

DAVE ARNESON'S
BLACKMOOR™



New Specific Melee Weapon

Maroon: +4 axiomatic orc bane, undead bane longsword; AL LG; Int 14, Wis 10, Cha 14; Speech (Common, Draconic, Dwarf), 120 ft. vision and hearing; Ego score 18.

Lesser Powers: Cure moderate wounds on wielder 3/day, detect magic at will.

Other Powers: Maroon is a unique item with several other powers. The wielder can use *detect evil* and *read magic* at will, *levitation* 3/day, *see invisibility* 3/day, and *teleportation* 1/day.

Personality: Noble but testy.

Jallapierie

Known as Jal to the common folk and to his friends, the wizard Jallapierie is a rarity in the North: a known wizard who is not only trusted, but loved and respected. Jallapierie is perhaps the strongest wizard to support the Regency Council, and one of the most powerful anywhere in the Northern Marches. Of course, he has to be. Many Northern mages despise Jallapierie for opposing their revolt against the Regency Council years ago; if he were a weaker wizard, he would be dead by now.

Jal is known throughout the North for his fairness and kindness. Unwilling to involve himself in other people's business unless asked, he rarely interferes in either personal or state affairs. When he does, either after an official request or because a situation has grown horribly desperate, the good-hearted are grateful for his presence. The Regency Council is glad to have such an ally in reserve, but, out of respect for the wizard's wishes and fear of antagonizing him, they call on him only in matters of the greatest import. When not involved in larger affairs, Jallapierie is found in the city of Maus, where he makes his home, or teaching at the University of Blackmoor. Jallapierie spends much of his free time crafting magic items, a hobby that accounts for his own personal arsenal.

Jallapierie is a tall man, thin but not dramatically so. His brown hair is cut short, and his pale, lumpy face is clean-shaven. His tunic, leggings, and robes are rumpled, as if he simply tosses his clothes in a corner when not wearing them (which is exactly what he does).



Jallapierie, Male Thonian 15th-Level Transmuter: CR 16; Medium Humanoid (human); HD 16d4+16; hp 62; Init +1; Spd 30 ft.; AC 16, touch 16, flat-footed 15; Base attack/grapple +7/+8; Atk +10 melee (1d4+3/17–20, +2 keen dagger); Full Atk +10/+5 melee (1d4+3/17–20, +2 keen dagger), or +10 ranged (1d4+3/17–20, +2 keen dagger), or +8 ranged touch (spell); SA Spells; SQ Spells; SV Fort +6, Ref +6, Will +12; AL NG. ; Str 12, Dex 12, Con 13, Int 21, Wis 15, Cha 11.

Languages: Common, Abyssal, Draconic, Elven, Orc, Sylvan.

Skills and Feats: Concentration +17, Craft (alchemy) +15, Craft (metalworking) +17, Craft (weaponsmithing) +17, Craft (woodcarving) +17, Decipher Script +18, Knowledge (arcana) +22, Knowledge (architecture and engineering) +16, Knowledge (history) +19, Knowledge (local—Blackmoor) +18, Spellcraft +24; Brew Potion, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Extend Spell, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll.

Possessions: Scathe (+2 keen dagger), staff of transmutation (36 charges), ring of protection +5, carpet of flying (5 ft. x 10 ft.), wand of ray of frost (18 charges), crystal ball with telepathy, arcane focus (heliodor). (Jallapierie created many of these items himself.)

These items represent only those Jallapierie carries regularly; a far larger number of (mostly minor) magic items are found both in his home and in his quarters at the University of Blackmoor. Few are foolish enough to try to steal them.

Spellbook and Focus Contents: 0—arcane mark, breeze, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, puff, ray of dirt, ray of dust, ray of frost, resistance, shrapnel, touch of fatigue; 1st—alarm, animate rope, charm person, comprehend languages, disguise self, enlarge person, erase, expeditious retreat, feather fall, hold portal, identify, jump, magic missile, magic weapon, ray of enfeeblement, reduce person, shield, sleep; 2nd—alter self, arcane lock, bear's endurance, blindness/deafness, cat's grace, continual flame, detect thoughts, fox's cunning, invisibility, knock, levitate, pyrotechnics, rope trick, see invisibility, spider climb, touch of idiocy, whispering wind; 3rd—clairaudience/clairvoyance, deep slumber, dispel magic, flame arrow, fly, gaseous form, haste, lightning bolt, magic circle against evil, protection from energy, secret page, shrink item, slow, suggestion, tongues, water breathing; 4th—arcane eye, charm monster, enervation, fear, fire trap, ice storm, mnemonic enhancer, phantasmal killer, polymorph, remove curse, scrying, stone shape, stonewood, wall of fire, wall of ice; 5th—animal growth, baleful polymorph, cone of cold, dismissal, fabricate, feeblemind, overland flight, passwall, permanency, prying eyes, telekinesis, telepathic bond, transmute mud to rock, transmute rock to mud; 6th—analyze dweomer, antimagic field, chain lightning, control water, disintegrate, flesh to stone, geas/quest, greater dispel magic, lucubration, move earth, stone to flesh, true seeing; 7th—control weather, ethereal jaunt, finger of death, greater scrying, limited wish, power word blind, prismatic spray, reverse gravity, spell turning, statue; 8th—binding, deluge, greater prying eyes, moment of prescience, polymorph any object, power word stun, prismatic wall, temporal stasis.

