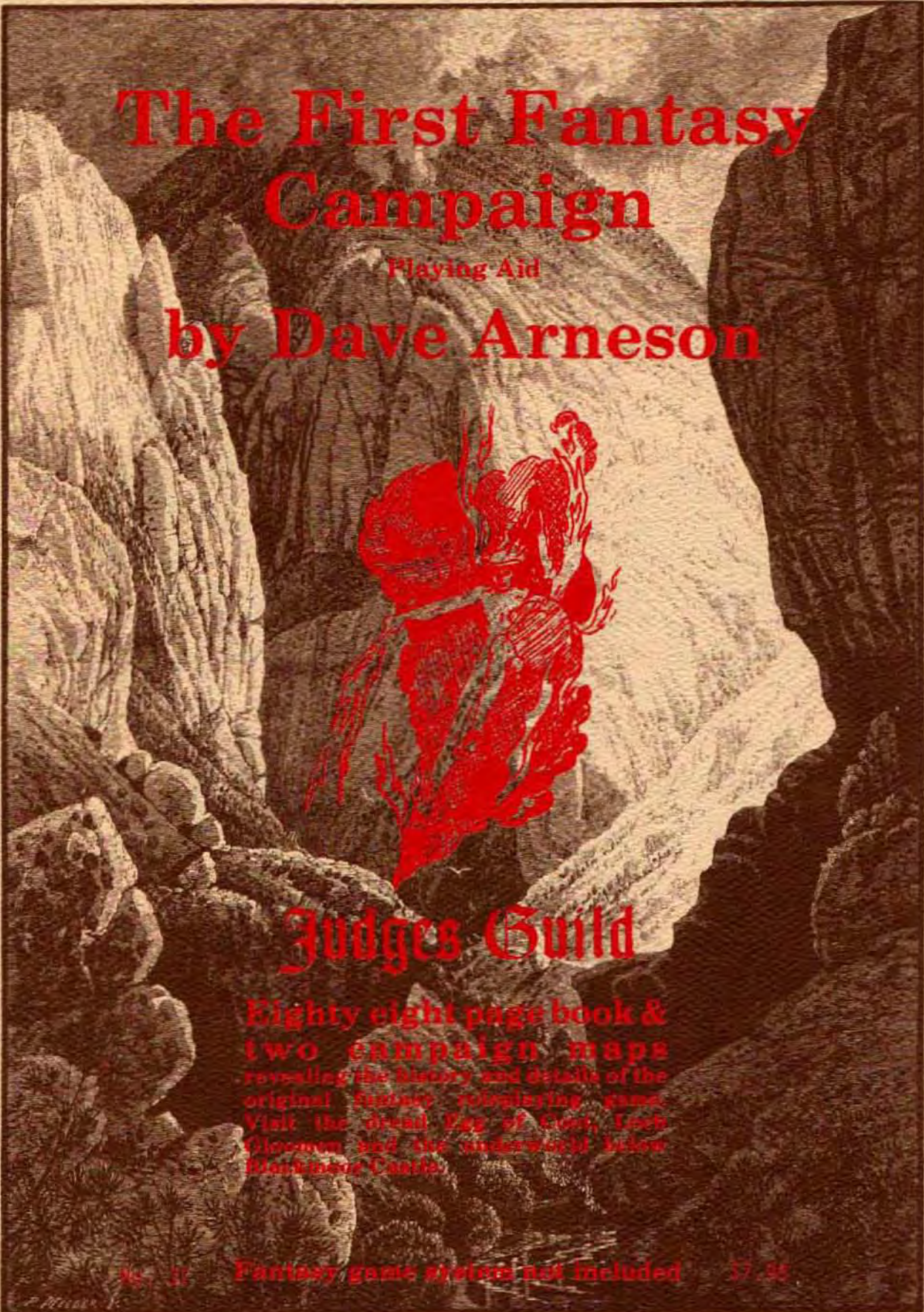




The First Fantasy Campaign

Playing Aid

by Dave Arneson

Judges Guild

Eighty eight page book & two campaign maps revealing the history and details of the original fantasy roleplaying game. Visit the dread Fag of Gort, Loch Glenmore and the underworld below Blackmoor Castle.

As. 17

Fantasy game systems not included

\$7.95

**The
First Fantasy Campaign
Playing Aid
by Dave Arneson**



Judges Guild

To Colleen Wordem and Family

Additional Notes by Richard Snider
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Forward

It has been an especially satisfying experience to work with one of the giants of our hobby. . . Dave Arneson, the originator of the Dungeon Adventure concept. Much of the initial impetus of Fantasy Role Playing as it exists today is due to the dedication and work of this imaginative and creative personality. Dave has attempted to show the development and growth of his campaign as it was originally conceived. I'm sure that he was tempted to update the work to match pace with new trends but he presented the unpolished gem while preserving the feel and wonder of its unveiling much to our benefit as Fantasy Game Judges. For this and the faith he has shown in Judges Guild as the publishers, Dave has my hearty gratitude.

This work will answer many of the questions the entire hobby has been clamoring for since Fantasy Role Playing began its fervor in Medwesterners and spread across the nation and around the world. It is not what you expect! Within these pages are many new and previously unseen ideas ripe for use in your Fantasy World. I'm sure you will enjoy it as much as I did and you can bet your magic sword that more than nostalgia is contained herein. May your players experience the same gusto and pure pleasure of the First Fantasy Campaign.

August 9, 1977

Bob Bledsaw

Introduction

From the first excursions into the dark depths of Blackmoor Castle's Dungeon, it became apparent that these first hardy bands of adventurers would soon seek out new worlds to pillage. From the castle itself the small town of Blackmoor grew, then the surrounding countryside became filled with new holes to explore and beyond that talk was already spreading about visiting the Egg of Coot. Each of these steps entailed a great deal of work upon a naive Judge who felt that there was already more than enough trouble already available to satisfy any band of adventurers, a phrase no doubt heard rather frequently since then, in other areas. In general, a fairly loose procedure was set up for the establishment of each of these new areas, with a great deal of emphasis being placed on the players themselves setting up new Dungeons, with my original Dungeonmaster role evolving more into the job of co-ordinating the various operations that were underway at any given moment. At the height of my participation as chief co-ordinator, there were six Dungeons and over 100 detailed player characters to be kept track of at any one time.

Each area had to mesh with those areas that were around it, in so far as setting up the various monsters, etc, were concerned. It was also readily apparent, from previous experience running a "Conventional" Napoleonic Wargames campaign that some sort of Overall Background would have to be constructed to provide a framework within which the players could work. Thus the overall concept of the Evil Egg of Coot and the Great Kingdom was born. These two entities could prove to be the source of great events outside of the actual campaign, a source of new recruits and monsters, and give the stimulus, in the way of quests and adventures to give the players more of a motive than just looting the Dungeon. Also with such powerful and potentially aggressive neighbors, the locals decided that at least some taxes should be collected to provide for the common defense. This was a good plan but one which failed to take into account the drain placed on the local manpower pool by the repeated sorties into the Dungeon areas. So it was with the Dungeon of Blackmoor. It began with only the basic monsters in Chainmail and was only some six levels deep. Six levels was chosen since it allowed random placement with six-sided dice (no funny dice back then) (sic). So even in the Dungeon it became quickly apparent that there was a need for a greater variety of monsters, more definition even within the type of monsters, and certainly a deeper Dungeon.

So there were now different types of Dragons (by Size) and other new creatures, like Gargoyles, from standard mythology. AC was determined by description of the creature (Hide, scales, etc.) and how impervious it was in the accounts given in mythology about it. HD was determined pretty much on the size of the creature physically and, again, some regard for it's mythical properties. For regular animals that were simply made larger, like Beetles, a standard text book provided interesting facts about the critters and all were given HD proportionate to their size, relative to other Beetles for instance. Insects were all given about the same AC with additions, again, for unique properties.

Character motivation was solved by stating that you did not get Experience Points until the money had been spent on your area of interest. This then led to additional adventures as players would order special cargos from off the board and then have to go and guard them so that the cargo would reach their lodging and then the player would get the Experience Points. More than one poor fellow found that his special motivators would literally run him ragged and get him killed before he got anything.

Combat was quite simple at first and then got progressively complicated with the addition of Hit Location, etc. . . as the players first rolled for characteristics, the number of Hits a body could take ran from 0 - 100. As the player progressed, he did not receive additional Hit Points, but rather he became harder to Hit. All normal attacks were carried out in the usual fashion but the player revived a "Saving Throw" against any Hit that he received. Thus, although he might be "Hit" several times during a melee round, in actuality he might not take any damage at all. Only Fighters gained advantages in these melee Saving Throws. Clerics and Magicians progressed in their own areas, which might or might not modify their Saving Throws. And so it went, Hit Location so that even the might Smaug could fall to a single arrow in the right place (very unlikely), height differentiation, so that the little guys could run around more and the big ones could kill more, etc. Still these were guidelines, Hit Location was generally used only for the bigger critters, and only on a man to man level were all the options thrown in. This allowed play to progress quickly even if the poor monsters suffered more from it.

