 1d10 + Intelligence modifier acid damage, plus ongoing 5 acid (save ends).

Lashing Chain **Inventor Attack**

A length of chain lashes from you, sweeping your foes off their feet.

Encounter ♦ Implement, Mechanical

Standard Action Close blast 5

Targets: All enemies in blast you can see

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier damage, and targets are knocked prone and slowed until the end of your next turn.

Effect: The chain slides one willing ally in the blast a number of squares equal to your Constitution modifier. The ally must end its slide either in the blast area, or adjacent to it.

Noise Burst **Inventor Attack**

The grinding of gears and screeching release of steam send agony rippling through the ears of all who hear.

Encounter ♦ Implement, Mechanical, Thunder

Standard Action Close blast 5

Targets: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage, and target is dazed and deafened until the end of your next turn.

Searing Bolt **Inventor Attack**

You use a tiny steam cannon not only to launch a projectile at your foe, but to superheat it first.

Encounter ♦ Fire, Implement, Mechanical

Standard Action Ranged 12

Targets: One target

Attack: Dexterity vs. AC

Hit: 2d8 + Intelligence modifier damage. This is both fire and weapon damage.

Reputation

Across your adventures in Blackmoor you will gain various reputations, good and bad, lawful and chaotic, heroic and otherwise.

Your reputation is with a specific group (such as the City of Bramwald, Nobility, the Church of the Three, etc) and will only have an effect on that group (for example your reputation with the City of Dragonia will have absolutely no effect in the City of Bramwald).

Within adventures your reputation can change based on the actions you take. Only actions that have repercussions for the group outside of the encounter / adventure will adjust your reputation positively or negatively. For example if you fail to solve the problem that a town has set you to solve your reputation may go down by a point, if you save the city from destruction your reputation may go up by several points. After all changes you will have a final number that is your reputation with that group.

Using Reputation

There are several uses of Reputation, some of them require the permanent spending of reputation and others just use your reputation score.

Modifying Skill Checks

Your reputation can affect; Streetwise, Intimidation, Diplomacy, and Bluff
Streetwise and Intimidate use the absolute value of your reputation; if your reputation is negative treat it as though it were the same value positive.

Diplomacy and Bluff are affected by the value you actually have with a given group. So if your reputation is negative and you try to use Diplomacy or Bluff on someone you'll have a minus to your check.

The limit of the modification is 1/5th of your level rounded up;

Level Range	Max Modifier
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
26-30	6

You may also permanently expend a point of positive reputation (you may not go into the negatives) to gain a +5 one time to a Diplomacy, Bluff, or Streetwise check.

Purchasing Items

If you are attempting to purchase something from a group you have reputation with, the cost of what you are buying is adjusted, positive or negative, by your Max Modifier times 10 as a percentage.

You are attempting to buy a +1 Magic Orb from the City of Jackport and you have a +1 Max Modifier with them; this reduces the cost of the orb by 10%.

You are attempting to a+1 Magic Orb from the City of Bramwald and you have a -1 Max Modifier with them; this increases the cost of the orb by 10%.

Reduction of crime Class level – See the Crime in Blackmoor section

Crime in Blackmoor

The laws of Blackmoor are crystal clear and consistent on very few issues across the various city-states that make up the North. In a majority of towns it is the word of the Sheriff that sets the law with no provision for trials or other complex matters.

One thing became consistent during the years after the fall of Uther – cities no longer set their fines based on a standard gold amount, they base it on a percentage of value of the criminal. Over the years a number of adventurers have wreaked havoc on the various cities of the North and gone on their way with a 50 GP fine while a local worker who did the same would be in debt for the rest of their life.

There are four classes of crime that are universal across the cities of Blackmoor

Class 1: Minor Crimes

These include: Vandalism, Minor Theft (less than 25 GP), Unsanctioned Fighting, Assault of a Commoner. In Bramwald this category includes Disrespect of Authority and Attempted Circumvention of City Order.

Class 2: Significant Crimes

These include: Unsanctioned Attempted Assassination, Theft (25 to 500 GP), Murder (retrievable), Inciting Riot, Assault of a Noble or Law Officer. In Bramwald this category includes Insulting Authority, Circumvention of City Order, and Conspiracy.