Typical Wizard Spells Prepared (5/7/7/6/6/6/5/4/3; save DC 15 + spell level): 0—detect magic, light, mage hand*, message*, resistance; 1st—alarm, comprehend languages, expeditious retreat*, feather fall*, magic missile, shield, sleep; 2nd—detect thoughts, invisibility, knock, levitate*, rope trick*, touch of idiocy, whispering wind*; 3rd—dispel magic, fly*, gaseous form*, lightning bolt, shrink item*, tongues; 4th—arcane eye, R's mnemonic



enhancer*, polymorph*, stone shape*, stonewood, wall of ice; 5th—baleful polymorph*, fabricate*, feeblemind, passwall*, prying eyes, telekinesis*; 6th—chain lightning, disintegrate*, greater dispel magic, M's lucubration*, true seeing; 7th—control weather*, power word blind, prismatic spray, spell turning; 8th—polymorph any object*, power word stun, prismatic wall.

Spells marked with an asterisk (*) belong to the transmutation school, Jallapierie's speciality. Forbidden schools: conjuration, necromancy.

King Uther Andahar, the Rectifier, Black Uther

The latest in a long line of Andahar barons, Uther was the first to receive an education outside Blackmoor. As a young man, Uther attended university in the imperial capital of Mohacs. There, the king-to-be learned how far the Thonian Empire had fallen since its glory days. He saw the corruption and sloth and greed at Thonia's highest levels. Most of what passed for "education" at the university was little more than rote recitation of imperial dogma, with no questioning or expansion of thought. Uther returned to Blackmoor disillusioned but determined to make a difference. As baron, he encouraged invention and scientific advancement, supported cultural studies, and began planning the institute that would become the University of Blackmoor.



Despite his disenchantment with the Thonian Empire, Uther was loyal until the coming of the Afridhi. The emperor, unaware (or uncaring) of the invasion's true brutality, chose to send emissary after emissary to the Afridhi in hopes of a settlement, despite the fact that the invaders sacrificed all such envoys to their fiery god. When Uther led several successful counterattacks against the invaders, the emperor demanded he be arrested and brought to Mohacs to stand trial for treason.

This, then, was the spark that ignited the rebellion and led to the creation of Blackmoor as an independent kingdom. Against all odds, and with the help of a number of powerful allies and local lords, Uther fought off both Thonia and the Afridhi — and, later, Skandaharian raiders, the Egg of Coot's minions, and an attempted rebellion by the Wizards' Cabal. Though a skilled fighter, Uther is far more renowned for his intelligence and brilliant grasp of strategy and tactics. He is known in the North as "Uther the Rectifier" for his success in shaking off the oppressive Thonian Empire and correcting its numerous social injustices. In Thonia, of course, he is viewed with less affection; there he is called "Black Uther" and has been condemned to death in absentia.

In the time since he took the crown, Uther has taken great steps not merely to protect Blackmoor, but to advance the realm culturally. The University of Blackmoor is only the most well known of Uther's many social programs, and while most of the peasantry is still uneducated and struggling, they are far better off than their brethren in other lands. Uther has opened up new lands for expansion beyond the Crystal Peaks and instituted a system of patrols and maintenance that make Blackmoor's roads safe and in good repair.

Now one of Uther's greatest concerns is not his kingdom's current state, but its future. This concern is shared by many of the other local lords, for the king has no heir. The Regency Council is certainly capable of ruling — as it has done during several of Uther's absences — but an assembly cannot win a people's heart. Soon, Uther must marry and father an heir or choose a successor from among Blackmoor's lords. He is not yet an old man, but neither is he as young as he once was, and he is wise enough to know that he is unlikely to live to old age, considering how many enemies he has and how many threats face the kingdom.