By the end of the Fourth year of continuous play Blackmoor covered hundreds of square miles, had a dozen castles, and three separate Judges as my own involvement decreased due to other commitments. But by then, it was more than able to run itself as a Fantasy campaign and keep more than a hundred people and a dozen Judges as busy then as they are today. Whether there will ever be the co-ordination of all the area Dungeons in the future as they were way back in "the Good Old Days" is unlikely, but already there are 20 - 30 people meeting every 4th Saturday to do Blackmoor and other Fantasy in related areas, so who can tell. . . after all, the keynote is that "Anything is Possible", just that some are more likely than others.

Dave Arneson

Blackmoor, the Campaign

Blackmoor grew from a single Castle to include, first, several adjacent Castles (with the forces of Evil lying just off the edge of the world) to an entire Northern Province(s) of the Castle and Crusade Society's Great Kingdom. As it expanded, each area (Castle's first and then Provincial Counties) was given a pre-set Army. Later the players were to organize their own forces based on experience and goodies acquired enroute to their Greatness.

Part A, Scenario III (the previous two having been lost...sic): The entire 3rd Year of the Blackmoor Campaign was to be part of a Great War between the Good Guys and the Bad Guys. Each area had a certain budget available (the budget is given a little later on), as well as an Alignment rating for each of the four seasons of the coming year. The course of the conflict might change some of the Alignments but barring anything major, I laid them out for the entire year. Fractions are given when only a part joined the fray. At the bottom, the approximate values and summary give the details about the strategic development of the war.

The Great Invasion (Scenario 3)

Evil Forces	Army Pts.	I	II	III	IV	Income	V	Special
Egg of Coot	16,000	EA	EA	---	EA	160,000 GP	13	8 Hero, 1 SH
Duchy of Ten	10,000	EA	EA	EA	ES	100,000 GP	15	5 Hero, 1 SH
Nomads of Ten	5,000	EA	EA	EA	EA	50,000 GP	13	3 Heroes
Men of Maus	8,000	EA	---	---	---	80,000 GP	21	10 Hero, 2 SH
Monk's Vikings	1,000	EA	EA	EA	EA	10,000 GP	5	1 Hero
Total Points	40,000							
Neutral Forces								
Loch Gloomen	1,000	EV	EV	---	---	10,000 GP	5	1 Hero
Sage's Tower	2,000	EV	EV	---	---	20,000 GP		1 Hero
Tower of Booh	1,000	EV	EV	---	---	10,000 GP	5	Hobbits
Blackmoor	3,500	---	---	EV	EV	35,000 GP	18	1 Hero
Wizard of Mi-Karr	6,000	---	GV	---	GV	60,000 GP		
Regent of the Mines	6,000	GV	GC	GV	GA	60,000 GP	1	Dwarves
Total Points	19,500							
Good Forces								
Earl of Vestfold	12,000	GD	GD	GD	GA	45,000 GP	16	10 Heroes
Northern Lords	12,000	---	GD	---	8%	120,000 GP	12	Seamen
Horsemen of Peshwah	1,000	---	GD	---	GA	10,000 GP	5	Off Map
Bramwald	1,600	---	GD	GD	GA	16,000 GP	8	Dwarves
Glendower	1,000	GV	GD	GV	GA	10,000 GP	5	1 Superhero
Boggy Bottom	1,400	GV	GD	GD	GA	14,000 GP	7	1 Hero
Wizard of the Wood	2,000	GD	GD	---	GA	20,000 GP		Pixies, Wizard
Monks of the Swamp	1,000	GV	GD	---	GA	10,000 GP	5	Temple/Frog
Great Kingdom	15,000	---	20%	33%	80%	150,000 GP		Off Map to SE
Total Points	47,000 (max.)							

Abbreviations: EA: Evil Attacker; ES: Evil Disenter; EV: Evil Diversionary; GV: Good Diversionary; GD: Good Defender; GA: Good Attacker; N%: Percentage number shown is portion of GD available (in stage II and III; in Stage IV is GA available); Income: Gold available every 4 months; V: Number of Villages and/or Cities; Force is Neutral, Immobile or too Distant.

Seasonal Comparison

I	Spring	23,400 Law vs. 44,000 Chaos
II	Summer	48,000 Law vs. 36,000 Chaos
III	Fall	27,000 Law vs. 19,000 Chaos
IV	Winter	49,000 Law vs. 25,500 Chaos

Summary of How Campaign Progressed

Stage I	First Rush by Evil Forces
Stage II	Rally by Good Forces
Stage III	Stand and Regroup
Stage IV	Counterattack and Enemy Collapse

In general, the Baddies threw their troops away taking Blackmoor and other fortified spots while the Good Guys built up to beat them. The Lawful forces took a drubbing during the Summer but whittled Chaos down over the Fall. At the end, the 49,000 Good points were forcing the 25,500 Baddies to retreat. In the early Spring of the next year, the Lawful fellows picked up 10,000 more points through chance cards vs. 2,000 for the Baddies. So at the end, the totals were 59,000 vs. 28,000 and looking bad.

The Original Price/Unit Ratio List

At the outset of the army level phase of the campaign, I made the following chart showing the exact percentage limits of each unit type that the belligerents would be held to. Thusly, the Duchy of Ten's purchase could never be more than 20% Heavy Horse; however, they were allowed to downgrade their purchase and use their maximum allotment in a category towards purchasing a lower category unit, e.g. buy Light Horse instead of Heavy Horse.

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Unit Type	Blackmoor	Egg of Coot	Duchy of Ten	Great Kingdom	Cost per Man
Peasant (Fyd)	35%	25%	45%	10%	7 GP
Levee (Local)	35%	25%	45%	10%	6 GP
Light Foot	35%	25%	45%	10%	10 GP
Heavy Foot	40%	10%	5%	5%	25 GP
Armored Foot	30%	10%	5%	5%	32 GP
Light Horse	10%	50%	15%	55%	25 GP
Medium Horse	20%	50%	25%	20%	40 GP
Heavy Horse	20%	50%	20%	10%	55 GP

Additional Weapon Cost/Limit

Weapons	Blackmoor	Egg of Coot	Duchy of Ten	Great Kingdom	Cost per Weapon
All Missile Weapons	35%	15%	15%	33%	

Additional Price Lists

Light Catapult or Cannon 150, Heavy Catapult or Cannon 200, Bombard 300, Viking Long Ship 8,000, Stockades 50 - 150, Moveable Mantlets 30.

Weapons

(Magic Weapons = 100 x Cost Below)

Bombard 300	Dagger 5	Sword 10 (Magical = 1000)
Heavy Cannon 200*	Mace 4	Morning Star 6
Light Cannon 150*	Hand Axe 4½	Spear 5
Standard Bow 25	Battle Axe 7	Two-handed Sword 15 (Magical = 2700)
Longbow 40	Flail 8	Arquibus 15*
Composite 40	Pole Arms 10	Crossbow 15
Saddle 6	Halbard 10	Pike 10
		Lance 6

*Optional

Armor

Leather Armor 22
Shield 2

Helmet 2
Chainmail 24

Full Plate 40
Horse Armor 320

Transportation

Large Wagon 160
Small Wagon 80
Merchant Ship 5000
Galley 20,000

Draft Horse 30
Light Horse 20
War Horse 25/100/400
Raft 40

Cargo Tarn 200
Racing Tarn 300
War Tarn 400/1600/6400
Roc 200

Heavy Construction

Round Tower 5000
Gate Tower 4500
Square Tower 4000
Gate 3000
Wall Section/6" 3500
Stone Building 2500
Ditch/6" 2000
Palisade/6" 1500
Earthworks/6" 2500
Wood Building 500
Standard Castles: Type 1 18,500
Type 2* 46,500
Type 3* 89,500

*Allow Interior Building

Investment Areas: Canals, Roads, Air Transport, Sea Trade, Land Trade, Inns (accommodations, food, or entertainment), Armor and Armories, Horse Breeding, Tarn Breeding, Slave Breeding, Farming, Fishing, Cattle, Ship Building, Housing, Fortification, Education, Religion, Tourism, Magical Research, Exploration.

Personnel Costs (in GP for 1 Year's Pay and Upkeep)

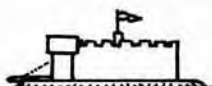
Tarn Trainer 400 - 2000
Engineer 100 - 500
Horse Trainer 200 - 100
Ship Captain 350 - 2500
Assassin 400 (per mission)
Slave Trainer 350 - 3500
Eagle Rider 40 (no equipment)
Administrator 500 - 500 (+%)

Armorer 450 - 900
Seamen 10 - 50
Scholar 20 - 200
Priest 5 - 50
Alchemist 100 - 5000
Hunter 50 - 200
Animal Trainer 400 - 2000
Accountant 25 - 300

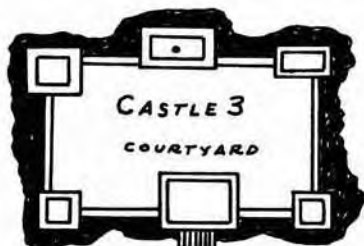
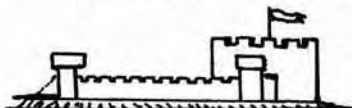
Horsemen 10 (no equipment)
Pikeman 45 (no equipment)
Archer 15 (no equipment)
Infantry 10 (no equipment)
Male Slave 10 - 50
Female (Red) 25 - 130
Female (White) 35 - 250
Female (Special) 300 - 3500



GATE, ROUND TOWER,
GATEHOUSE, DITCH (2)



GATE, SQUARE TOWER
4 WALLS, GATEHOUSE,
ROUND TOWER, DITCH (8)



GATE, 4 SQUARE TOWERS,
8 WALLS, GATEHOUSE,
SQUARE TOWER, DITCH (14)



STANDARD CASTLE TYPES

The Later Prices Lists: With the interest mounting, there was a need for more detailed Price Lists.