Class 3: Major Crimes

These include: Unsanctioned Assassination, Major Theft (greater than 500 GP), Murder (irretrievable), City Destruction, Assault of Royalty, Murder of a Noble or Law Officer, Attempted Overthrow of Local Authority

Class 4: Special Crimes

These include: Being an Inventor, Consorting with Demons

The cost to be paid is calculated using the sale value of all magic items in the criminal's possession plus gold on hand except in Bramwald where the retail value of all magic items are used plus gold on hand.

If the criminal does not have enough gold to pay the fine then they must sell magic items to the city at the normal 1/5th value until they have enough items. In Bramwald for Class 4 crimes each item has a d4 rolled for it, on a 1 the item is taken and the criminal gets nothing, otherwise the criminal gets to keep the item.

Outside of Bramwald Reputation may be spent to lower or eliminate a crime for an adventurer.

A Class 1 crime can be cleared away for 2 reputation points, Class 2 for 4 reputation points, Class 3 for 8 reputation points, Class 4 for 1 reputation point in a neutral city, 2 points in a lawful city.

A crime can be moved down a step from Class 2 to Class 1 for 1 reputation point, from a Class 3 to a Class 2 for 2 reputation points, there is no way to move a crime from a Class 3 to a Class 1.

The penalty assessed for each crime varies based on the alignment of the city:

Class of Crime	Chaos	Neutral	Lawful	Bramwald
Class 1	None	2%	5%	10%
Class 2	2%	5%	10%	20%
Class 3	10%	15%	20%	30%
Class 4	None	10%	20%	Special

Organization (Meta-Org) Rules

Player Created Organizations

A character may, if so desiring, may found up to three organizations during his career. The first organization may not be founded before the character has achieved 5th level. The second may be founded anytime after the character reached the paragon tier and the third may be founded no sooner than when the character has reached the epic tier. A Noble class character may only found 1 Noble House anytime during his career after he has attained 5th level in the Noble class.

Proposals for player-created organizations should follow the outline and should be submitted to the organizations coordinator for editing and approval. Player created organizations will be limited on a city-by-city basis within Blackmoor and may (but not guaranteed) be mentioned and used in adventure episodes.

The player whose character created the organization is also responsible for determining the benefits per level, and for tracking the members and their standing within the organization. Members of the organization are responsible for informing the custom organization creator if they gain or lose status from episodes.

An updated write up of the organization should be submitted by the player to the Organization (Meta-Org) Coordinator annually (or more frequently, if changes occur to the organization), who will be responsible for updating the plots coordinator on the status of active player-created organizations.

Members of player-created organizations are limited to a maximum Reputation of 10 in those organizations until such time as the player-created organization "purchases" and makes available higher tiers of Reputation within the

organization. Each new "tier" of Reputation has a cost of 100 x the minimum Reputation to attain that tier in gold (ex. Adding 11-15 tier costs 1100gp, adding a 16-20 tier after that costs an additional 1600gp). Once paid for, these tiers are considered a permanent component of the organization. The cost to add additional tiers (never to exceed the 31+ Reputation tier at a cost of 3100gp) is paid one time by the organization, not by its members. The gold to purchase these additional tiers however, may come from the organization's founder, dues required of its membership (specified as part of the requirements for membership in the organization's write up), the organization's treasury (if applicable), or a combination of these.

Joining/Quitting a Organization

A player who wishes for his character to join a standard (NPC) organization must simply meet the requirements to join and have a membership cert signed off by a GM or Campaign Staff.

A player wishing to join a player-created organization would have to contact a member of appropriate rank to seek membership and those players running that organization would issue the membership cert.

Organization membership certificates will be a full page with a brief overview of the organization, the ranks and perks for each level, and a Reputation Matrix track the member's standing within the organization, which is tracked by the player.

If a character were to quit or be ejected from a particular organization, their Reputation for that organization drops to zero and they lose all benefits associated with membership in the group, except for any discounted item access purchases they may have made before losing membership.