Uther is surprisingly slight for a man of his overwhelming presence. He has dark hair and eyes and wears a thick, neatly trimmed beard. His appearance changes on occasion, as he is fond of assuming any one of various disguises and going out among his people,

both to learn their thoughts and simply to enjoy popular entertainments such as bards, jugglers, and actors, alongside a hefty mug of ale.

Uther Andahar, Male High Thonian 10th-Level Fighter/10th-Level Noble: CR 20; Medium Humanoid (human); HD 10d10+10d6+40; hp 133; Init +3; Spd 30 ft. (20 ft. in armor); AC 21, touch 13, flat-footed 18; Base attack/grapple +17/+18; Atk +22 melee (2d6+5/17–20, +2 flaming greatsword of wounding); Full Atk +22/+17/+12/+7 melee (2d6+5/17–20, +2 flaming greatsword of wounding), or +21/+16/+11/+6 ranged (1d8+3, +2 mighty composite longbow +4); SQ Charismatic leadership +3, racial reputation (dwarves, gnomes), 47 nobility points; SV Fort +12, Ref +9, Will +14; AL LG.; Str 12, Dex 16, Con 15, Int 16, Wis 18, Cha 18.

Languages: Common, Chale, Dwarven, Elven, Goblin.

Skills and Feats: Appraise +7, Bluff +13, Climb +8 (+5), Diplomacy +17, Disguise +7, Gather Information +12, Handle Animal +8, Intimidate +17, Jump +8 (+5), Knowledge (engineering) +10, Knowledge (history) +12, Knowledge (local—Blackmoor) +19, Knowledge (nobility and royalty) +13, Knowledge (religion) +10, Knowledge (tactics) +24, Listen +11, Perform (oratory) +7, Profession (teacher) +8, Ride +10, Sense Motive +15; Combat Expertise, Improved Disarm, Great Fortitude, Improved Critical (greatsword), Negotiator, Persuasive, Power Attack, Cleave, Improved Sunder, Point Blank Shot, Skill Focus (Knowledge [tactics]), Weapon Focus (greatsword), Greater Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: *Black Flame* (+2 flaming greatsword of wounding), *Hadeen's Wrath* (+2 mighty composite longbow +4), +3 breastplate of moderate fortification, quill of dictation, everburning torch.

Lortz Kharnundrhum, Regent of the Mines

Few dwarves are as revered or as honored as the Lord Regent of the Mines. His rule is based on his people's economy, and he only occasionally bows to the will of the king of dwarves. The young Lortz Kharnundrhum has stepped up to the responsibility of this grand role. Since his father's disappearance over a decade ago, Lortz assumed his father's place as the Lord Regent.

Lortz is an intimidating dwarf. His coal black hair and intense blue eyes seem to reach out and strangle anyone foolish enough to meet his gaze. Legends hold, in the courts of the dwarves, that Lortz has some divine blood



running through his veins that makes him invulnerable to the weapons of mortals. This is a rumor that Lortz, and his closest advisors, do not deny.

Standing nearly five feet tall, Lortz is a tall dwarf. His muscular body is creased by a number of scars that he earned in a yearlong quest for his father. Common thought holds that Lortz' father, Uberstar Khazakhum, ran across a unit of orcs of the Black Hand that were attempting to gain a foothold in the southeastern Crystal Peaks. When Lortz returned from his search, all he could find was his father's breastplate, helmet, and axe, *Tharm*, hanging on a "pig-pole" (an orcish tribal standard) that was mounted on a pile of dead dwarves.

Lortz continues his father's goodwill diplomacy with the leaders of both men and elves. He has met some resistance from his own council when dealing with the elves, but they are happy to work with the new Kingdom of Blackmoor. Secretly, Lortz has entered into an additional private alliance with King Uther and Lord Menander Ithamis to safeguard the North from the growing threats of the Afridhi, the orcs of the Black Hand, the Iron General, and the Egg of Coot. Publicly, Lortz throws open the vaulted doors of the dwarven realms to merchants of all of the goodly races. He attempts to wrest a trade alliance

with the Wizard's Cabal for exclusive mining rights to the magical gems the Cabal needs to make their focus crystals.

Lortz Kharnundrhum, Male Dwarf 10th-Level Fighter/4th-Level Expert/4th-Level Noble: CR 16; Medium Humanoid (dwarf); HD 10d10+4d8+4d6+36; hp 141; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base attack/grapple +16/+17; Atk +21 melee (1d10+3/x3, +2 orc bane dwarven waraxe); Full Atk +21/+16/+11/+6 melee (1d10+3/x3, +2 orc bane dwarven waraxe) or +19 ranged (1d10+1/17-20, +2 heavy crossbow); SQ Darkvision 60 ft., charismatic leadership +1, dwarven racial traits, racial reputation (Cumasti), 22 nobility points; SV Fort +13, Ref +5, Will +12; AL LG.; Str 12, Dex 11, Con 15, Int 11, Wis 13, Cha 16.