Earl of Vestfold

Budget 120,000 GP; Income 2000 GP per Village; Tonisberg (15 Villages = 30,000 people), Tribute 50% from each vassel, Fyd: 4500 Men. Heroes: 10 plus 1 more every 6 months; Superheroes: 3 plus 1 more every 2 years; Ents: 10 plus 1 more per 4 Woods Hex plus 1 more per year; Rocs: 1000 plus 100 more per year. One third of all Combat losses returned each month. Trade with Great Kingdom: 40 Ships every 4 months (500 GP per Ship). Wizards: LVL 4 (16 GP/week), LVL 3 (12/week, also a Superhero).

Magic

Maximum of 10% of funds can be spent on Specials. Additional special creatures can be recruited from other players or at double normal rates with the use of two magic spells for each week you use it.

Also, two small forts with one village (10,000 men) and 10,000 GP income, fyrd of 150 each. All of the Neutral Forces listed (except the Regent of the Mines) are considered as minor holdings of the Earl of Vestfold.

All trade under control of the Earl of Vestfold and all replacements listed with the Earl of Vestfold. Each of the Neutral areas has a independant commander. You must roll a 1 or 2 for them to obey for any given month period. A spell can add 1 to the roll up to maximum available (if player is commanding Barony in question, roll is not necessary as player determines his own loyalty).

Vestfold Price List

Type	Cost	Ratio	Composition
Light Foot	1000 GP	15%	100 Men
Heavy Foot	2500 GP	05%	100 Men (Pikemen +1000)
Armored Foot	3200 GP	10%	100 Men (Pikemen +1000)
Light Horse	3500 GP	15%	100 Men (Horse Archers +3000)
Medium Horse	4000 GP	15%	100 Men (Horse Archers +3000)
Heavy Horse	5500 GP	15%	100 Men (Horse Archers +3000)
Crossbow	2700 GP	10%	100 Men
Bow	3200 GP	10%	100 Men
Longbow	4500 GP	05%	100 Men
Merchant Ship	5000 GP	---	1 Ship without Crew
Galley	20000 GP	---	1 Ship without Crew
Tarnsmen	50000 GP	---	100 Men each
Cargo Tarn	2500 GP	---	Can carry 100 Men (10 Birds)
Supply Train	360 GP	---	3 Wagons, 1 Month's Rations for 100 Men
Light Catapult	1600 GP	---	6 Weapons, 24 Men, 6 Wagons
Heavy Catapult	2500 GP	---	6 Weapons, 36 Men, 12 Wagons
Bombards	4500 GP	---	6 Weapons, 60 Crew, 18 Wagons

Fantasy			
Hobbits	1000 GP	500 max.	100 Hobbits
Dwarves	3000 GP	2000 max.	100 Dwarves
Ents	1500 GP	Special	10 Ents (tripled in Woods)
Pixies	4000 GP	500	100 Pixies
Elves	4000 GP	2000	100 Elves
Rocs	20000 GP	Special	100 Rocs
Hero	200 - 500 GP	Special	1 Person
Superhero	500 - 1100 GP	Special	1 Person

Northern Lords (Sea Raiders)			
Type	Cost	Ratio	Composition
Heavy Foot	2500 GP	40%	100 Men
Armored Foot	3200 GP	30%	100 Men
Bowmen	3200 GP	30%	100 Men
Merchant Ship	5000 GP	---	1 Ship without Crew
Galley	20000 GP	---	1 Ship without Crew
Long Ship	8000 GP	---	1 Ship without Crew
Supply Train	360 GP	---	

Fantasy			
Hero	200 - 400 GP	---	1 Person
Superhero	500 - 700 GP	---	1 Person
Sprites	4000 GP	500 max.	100 Sprites
Fairies	4000 GP	1000 max.	100 Elves

Budget 120,000 GP, Two Cities (4 Villages each), 10 Villages, 3000 GP from each every 4 months. Trade of 40,000 GP for trade every 4 months carried on 160 Merchant Ships as follows: Maus 20, Egg of Coot 60, Great Kingdom 50, Other Areas 30. Heroes: 28 plus one per 10 Villages per year. Superheroes: 8 plus one per 40 Villages per year. No magic. One half of lost troops replaced each month.

City of Maus

Price list as Vestfold.

Budget 80,000 GP, One City (10 Villages) 30,000 GP, 30,000 Men, 4500 Fyrd, 20 Villages = (2000 GP, 3000 Men, 450 Fyrd). Trade: 10 Ships with Great Kingdom (x 250 GP), 10 Ships with Egg of Coot (x 500 GP) and 10 Ships with Skandaharians (x 250 GP). Special: Heroes: Ten plus one per ten Villages per year; Superheroes: Two plus one per 40 Villages per year; Wizard: One LVL 3 (12 GP/week). Magic: A maximum of 10% of funds may be spent on Specials. Plus any you can get someone else to buy for you. Additional Specials can be purchased at double cost and by using two spells per week that you use them. One third of lost troops are replaced each month.

Reinforcements from the Grand Kingdom			
Type	Cost	Ratio	Composition
Light Foot	1000 GP	35%	100 Men
Lt Horse Archers	5700 GP	10%	100 Mounted Light Archers
Medium Horse	4000 GP	10%	100 Horsemen
Heavy Horse	5500 GP	10%	100 Horsemen
Crossbowmen	2700 GP	35%	100 Crossbowmen
Merchant Ship	5000 GP	---	1 Ship without Crew
Galley	20000 GP	---	1 Ship without Crew
Supply Train	360 GP	---	3 Wagons, 1 Month's Food for 100 Men
Tarnsmen	50000 GP	---	100 Men each
Cargo Tarns	2500 GP	---	Can carry 100 Men (10 Birds)

Fantasy			
Hobbits	1000 GP	6000 max.	100 Hobbits
Dwarves (Gnomes)	2000 GP	6000 max.	100 Dwarves (Gnomes)
Heroes	200 - 500 GP	Special	1 Person
Superheroes	500 - 1100 GP	Special	1 Person
Ents	1500 GP	Special	10 Ents (tripled in Woods)

All Grand Kingdom reinforcements arrived through Special Cards.

Regent of the Mines (Dwarves)

Budget: 60,000 GP, one City of 30,000 People, Fyrd of 6000, 60,000 GP from City and Mine every 4 months, no specials, magic nor trade. One third of losses return each month.

The Duchy of Ten

Budget 100,000 GP, Income 3000 GP per village every 4 months, 3 Cities (4 Villages each), 12 Villages, 10,000 population in each city (fyrd of 500 per city). 6 Lycanthropes plus 1 per 10 Forest/Swamp squares per year; 1000 Rocs plus 100 more per year; 4 Giants plus 1 more per year; 8 Dragons plus 1 more per year; 5 Heroes plus 1 more per year per 10 Villages; 1 Superhero plus 1 more per year per 20 Villages. Trade: River Trade to North of 500/Ship (2), to the Egg of Coot of 250 GP/Ship (4); to the Grand Kingdom of 500 GP/Ship (2). Ships return one month after departure (number in parenthesis is number of Ships/4 months. Wizards: LVL 4, 16 GP/week (also a Superhero); LVL 4, 16 GP/week, plus 50/Spell. Magic: a maximum of 10% of funds can be spent on specials. Additional special creatures can be recruited from other players or at double normal rates with use of two Magic Spells for each week you use it. One third of all losses return each month.