Organization Reputation Rules

Reputation is a measure of your standing within an organization. As it goes up, more benefits become available to you as a member of the organization. You maintain a separate Reputation score for each organization you belong to.

A character's starting Reputation for any particular organization he joins is equal to 1. The following factors may increase or decrease a character's Reputation within a organization.

There may be additional, organization specific, activities that can affect a character's Reputation as well; these will be specified in the individual organization documents.

If a character's Reputation within a certain organization drops to 0 or lower, they are no longer considered and active member of that organization. The character may, however, regain standing by again earning Reputation with that organization (such as through Episodes).

Activity	Reputation Modifier
Receives a commendation certificate	Variable
Reputation increase/decrease from an Episode	Variable
Refuses an assigned task from an Episode	-2
Is trained in a preferred skill	+1
Is a member of a preferred class (Multiclass feats do not count)	+2
Achieves a new tier (Paragon or Epic)	+5
Donates an appropriate magic item to the Organization (1x per Episode)*	+1/2 item level, rounded down
Each Organization joined after the first**	-1
Gaining Reputation in another Organization you are a member of***	-1

* An "appropriate magic item" is one that may actually have some usefulness or value to the organization, as determined by the GM, and has a level equal to or greater than the character's current level. Single use items, such as potions, do not qualify for this award. Characters may also contribute wealth (in the form of gold) to the organization to increase their Reputation. For the amount of gold donated, find the magic item level that corresponds to the amount donated, divide it in half and round down.

** Membership in an Adventurer's Guild does not count against any character. The -1 penalty is applied to each Organization you already belong to.

*** The -1 penalty is applied to each Organization you belong to and is cumulative.

The following is what benefits are gained depending on a character's Reputation score for a particular organization. These benefits are cumulative as a character's Reputation increases.

Reputation	Benefit
1-5	None
6-10	+2 Skill bonus (or +1 to two skills); item access (heroic level item)
11-15	Rank or title; bonus feat; item access (new heroic and paragon level items*)
16-20	+2 Skill bonus (or +1 to two skills); item access (new paragon level item)
21-25	High rank or title; bonus feat; item access (new paragon and epic level items*)
26-30	Skill Focus feat (or +1 to each of three skills)
31+	Officer rank or title; bonus feat; item access (new epic level item*)

* Access to Paragon and Epic Tier items available only if the character is the appropriate Tier

Ranks and titles do not grant an in-game bonus but serve to distinguish the character publicly and/or among members within the organization.

"Item access" means the ability to purchase (organization specific) magical items, rituals, or otherwise restricted items at the beginning of episodes where the character is in the city of the

headquarters or a chapter house, at a discount of half the character's Reputation, rounded down, expressed as a percentage off the normal price (ex. Reputation of 20 gives a 10% discount), up to a maximum discount of 15%. A character may not purchase any item with a level (such as magic items) higher than the characters.

Organization Creation Format

Organizations (Guilds, Mercenary Companies, etc)

Introduction

- This can be a short story as if told to someone about the organization or it can be 'meat and potatoes' about what this organization is all about.

Background and History

- A listed timeline and a brief entry (1-2 paragraphs) about each entry on the timeline

Allies and Enemies

- What Relationships to other organizations, institutions, and individuals this organization has (with how and why)

Leadership

- What is the structure of the organization?

Base of Operations

- Where is the organization based out of, does it have an chapter houses elsewhere and where.

Preferred Classes and Skills

- What classes and skills are of primary importance to this organization? Can characters of other classes and different skills may still be able to join (Those of these classes or with these skills will progress faster. See more below.)

Membership

- Requirements for membership (Mechanical and/or Role Play based)
- Earning Reputation (see samples below)
- Benefits by rank or title – This section explains the skill bonuses, feats, item access, and titles appropriate to the different tiers of Reputation.
-

Prominent PCs/NPCs

- Known members of importance, preferably at least one of each rank or title

Noble Houses

The following generic format is required for each new noble house created. Players who create their own noble house as an organization are prohibited from rising to the rank of (or declaring themselves) Baron (or higher) within their noble house.

A character may not belong to more than one noble house. When such a situation would occur (marriage between two houses, for example), the houses are considered to be unified into a single noble house and need to be rewritten appropriately.