Languages: Common, Dwarven, High Common.

Skills and Feats: Bluff +10, Diplomacy +15, Gather Information +10, Handle Animal +20, Listen +4, Profession (merchant) +8, Ride +17, Sense Motive +13; Diehard, Endurance, Great Fortitude, Greater Weapon Focus (dwarven waraxe), Improved Critical (heavy crossbow), Leadership, Mounted Combat, Noble Blood, Point Blank Shot, Precise Shot, Racial Reputation (humans), Ride-By Attack, Spirited Charge, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

New Wondrous Item

Regent's Helemt: This beautiful adamantine full helmet is banded with a gold circlet and set with a single large emerald. Two black raven's wings are set above the ears. The helmet grants the wearer a +5 competence bonus on Diplomacy and Sense Motive checks. It also grants the wearer a +3 natural armor bonus to AC.

Possessions: Breastplate of command, *Tharm* (+2 orc bane dwarven waraxe), +2 heavy crossbow, **Regent's helmet**(see sidebar).

Marfeldt the Barbarian

Bards' songs and taverns' tales tell of a daring and reckless adventurer that is simply known as Marfeldt the Barbarian. The tales tell of the thousands of times he has

saved the North from certain doom, sacked the treasuries of the most powerful merchant houses, and then spent all his spoils on an evening of debauchery and excess. He is glorified as the warrior-general that charges headlong into the fray, spells rolling off his back like droplets of water, leading the armies of a dozen nations to victory over their enemies. He is said to be the personification of strength, vitality, and vigor. His legendary parties last for weeks and do not end until taverns and inns lie in burnt ruins, with their proprietors holding sacks filled with gold and jewels. Would-be heroes emulate him, merchants fear his mighty appetites, and women swoon over him.

In reality, the man known as Marfeldt could not be further from that legend. He is an intelligent and strong leader who weighs the outcomes of battles that have yet to be fought. He is a grim man who does not look for adventure, only peace for Blackmoor. The stories of his youth follow him well beyond his reckless days. When in the Kingdom of Blackmoor, the Regency Council keeps a close watch on this darkly handsome giant of a human, for some say (far from his hearing) that he is the harbinger of disasters and war.



Marfeldt, Male Thonian 16th-Level Barbarian: CR 16; Medium Humanoid (human); HD 16d12+64; hp 191; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 16; Base attack/grapple +16/+21; Atk +25 melee (1d8+9/19–20, +4 longsword), Full Atk +25/+20/+15/+10 melee (1d8+9/19–20, +4 longsword), or +22/+17/+12/+7 ranged (1d8+5/x3, masterwork composite longbow (+4)); SA Rage 5/day (+6 Str, +6 Con, +2 morale bonus to Will saves, -2 AC); SQ Damage reduction 4/–, improved uncanny dodge, indomitable will, trap sense +5; SV Fort +14, Ref +9, Will +6; AL CN.; Str 21, Dex 18, Con 18, Int 16, Wis 12, Cha 18.

Languages: Common, Bestial, Goblin, Orc.

Skills and Feats: Bluff +9, Climb +21, Handle Animal +25, Intimidate +11, Jump +16, Listen +14, Move Silently +9, Ride +25, Search +6, Sense Motive +6, Spot +8, Survival +15; Alertness, Animal Affinity, Cleave, Inner Sight, Leadership, Power Attack, Track.

Possessions: +4 leather armor, +4 longsword, +2 dagger, masterwork composite longbow (+4), 20 +1 arrows, ring of teleportation, **amulet of antimagic**(see sidebar).

New Wondrous Item

Amulet of Antimagic: This amulet is a black enameled gold star at the end of a chain. When worn, this amulet constantly generates an *antimagic field*.

Mello Feathertoes

Halflings are common in Blackmoor's cities and towns. However, Mello Feathertoes is not a common halfling. Mello stands over five feet tall and weighs nearly 180 pounds. He is the largest halfling to ever have been born in the North. His large stature has provided him with many opportunities in his 30 years of life.

When he was a younger man, Mello joined the Blackmoor rebellion in favor of Uther Andahar. He quickly became a hero, working in many different groups sent to undermine imperial authority throughout the region. Among his closest companions were Willem of the Heath, also known as the Blue Rider.

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