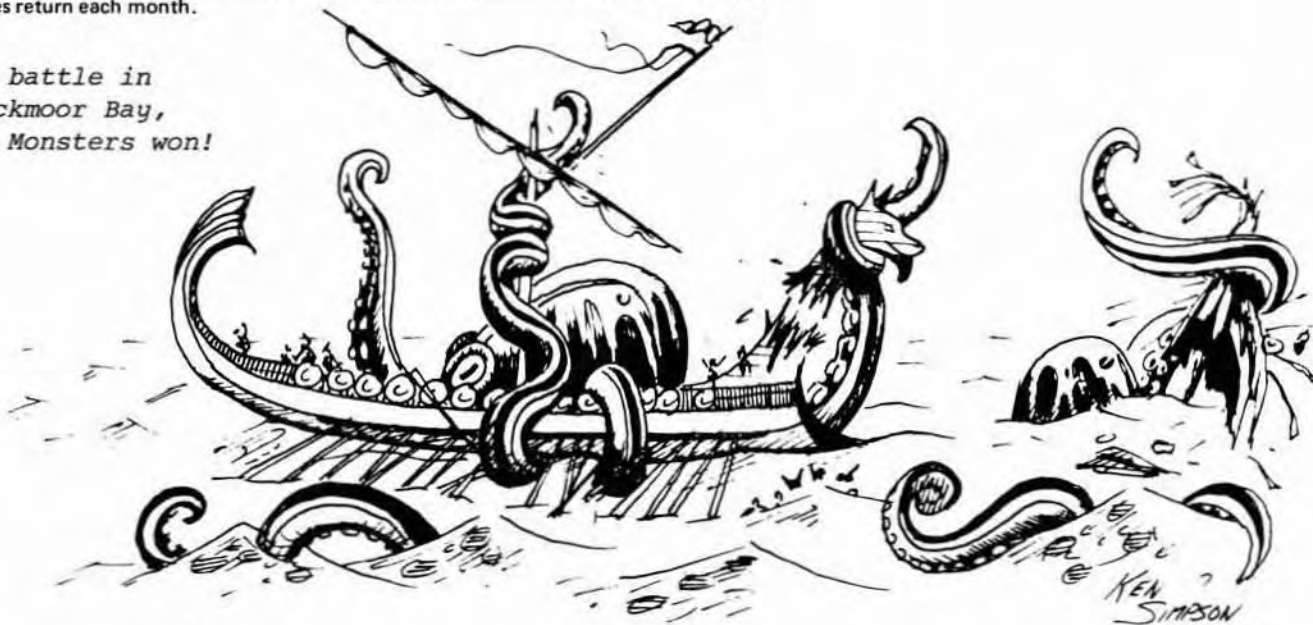
The Duchy of Ten Price List

Type	Cost	Ratio	Composition
Light Foot	1000 GP	05%	100 Men
Heavy Foot	2500 GP	05%	100 Men
Armored Foot	3200 GP	05%	100 Men
Light Horse	2500 GP	55%	100 Men
Medium Horse	4000 GP	20%	100 Men
Heavy Horse	5500 GP	10%	100 Men
Bow Armed	+3200 GP	---	Equip Light Horse Only
Pike Armed	+1000 GP	---	Equip Heavy or Armored Foot Only
Light Catapult	1600 GP	---	6 Weapons, 24 Crew, 6 Wagons
Heavy Catapult	2500 GP	---	6 Weapons, 36 Crew, 12 Wagons
Bombard	4500 GP	---	6 Weapons, 60 Crew, 18 Wagons
Supply Train	360 GP	---	3 Wagons, 1 Month's Supplies for 100 Men
Merchant Ship	5000 GP	---	1 Ship without Crew
Galley	20000 GP	---	1 Ship without Crew
Roc Riders	25500 GP	---	100 Men and Rocs
Fantasy			
Elves (Fairies)	4000 GP	2000 max.	100 Elves
Lycanthropes	2000 GP	Special	100 Lycanthropes (double in Woods)
Rocs (Griffons)	20000 GP	Special	100 Rocs
Giants	500 GP	Special	1 Giant
Pixies (Sprites)	4000 GP	1000 max.	100 Sprites
Dragons (Wyverns)	1000 GP	Special	1 Dragon
Heroes	200 - 500 GP	Special	1 Person
Superhero	500 - 1100 GP	Special	1 Person

Minor Holding of Duchy of Ten - Nomads of Ten

Price List as the main list. Budget 50,000 GP, Income 3000 GP per Village every 4 months, 1 City (4 Villages), 10,000 People, 500 for fyd, 12 small Villages, 3000 each, 150 for fyd. 3 Lycanthropes plus 1 per 10 Forest/Swamp per year; 500 Rocs plus 50 more per year; 2 Giants plus 1 more per year; 4 Dragons plus 1 more per year; 3 Hero types plus 1 more per year per 10 Villages; Wizard: 1 LVL 6, 24 GP/week. No Trade; same specials limitations as above; one third of losses return each month.

Sea battle in
Blackmoor Bay,
Sea Monsters won!



Egg of Coot

Type	Cost	Ratio	Composition
Light Foot	1000 GP	30%	100 Men
Heavy Foot	2500 GP	05%	100 Men
Armored Foot	3200 GP	05%	100 Men
Light Horse	2500 GP	10%	100 Men
Medium Horse	4000 GP	10%	100 Men
Heavy Horse	5500 GP	25%	100 Men
Crossbow	2700 GP	10%	100 Men
Composite Bow	4500 GP	05%	100 Men
Bow	3200 GP	10%	100 Men
Merchant Ship	5000 GP	---	1 Ship without Crew
Galley	20000 GP	---	1 Ship without Crew
Pike Armed	+1000 GP	---	Equip Heavy and Armored Foot Only
Bow Armed	+3000 GP	---	Equip any Horseman
Supply Train	360 GP	---	3 Wagons with 1 Month's Rations for 100

Fantasy

Goblins	1500 GP	5000 max.	100 Goblins
Orcs	2000 GP	5000 max.	100 Orcs
Anti-Heroes	200 - 400 GP	Special	1 Person
Anti-Superhero	500 - 1000 GP	Special	1 Person
Wraiths	100 GP	9 max.	1 Person
Lycanthropes	2000 GP	Special	10 Lycanthropes (doubled in Woods)
Trolls (Ogres)	1500 GP	1000 max.	10 Trolls
True Trolls	750 GP	Special	1 True Troll
Balrogs	750 GP	Special	1 Balrog
Giants	500 GP	Special	1 Giant
Dragons	1000 GP	Special	1 Dragon
Wights (Ghouls)	1000 GP	1000 max.	10 Ghouls

Budget 160,000 GP, Income 3000 GP per Village per 4 months, one City (10 Villages) plus 12 Villages, population of 3000 per Village (450 turn out for fyf). 8 Anti-Heroes plus 1 per 10 Villages per six months; 2 Anti-Superheroes plus 1 per 20 Villages per year; 4 Lycanthropes plus 1 per 10 Forest squares per year; 2 True Trolls plus 1 per year; 4 Balrogs plus 1 per year; 6 Giants plus 1 per year; 10 Dragons plus 2 per year. Trade: River trade to the North at 100 GP/Ship (50), trade with Duchy of Ten at 250 GP/Ship (16), and trade with Skandaharians at 1000 GP/Ship (10). Ships return one month after departure (number in parenthesis is number of Ships per 4 months). Magic: A maximum of 15% of funds can be spent on special. Additional special creatures can be recruited from other players or at double normal rates with use of 1 spell for each week you use it. One third of losses return each month.

Internal Investments

Roads: See Price list for cost. Will take one man that many days to build a road one mile (900 days). More men will complete the work that much faster but no more than 100 men can work on one mile of road at a time.

Optional: To reflect minor weather conditions and other factors, the time required might be longer. Roll a four-sided die per Crew per Mile per Week of work. Multiply time needed for work by a factor of 1 - 4.

Optional: Takes 5% of the time it took to establish the Road in the first place to maintain it during a given year. This is both in money cost and time (man hours).

Optional: Cleared Roads take 20% Time/Cost to Maintain.
Standard Roads take 10% Time/Cost to Maintain.
Roman Roads require 5% Time/Cost to Maintain.

Roads that are not maintained will take 20% longer to travel the first year, 50% the second year, 66% the third year, 75% the fourth year, and be impassable the fifth year.

Optional: Instead of deteriorating completely, the roads are reduced as follows: Roman Road down to Standard Road the first year and then Cleared Road the second year, and then take into account deterioration.

Note: A real Roman Road (estimated 8 - 10,000 per mile in GP) would remain relatively intact over an extended period with little up-keep and less than 1% deterioration per year!

The construction of Roads will either require the hiring of free men at 1 - 10 SP per day of work (roll ten-sided die) or use of Slave Labor.

Each Crew must have an Engineer and the entire project should also have an Engineer.

Bridges: Will require the presence of a ford (or water less than 10 feet deep) and take a Crew of 100 Men (with Engineer) five days to build.

Optional: Roll a ten-sided die for the number of days it will take the Crew (100 Men) to build the Bridge.

Presence of a Bridge will mean no delay in crossing rivers for Wagons but will block river to Sailing Ships. Bridges over 100 yards long are not possible. Swift current will halve that distance and a flood will prevent any construction until it recedes.

Canals: Will take a 100-Man Crew three months to build a mile of Canal. They must have one Engineer per ten men as Supervisors (Canals are complicated) and all Canals must stay on clear terrain and cannot go up even a modest slope. They are maintained at 5% a year but if not maintained there is 5% chance per mile/per year that they are blocked (if Canal is blocked, roll a six-sided die for the number of blockages in that mile). Canals can be blocked by any force of 100 men working a single hour per blockage.

Movement along Canals will require the presence of a Way Station every ten miles (Building, two Men, 1 Wagon, 20 Horses, Mules, Oxen, or other Beasts). The Horses will tow any Ships without oars 50 miles a day, up or down the Canal. Each Canal is built with a simple road along one bank for these beasts. Note: Canal locks have not been invented and many centuries away (if then)!

Inns: Will require 2500 GP for the building, plus whatever supplies you wish to stock them with (Inns are combination Housing-Entertainment- and General Stores of the worlds) on the way of Wine, Food, Servants, Horses, Equipment, etc.

Stocks may be purchased at 60% of the list price by the players, the stocks must then travel onto the board by Ship, Horse, or Wagons which the player purchases (including supplies, etc.). These travel to the edge of the board (say 100 miles minimum) to get the supplies and then come back again (using reduced cost supplies and cutting into the profits).

Wagons can be hired to bring the supplies in from off the board town, but they will take 20% of the cost of the goods as payment and must still travel (without escort) to your local.