House Name

Founded

Coat of Arms

- Description and image if they have one

House Motto

Head of House

- Contact person, must be a PC – Name and email at minimum

Head of House Title

- Patriarch, matriarch, dictator for life, etc

Inheritor of House

- In case PC head dies – including contact for person - Name and email at minimum

Inheritor of House Title

Location

- Major cities only (choose 1), maybe open later with 'land grants' to other areas

Members of House

- Character's only (list character names)

How to Become a Member

- Including details on how those not born into the noble house could join, if applicable.

Multi-classing into the noble class is prohibited except for those belonging to a noble house or those who have been 'adopted' into a noble house.

Being 'adopted' into a noble house requires approval from a house noble of at least 5th level in addition to any other requirements listed under 'How to Become a Member'. As a noble, the maximum number of people you may 'adopt' into your noble house is limited to a maximum of your Charisma modifier plus one-half your noble level rounded down.

Campaign Paperwork Rules

In the interest of avoiding a 'Living Paperwork' game, the following are how we handle character tracking, episode tracking, treasure allocation, marketplaces, episode releases and the like.

Episode tracking: is handled on *one* sheet *per* episode. There will be a Character Episode Summary Sheet provided to each player, for each episode played. This will track things such as the ATL played, the Gold reward, any Reputation changes, any Alignment changes, non-item things (goals) gained and this is what the GM will sign off on at the end of each episode for you.

Treasure allocation; Mundane items are assumed to be either broken or of no value, so are not tracked. Nonmagical Items PC's may find useful may be scavenged and kept; i.e. arrows, bolts, foodstuff, and the like.

There are X specific items from each episode. The players determine amongst themselves who is to receive these items. In the result the players cannot decide within 5 minutes, they are to 'roll off' a d20 with the highest roll choosing 1st, then the 2nd highest, etc...

Every Character will also get one (1) item from one of the five tables listed below. The initial d20 roll is to determine which table they will roll from; General, Armor, Weapons, Implement, or Other.

Once a table is determined, the player will make another d20 roll to determine the item gained. Weapons require additional rolls to determine weapon group and type of weapon (such as 1h/2h, Simple, Military, Superior, and then the actual item from one of those tables).

The table populations will change from time to time; sometimes every episode, sometimes the same across several episodes.

Marketplace availability; Everyone can visit a marketplace *before* the beginning of an episode to sell of unwanted gear, buy new items, convert magic items into that oh so yummy expensive powder and the like, whether it be home play or convention play.

The difference is that rare and unique items will *only* be available at convention marketplaces.

Episode releases: will be on a twice monthly schedule beginning January 1st, 2010 and occur on the 1st and 15th of each month (so Jan 1st/15th, Feb 1st/15th, etc) creating a total of 24 releases for direct to home play per year.

In addition there will be eight (8) conventions where new episodes will premiere and they will be released within 30-45 days after their debut at a con (on a 1st or 15th with a direct to home play episode).

This brings our total rounds of play to 32 for a year!

Finally, at two (2) conventions a year (GenCon and MegaCon) there will be a Battle Interactive that counts as a 2 round episode each. Like the other convention episodes, these will be released 30-45 days after their debut at their respective conventions.

That gives us 34 episodes a year for 36 yummy yummy tasty rounds of play.

Speaking of rounds, there is no set amount of rounds you are restricted to playing each year. Since there are a set of episodes a year, covering a 5 year campaign life cycle, you can play only 1 or you can play all 34 episodes/36 rounds. Whatever you're little heart's desire!

A note on the Battle Interactive episode – These are course changing episodes in the world of Blackmoor. While every episode plays a minor role in the direction the campaign goes, the BI's has a huge, immediate and long term impact on how things go for the common Blackmoorian and Adventurer's alike!

Game Master Responsibility: There is a 'Goal Checklist' in every episode with a bit to put the player's names and characters names. This is critically important to be filled out and turned into the Campaign Staff so know what effects to the world of Blackmoor the players have, even those who play the BI's at home!

Player's, make sure that you help you GM out by providing the information requested, you might be surprised at the results in future episodes!