Furniture: Tables, 10 - 25 GP each; Chair, 1 - 5 GP; Mugs, 1 GP per ten; Barrels, 2 - 3 GP each (hold ten gallons each); Large Barrels (50 gallons) cost 10 - 15 GP. Lighting must be provided by torch or lamp if you are open at night and may have the whole building burned down during a fight. Other buildings should probably be built for horses and supplies but may require protection. One building can hold 100,000 GP of Goods or 25 Horses, or Mules, or Oxen, etc.) Generally one traveller a day will stop at the Inn (non-player character) although Wagon Trains will stop there as will tourists, etc.

Hunting, Armories and Animal Breeding: These come under the heading of **Hobbies** (see Player Motivation), and may be treated as such. Just a few notes added to those of **D&D** are that each should have a separate building to house its activities, have present a Specialist of the desired type, and get regular funding (payment) for goods and services produced. Generally, Breeding will produce one animal per Female per year (50% chance of Male or Female). Males can service up to the number of females indicated (roll three dice at the end of the year to see what were produced) at the end of the year. Will take one year to have the animal mature.

In the case of Armories, it should be noted that an average quality Composite Bow takes five years (yes, years) to construct and that a Longbow takes over a year, and even a simple Bow, at least six months. Most of this time is for the shaping and seasoning of the wood. So to get a Bow, you must wait the allotted time for production after the full purchase price is laid out. Until the end of that time, they will be in the Armory seasoning and being shaped. Even though the bow is produced locally, the full cost is used since a certain percentage of the Bows will not turn out properly.

Hunting will require the individual to go out in the square and have chances at encounters. A return of 10 - 60% of the investment is gained after each year and with 100 men conducting 12 hunting trips (not all right after each other, but at least a week in-between) during the year. The return is after deducting the cost of protection and weapons for the men (but not food or pay for them).

Religion: Most pertinent manifestation is the construction of impressive buildings and equipping of same with riches like candlestick holders, statues, etc. It will also require the shipping of 10% to 60% (six-sided die) of the contributions off the board each year. Wagons and protections must come out of the other 40% or wheeled out of the players. Normally, 10% is given by all to the dominant religion in an area (there is rarely more than one type of religion in a medieval area outside of very large towns). Destruction of such convoys will require the sending of 10 - 60% of what is left, immediately to appease off the board Patriarchs, in a new convoy. This is repeated until one of the convoys makes it, or the church is busted. Should the players give up on the convoys, all Law characters in the area go down two levels and Paladins will go down three, while Clerics will be reduced four levels. Destroyed religious establishments must be immediately rebuilt by Law forces.

Exploration: The subsidy of expeditions into surrounding regions and into Dungeons. Player states the amount of money available and it is given on a first come, first served basis to other interested parties. The player will receive the return of his investment funds plus 10% of the gross on every expedition until the investment is paid off. Players may pay off the funding as soon as possible or a little at a time (but that may cover many expeditions!). Players may also make other arrangements between themselves, the above is just a guideline.

Ship Building: Players may build up to one Ship every year at any building site they set up (Building, 100 Men, Engineer (Shipwright), Food for the year). To keep this dock going, at least 24 points of Ships must be built there during each year with a maximum of 80 points of year.

One Hull Point may be built per three days out of Green Wood.

One Hull Point may be built every ten days out of Seasoned Wood.

One Hull Point may be built every thirty days out of Aged Wood.

Lifetime of resulting Ship will be four years, eight years and 25 years respectively. They lose that fraction of their Hull value each year ($\frac{1}{4}$ for a Green Ship) off the full total. All fractions are rounded down and when it is less than 1 Point, the Ship/Boat will sink.

If the minimum amount of Ships is not built, the yard disappears at the end of the year and must be rebuilt (takes six months to do so).

Optional: Wood for Ships to be built next year must be purchased a year ahead of time for Seasoned Wood and three years ahead of time for Aged Wood. It is stockpiled at the yard in the meantime. One Hull Point is about 600 Logs (12' x 1'), weight: 300 lbs. per log. Must travel to nearest forest (maximum 100,000 usable trees per Wood Hex, 5% more each year as replacements) with Wagons, Men, etc. and bring them back.

Farming: You will get a 10 - 20% return (in GP) per year for ten years. For every 20 GP invested one more family (five persons) will move into your area during the first twelve months of each of the years. These parties must travel in from the edge of the board, they are unarmed except for Clubs (one Fighter per group). You will roll at random for the months of April, May, June, July, August, and September to see when these groups of five enter the board. Roll for each group of five separately. Then roll the four-sided die for which week of the month, and the six-sided die (no travel on Sunday) for which day.

On the other hand, you can establish an escort service to bring in as many as you wish, at whatever time you wish during the months. However, you must then supply them with food while they wait, and when they travel, which will require additional money (not part of the investment) and wagons to carry the food for settlers and soldiers.

The losses incurred by the civilians during the year are compared to the number that made it through. This will represent the fractional loss of the 10 - 20% return you expected that year.

Fishing: The same but families will arrive with a Boat carrying 25 people from up or down the coast (50/50). These 25 will contain five Fighters, armed with Clubs. Arrival times, penalties, escort service, etc. are as above. Fishing Boats will travel 100 miles a day. Fractional loss will be based on the number of Boats lost, vacancies being filled from local Farmers, Freeman/Sailors hired (need five able-bodied men per Boat) or Slaves assigned (one Captain Guard required per Boat then).

Trapping: Traps are purchased. An expedition goes out and set a number of Traps. Once per month you roll to see if the Trap had an encounter, what with, and if it was strong enough to hold the beast. All traps within a mile of each other are treated as one chance for encounter (maximum 100 per square then). Only Wolves, Foxes, Boars, Bears, Lions, Tigers, Weasles, Otters and Beavers will be trapped. All other animals are ignored. Only one animal will be encountered by each trap. Judge will note depletion. Expedition must check traps once a month or trapped beast is lost. Were creatures are immune and will destroy all traps encountered. More traps within a mile area will increase chances of encounter 1% more per trap.

Tourism: For every 100 GP invested in advertising, one Tourist will visit your area, stay at your Inn, spend his money there, and become a non-player character. If he leaves the area safely, he will return next year with a friend. The third year, three will come, adding an additional person per year, up until the 10th year when they will come with their families and settle (50 people) as Farmers or Fishermen. Losses will reduce settlement proportionately. If more than half are lost on a single trip, they will not return the next year or ever again. They will arrive as do the Farmers.

Arrival of New Persons: All new people will arrive in the months of April, May, June, July, August, and September. They will arrive along any or all roads and rivers that enter your playing area. If there are six roads, then there is one chance in six of each group arriving on one of those roads. Farmers and Tourists will use roads, Fishermen will enter via rivers or along the coasts (if the latter is available, all of them will enter that way (50/50) up and down the coast).

Tourists will arrive with funds intact but armed with only a Sword and no armor (cost of Sword being deducted from funds). Fishermen and Farmers will only have Clubs (although if family is attacked they will resist at double value!). If the players wish to set up Carriage Services or Passenger Services, they must do so themselves and at their own expense.

Land and Sea Trade

- I. First a few statistics: The Average Merchant Ship can carry 150 tons (300,000 lbs.) of cargo in one trip. Be operated by a few dozen sailors (who should be paid regularly) and travel from 0 - 200 miles a day, with 100 miles a day being the average. It can unload at a rate of one ton of cargo an hour at most ports and load at a similar rate. It can carry up to 40 Horses, if it's specially constructed to do so, 150 Men, maximum, with equipment or 16 pieces of Heavy Equipment (Catapults, Wagons, etc.).
A Wagon is pulled by one or more Horses (two for Wagons) and can carry about 600 lbs. of cargo. It can travel at 5 - 20 miles (10 being the standard rate) a day along good roads. The Horse eats (yes, they do eat grass, but not do heavy work all day too!) 15 lbs. of food a day, while a man eats about 3 lbs. of food a day. So that a Wagon and Driver consume 18 lbs. of food per day. All this comes out of the Wagon's carrying capacity. Food can be bought along the route at 5 GP a week for the man and 15 GP a week for the Horse. Inns will sell them the required food within the limits of their stocks. Several Wagons traveling together may run into problems, especially if the Inn got burned down.
- II. Trade goods are sold off the board at the Capital City, which also happens to be along the coast. Although the rate of value differs greatly. See the price list for some of the more expensive items. Even wood will sell at the other end. The usual return for a Merchant on a cargo is in the neighborhood of 10 GP per ton of cargo. The value to a bandit would be 1 - 3 times that rate (roll die) and he can sell it too.
- III. Goods must travel off the edge of the board in the direction where it is determined the Capital City lies, or from outlying districts to the large city in the area. These goods are paid for at the starting place at the going rate and then transported to the Capital for sale at the retail rate (up to 40% higher than purchase prices. The money is then brought home, or spent on items only available at the Capital, by whatever means are available.
- IV. Transport and guards can be hired from other players at whatever rates are agreed upon or the Judge can provide non-player transport that will consume half the usual profit margin. Players must always provide their own guards. Transport that is eliminated, 70% of the total is replaced enroute.

Price List

(For Today Only! Do we have a Deal!!)*

Barge or Large Merchant Ship	20,000 GP	Elephant	110 GP
Large Galley	40,000 GP	Chariot	40 GP
Small Galley	10,000 GP	Harness	15 GP
Boat (120 logs)	400 GP	Arquesbus	35 GP
Saxon Boat	16,000 GP	Pistol	25 GP
Droomon	20,000 GP	Musket	45 GP
Longship	24,000 GP	10/Shot	1 GP
Sailors (hired for the year)	120 GP/year	1 Silver Shot	1 GP
Mercenaries (% of Purchase Price)	10 - 60%	1/2 Armor for Horse	100 GP
Roads (Cleared) per Mile	900 GP	Full Leather Armor for Horse	90 GP
Road (Standard) per Mile (7,200 logs)	1,200 GP	Half Leather Armor for Horse	60 GP
Road (Roman type)	3,600 GP	Camel Armor x 3 for Type	
Canal (160' wide, 22' deep)	8,000 GP/mile	Elephant Armor x 15 for Type	
Wooden Bridge (100 yards long)	500 GP	Male Slave	25 GP + 5 GP x Strength
Stone Bridge (100 yards long)	2,500 GP	Female Slave	500 GP + 25 GP x Charisma
Shields: Large Metal	20 GP	Full Helmet	10 GP
Medium Metal	10 GP	Small Helmet	6 GP
Small Metal	5 GP	Leather Helmet	9 GP
Large Wooden	12 GP	Ariel Saddle	40 GP
Medium Wooden	6 GP	Log (12' x 1')	1 SP
Small Wooden	3 GP	Ten Logs	1 GP
Large Hide	6 GP	2 Traps (Hold 1 H.P.)	1 GP each
Medium Hide	3 GP	Pelts (Per Hit Point of Creature)	
Small Hide	15 SP	Tiger	2 GP
Throwing Axe	6 GP	Lion	3 GP
Wooden Club	3 GP	Wolf	2 SP
Cavalry Lance (Heavy)	6 GP	Fox	1 GP
Javelin (Medium Throwing Spear)	5 GP	Bear	4 GP
Dart (Small Throwing Spear)	3 GP	Beaver	6 GP
Long Sword	10 GP	Boar	1 SP
Short Sword	8 GP	Weasel	4 SP
Fish, 1 week supply	1 GP	Otter	5 GP
Camel	40 GP		

* Prices subject to change by referee, based on character matrix rolls (is he dumb) and general conditions.

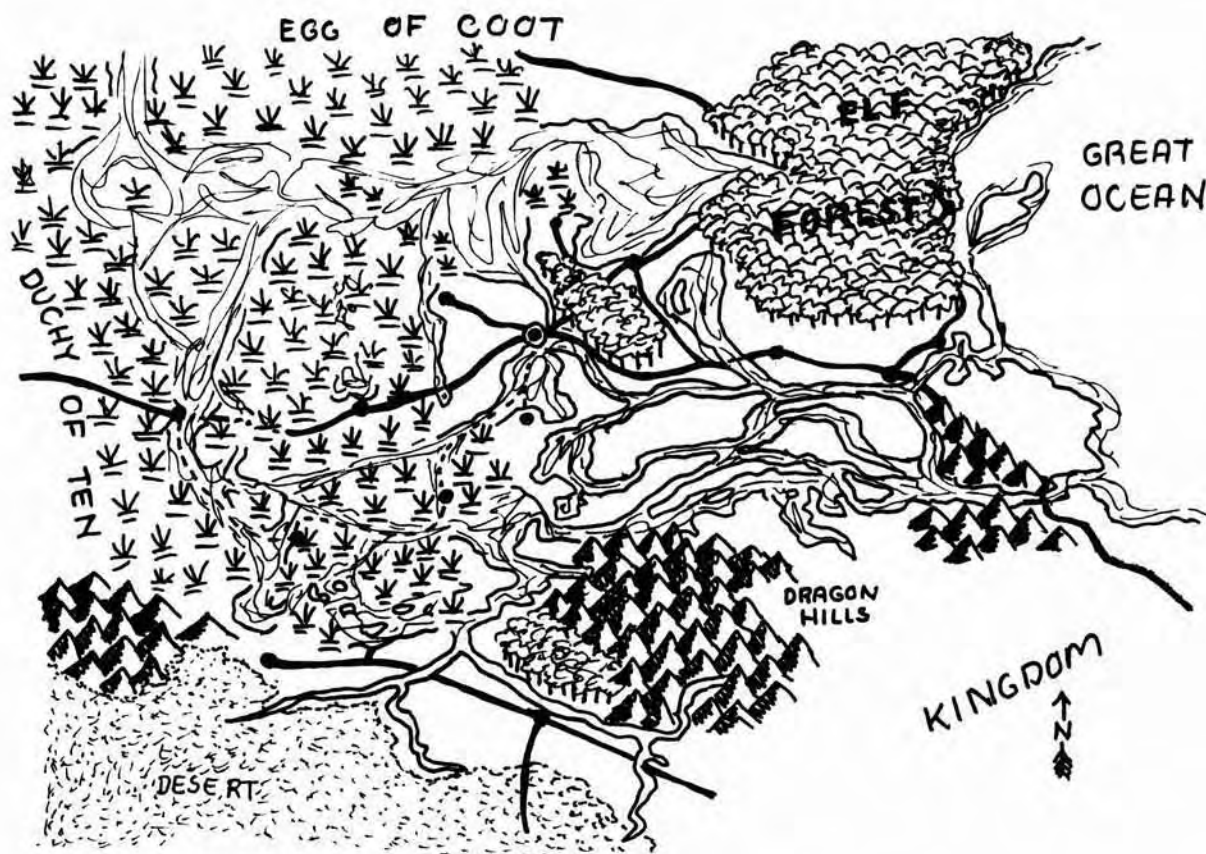
Campaign Map Notes

In starting my campaign, I reserved a small area out of the center of the Great Kingdom map of the IFW's Castle & Crusade Society (a now extinct Medievals group). The basic campaign area reproduced on a large mapsheet outside this book, was originally drawn from some old Dutch maps. Much of the rationale and scale was based on data found with the Dutch maps. Later, the game moved south and we then used the **Outdoor Survival**™ map for this phase of the campaign when the exiles from Blackmoor set up shop after the bad scene at Lake Gloomy.

On the **Outdoor Survival** board, borders appeared half way between the various players' Castles, and roads were built also. Major border changes occurred when Monson was wiped out and the entire area where John Snider held sway was covered in a deadly yellow mist (no one knows what happened inside John's area and no one has come out!). Significant events included a Nomad attack from the Duchy of Ten that was wiped out by Svenson and the Sniders. A great Peasant revolt that wiped out Monson, badly hurt Nelson and was then wiped out by all the other players. An expedition to the City of the Gods (located in the Desert south of Monson's old place) which cost several players' lives (Nelson and Gaylord) plus their holdings going evil. Then the expedition to the home of Father Dragon that took out both Sniders, although an offspring took over Richard's holding.

After that point, the game has rarely seen the old bunch back together for long enough to do anything. The new guys are only interested in the old Dungeon of Blackmoor itself. So the game stands pretty much where it was two years ago, but there are several signs that it will shortly begin again like the Great Phoenix!

Outdoor Survival is trademarked by the Avalon Hill Company



TERRAIN KEY TO CAMPAIGN MAP

Steppes		Dense Woods		Marshes		Desert	
Mountain		Road or Path		Citadel or Tower		River	
		Hills		Castle		Ford	

In redrawing the first campaign map, I have decided that it would be advantageous to make some minor changes along the south and west borders to link it with the Judges Guild's 'Known World' area (as shown in the *Guide to the City State*). My map is twice the scale, 10 miles per hex, and fits into the northeastern corner, bordering the Valley of the Ancients. As is Judges Guild's practice, two 17" x 22" maps will be found with this book - a 'Judges' and 'Players' version, so the Judge can keep the players in the dark about the terrain.

Scenes from the run by the Great Black castle of the Orcs, the ship was damage but got by while the fort was practically ruined.



Blackmoor's More Infamous Characters

Giving a breakdown on the sheets handed out to the players, telling them of the horrors that lurked where they were living, the next section tells of the initial garrison placed in Blackmoor. Of note is the fact that Krey turned traitor and joined Soukup (Egg of Coot's Lieutenant) and betrayed the Castle during the first year. Since the promised evil help failed to arrive (they tried taking a shortcut through the Dungeon and well...), he was driven out and fled to the Egg. Incidentally, some items mentioned have never been found by the players since; the castle was destroyed totally early the first year (and rebuilt); and the players never got below level nine, except once with the Blue Rider (Heaton).

Blackmoor Military Manpower Distribution (Initial)

Baron Fant: HD: 8 + 2; 28 Men
 Captain Krey: HD: 4 + 1; 20 Men (gone)
 Dwarves: 150
 Elves: 180
 Peasants: 158 Men (base)
 Earl of Vestfold: HD: 9 + 1; 351 Men

Baron Jenkins: HD: 6 + 2; 28 Men
 Swenson's Freehold: HD: 8 + 5; 30 Men
 Merchant's: HD: 4 + 1; 14 Men
 Bandit's: HD: 6 + 1; 22 Men
 Inspector General Snider: HD: 6 + 1; 22 Men
 Wizard of the Wood

Any resemblance between the characters listed below and any living or dead creature (including those both living and dead or in-between) is purely accidental. If any such creature is known to exist to you then I would suggest a revival of the old fashioned Witch Hunt. If you believe that you match the description of any creature listed below, you need help bad, but don't come to me for it, I like Witch Hunts!

Table of Contents

Egg of Coot (alias Ogg of Ot, alias Orrg er Druag, etc.)
 Ran of Ah Fook (High Duke of the Duchy of Ten, alias #3428-B34-Ex. 2)
 Gin of Salik (Wanted by every unwed mother for a thousand miles)
 Marfeldt the Barbarian (either the Greatest Warrior or Curse in the World)
 Duke of the Peaks (Lord Whitehead, the Abominable Snowfreak, etc.)
 Final Notes

The intention of this secret list (which supercedes list No. 4, which was burned before being sent out, to avoid panic) is to supply Judges operating in the Blackmoor area with guidelines for setting up these horrible characters. It will also save you all the trouble of saying you made them up yourselves, now you can blame me when the Level Fourteen Lord is killed and he is unhappy about it.

Egg of Coot

This all consuming personality lives off the egos of others to support his own ego. At one time (millennia ago) of humanoid characteristics, today, his exact physical description is unknown. In fact it is not even known for sure if he (it) has a physical appearance. Theories say that he is now a huge mass of jointly operating cells, a huge mass of Jelly, a giant thickly hided egg, pure energy, a man, a mass of living rock, etc. It is generally acknowledged that the physique of this creature is too horrible for any mortal to behold and that it carries out its activities through the use of surrogates which it controls or has programmed. All communications with this beast are through direct mental contact or via his throne-room which is dominated by a huge old world artifact said to be an ancient war machine, through which it communicates directly via voice transmission from some other area of it's City-Palace.

- 1) Enjoys little jokes like scrawling obscene words and phrases on the walls of latrines and garbage cans (to show it's "power"), sky writing, pulling the wings off of flies, etc. General level of jokes indicates a Level II Intelligence with a mature age of 3 to 6, never having been denied anything!
- 2) Has a huge Laboratory that turns out spells, for selling, which are (of course) perfection itself (30% chance of failure per level of spell, i.e. III = 50%, II = 40%, etc.). Of historical interest is when the Ran of Ah Foo served in the factory as a Spell Maker but was kicked out when he "surpassed" the Egg's standard of excellence, which, since the perfect standard is impossible to surpass, meant he (the Ran) had committed the ultimate wrong and was forced to flee rather than become the newest human victim to be experimented on.
- 3) All close servants of the Egg, undergo rigorous mental conditioning that is aimed at crushing all their mental initiative. This is then replaced by the overwhelming desire to serve the Egg and do **exactly** as it wished. Part of the standard conditioning has them believing that all the Egg does and communicates is good and right with all unbelievers being those jealous of the Egg's perfection and should be treated accordingly.
- 4) The Egg is known to hold an unshakeable grudge against anything that has ever in any way caused it difficulty that was not immediately overcome. It will direct it's efforts exclusively towards the demise of this force even to the extent of ignoring past offenders in order to go after the newest threat. This is the result of the Egg's tremendous self-esteem which admits **no** failings.
- 5) The best insight into the Egg's ambitions are in it's creed which is daily intoned by hundreds of conditioned followers, around his capital city:
Might is Right. Might is Right. Don't Give a Sucker an even break. Winning is everything. Get what you want by Hook or by Crook, but get it. The Ends always justify the means used to achieve it. The meek may inherit the Earth but that means the strongest will rule everything.

I fear the rest of the Creed is a bit too strong for our gentle readers and deal with certain "Breeding privileges and customs". Let it suffice that when an area is captured by the Egg, it shortly undergoes a dramatic population decline and acquires a new and very un-human population composition.

Ran of Ah Fooh

Although as much a self-centered egotist as the Egg of Coot, this one's mania takes up a logical approach to all things and thereafter treats them as a series of unalterable facts. This logic is what led to his separation from the Egg, since it was unlogical that the less than perfect Egg could make the perfect spell, when the Ran of Ah Fooh, using the same materials, could make better spells. It was also logical that no imperfect personality (the Egg) could object to the Ran's perfection, but sometimes the Egg doesn't act 100% logically, so the Ran fled, leaving some of his best spells behind.

The Ran is of Human appearance (7' 3") and of a strikingly cymetric appearance of a type representing the logically perfect Humanoid body. His Warrior skills are on the 10th level and he has never been known to suffer from fatigue. The level Magic he dispenses is also of the 10th level, but will never use less than Level III spell types as Level I and II spells are beneath him.

Will ignore the advice of those around him so long as they obey his orders, but since most are under his control, this situation rarely arises.

His Dragon Breeding abilities are world-renowned with a breeding herd of two Golds (maximum level), four Reds (maximum level), and a dozen miscellaneous types of 25% to 65% of their maximum types. A vast breeding area has been established in the environs of Mount Rocky with pens, hatcheries, fortifications and logical breeding techniques, which have led to the first breedings of Dragons in captivity, although they have averaged only 25% - 65% the size of those in the wild and are not particularly aggressive. The latter problems are being offset by spells and mechanical aids, but the wild Dragons around Mount Rocky seem still able to raid their domesticated herds.

The Ran is also in the process of turning out an Android (Zombie?) Army that will shortly be turning out Robots by the carload. Completion has only been delayed by various border troubles including Egg of Coot raids that have called the Ran away. He also has a Spell Workshop that turns out one Level I Spell a week and one Level II Spell a month with one Level III Spell a year. These are portable but not reusable with only a 15% failure rate. They are sold without warranty since "Perfect" Spells will always work. These spells can be used by any person who also gets an instruction sheet for that spell. Since they all have the same appearance (abet with a code number, painted on the side) this is something of a problem.

All of the Ran's construction, from the new Capital to the Breeding areas are laid out in a coldly logical manner with little regard for the Humans that must also live and work there.

All the other Nine Dukes of the Duchey owe allegiance to the Ran and one of them has become his assistant (Level 7, Warrior and Magic) while the Ran brought another who looks exactly like the Ran (except 20% smaller) who is Level 8 in both categories. These are the only two close assistants who have not had control mechanisms implanted in them (perfect, of course) which can be operated manually or by the Ran's assistants. Manual controls are only used in emergencies with the controls being hidden somewhere.

The Ran's big asset lies in his ability to calculate any situation ahead of time and planning his own moves accordingly. Since, however, he must rely on available data and the assumption that his opponent will act logically has led to several "impossible" reverses. The Ran would then go into seclusion until he convinced himself that all fault lay with others, who were then removed. This does not mean that the Ran is slow to pick up other's innovations but rather he will not admit that he copied them.

To reflect the superior planning on his part, and the fact that the troops are then all conditioned to follow the plan, do the following: The plan for the battle are drawn ahead of time (as specific as possible) where upon the troops have a +1 on all combat die throws while following the plan and a two-level increase in their morale while the plan is followed. If the troops are forced to deviate from the plan, they suffer a -1 on combat throws (or additional troops needed for the throws to be made) and a -3 on morale condition. Troops may deviate from the plan only if the die is thrown as follows: Hit in Rear: 1, 2, 3; Flanking Movement: 1, 2; Other: 1. Add 1 to the throws for each subsequent turn they are asked to deviate from their conditioning. The throws are made for each unit. When over half the units have deviated from their conditioning, the Ran will depart the battle and return (if he wishes) from 2 - 12 turns later (roll two die). If he plans on returning, he may (based on the situation at the time of his withdrawal) draw up a new plan, but he must do this based on the situation as he left. In fact, it might be a good idea to have someone else take over while he leaves the area to draw up the perfect plan. If over half the troops are not in a position to carry out the new plan (assuming that they have not won the battle) he will go comatose for 2 - 12 days (in Shock).

Gin of Salik

One of the greatest Wizards in the world, his Spells are the most powerful in the entire world. Of a striking physical appearance, he is the envy of (almost) everyone in the world. A fact which dominates his activities to the exclusion of practically everything else.

His Magic Spells are among the most potent in the world with no chance of them failing but with a 20% chance that the Gin will want to remake the Spell to improve it. This means that the Gin will produce his Spells (all of which are Level IV) at a rate of one every two months with any Spells on hand being subject to reworking and thus cancelling the next production.

The Gin commutes via a Flying Carpet and Teleportation and spends long periods just traveling from place to place. His ways with the females of the areas he visits has made him extremely unpopular with the male community but very popular among the ladies. Having quite an eye for beauty, the Gin will seek out only the best regardless of marital status. If rejected (10%), the Gin will devastate the region with a Spell and turn the offending party into some loathsome creature.

The Gin's great desire in life is to find the famed Pygmalion (see DB) and restore her power among the mortal world. It is also thought the Gin has a secret hideaway in the Mountains where he works on Spells and the like guarded by Amazons and populated by the most beautiful women in the Kingdom. He may also keep there all the gifts he has recovered from admirers over the years (willingly or unwillingly) again with an eye for beauty rather than wealth.

Marfeldt the Barbarian

Known to be wandering south of Blackmoor, this creature has wrecked several kingdoms to the east and may be responsible for the divisions in the Great Kingdom. He suddenly burst upon the world about a year ago when it was said he killed the Wizard that created him during a friendly wrestling match.

A secondary power of this creature is the revulsion that overcomes all those who are near it for a prolonged period. If this period lasts for more than a few turns, the other party will gradually assume the mental characteristics of the Barbarian and only a Wizard can cure him/her.

Marfeldt the Barbarian (A Short Biography)

(From the Archives of Rhun) On the 14th of Salix, the unwashed Barbarian first came to our fair country, presented himself to the recruiting Sergeant at the West Gate and joined our Army. To have put him to the Sword on the spot would have served the world better than all the sacrifices made to the Great Gods throughout history. Disdaining the regular training program, the Barbarian slew his instructors with ease (this during practice with blunted weapons) and showed great leadership potential by beating to death anyone who disagreed with him. Thus, within a week, the Barbarian was a Sergeant and also sent out from the City to the Hill country to collect the annual tribute from the Tribes there (it was essential that he leave town before rioting Wine Merchants and Tavern Keepers stormed the Army Barracks).

Reaching the poor Hill Tribes, Marfeldt (for that is the name he used) was disgusted by the poor hides and livestock presented as tribute, although that was all that was expected. Taking his squad of men, he exterminated the first Tribe to the last man, taking all their women and valuables. The gathering hordes of Hillmen objected to his tribute collecting shortly thereafter, and the Barbarian returned with a few wenches loaded with Gold to the Capital.

Pleased by the Gold and Women (although somewhat used at this point), the Duke directed that the Barbarian be promoted to Lieutenant and join the Army being dispatched to quell the revolt of the Hill Tribes. Taking the fore in the campaign, the Barbarian led the Army directly into a frontal attack on the Hillmen's great mountain keep. Undeterred, the Barbarian breeched the walls and led the surviving troops into the town where all the men were put to the Sword. The Gold and Women were born back to our fair city by the surviving members of the Army who had lost 80% of their numbers following the Barbarian through the breach.

More pleased than ever by the Barbarian's prowess in battle, the Duke directed that he be awarded the Military Governorship of the Eastern Province where there had been bandit trouble of late. Reaching the area swiftly, Marfeldt determined that the raids were originating within the country east of his Province. Therefore, he gathered all the armed men under his control, as well as more than a few unwilling conscripts, and attacked. The enemy province was quickly devastated, their troops destroyed, and our troops expended on a colossal scale. It was unfortunate that in the Barbarian's absence, the bandits also devastated our Eastern Province. . . .

Again the accolades given the Barbarian by the Duke were great and Marfeldt was given the command of our Armies now faced with an invasion from our eastern neighbor. Swiftly taking the field, Marfeldt defeated the enemy in a series of aggressive moves, most of which involved attacking the enemy Army whenever they were encountered. All who were found were killed, and great trains of treasure were brought back to our fair city. Again losses were high.

This war disturbed our other neighbors greatly and when their emissaries arrived at the Capital to inquire after our intentions, they found the Barbarian was second only to the Duke. In such an exalted position, it was Marfeldt that received their Embassy. His reaction was bloody and swift with the Ambassadors remains being returned to their respective countries when their origin could be determined. . . .

The ensuing war against us by our neighbors was the greatest that any country could have fought. Everywhere the Barbarian led our Army to victory until less than a thousand were left facing the enemy alliances 10,000 that threatened the Capital. In spite of this, he was again victorious, cutting his way through the enemy lines and killing all their Generals causing a panic among the enemy and forcing the latter to retreat. With fewer than a hundred men, Marfeldt returned to the city and the Duke.

With the country devastated, the treasury empty, the civil populace (women) fled to the hills, and no Army left, there was little the Duke could give his victorious General. The Barbarian flew into a rage, killed the Duke, the Army, looted the city, and was last seen scouring the Hills. . . .

Thus our fair country has never returned to its former greatness and is held in thrall by its neighbors, who have not ruled us gently. . .

(This is but a fragment of the story, there is no confirmation of the fate of the Duke's six daughters nor the numbness of the mind that seems to afflict those who converse with Barbarian. . . .at least in this story!)

Duke of the Peaks

This was originally the mortal Duke that sided with the Ran of Ah Foooh but has since spent his time changing sides in the wars between the Duchy of Ten and the Egg of Coot. The side changing results from one of the two major parties arriving with a large force (at least 30% the size of the Peak's forces) where upon he joins them. When there is a battle the Peak's forces try to avoid doing any actual fighting. He will also change sides if bribed, physically threatened or otherwise affected by whoever is closest to him. He will constantly agree with any plan put forward by even a common soldier although once battle is joined, he will personally lead his troops. His kingdom is just northwest of the Duchy of Ten and is very rich and prosperous. The reason that he has not been conquered is very simple.

The people will throw themselves on the invader offering him everything from Wine to Slave Girl, no matter how cruel the invader may act. This has the effect of totally demoralizing the enemy army and if garrisons are left, they are absorbed by the populace in a fortnight. This attrition applies even to those who pass through the area and has much the same effect of Lotus Eaters and Sirens (both of which abound in the area).

The Capital City is one of the largest and most constantly changing in order to accommodate the many new residents. There are several Castles and the Dungeons have been preserved from the New Age Era with pleasures and entertainment to drive sane men mad. Most of the city is undermined by tunnels and several of the more famous treasures are located in the depths.

Life in this country is free and easy which may account for the lack of crime and the fact that few live beyond the age of forty with most mental maturation stopping at about twelve due to the lack of challenges and real danger. Marsfeldt the Barbarian travelled through here some months back and reduced the population some 30% when he became disgusted by such wantonness.

The Blue Rider

Deep in the mystic history of Blackmoor, there was a mighty Warrior who wielded a Sword of Blue Flame and rode a Warhorse beyond compare. William of the Heath was his name, and his horse, "Bill", were infamous throughout a long stretch of history, riding hither and yon fighting the forces of evil and carrying off any likely wench encountered. The Sword, Plate Armor and fully Armored Warhorse were said to belong to a demented old Wizard, who, during an especially bad run-in with one of his own creations gave a passing adventurer the goodies to save him from the creature. When the return of the items was demanded, the adventurer declined and the old Wizard (nor his remains) have been found to this day. Others state that the goodies were found beneath the 12th level of Blackmoor Dungeon.

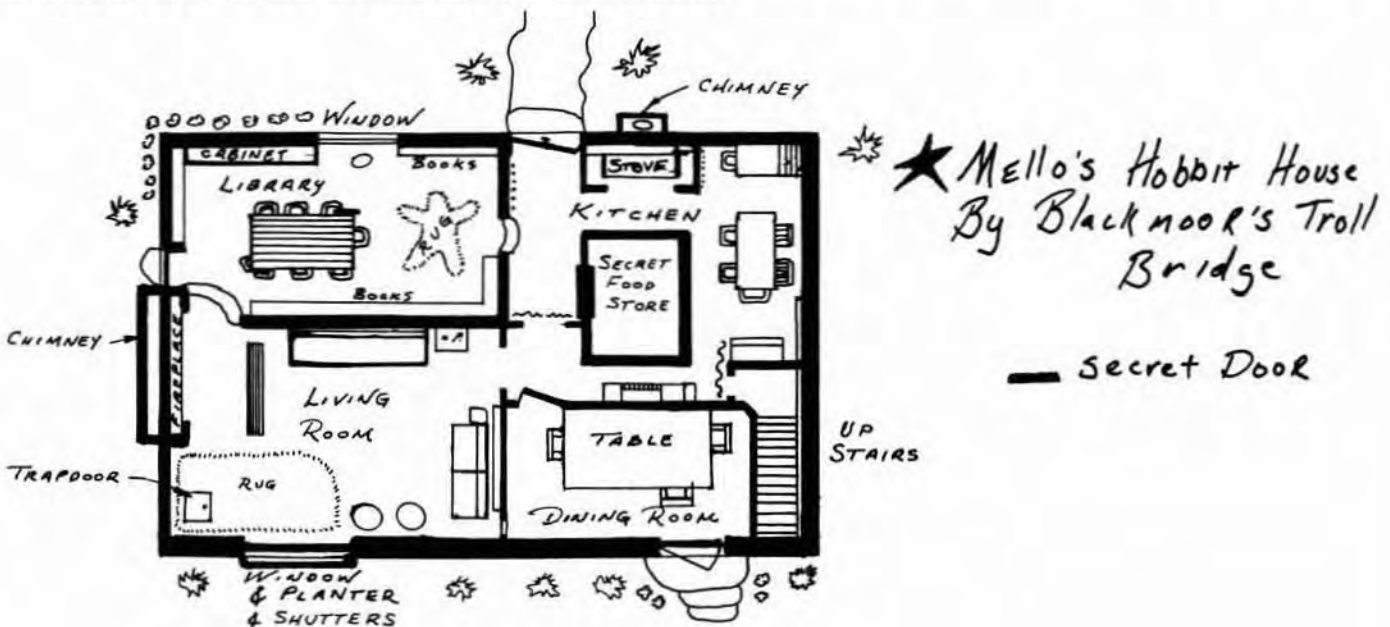
The Blue Rider then took up the challenge of being a good guy, while retaining his sleazy nature, and distinguished himself on various occasions. "Bill" held the pass during the Siege of Blackmoor on 1973, pulled his master to safety during the retreat during siege, to the castle, carried the word of the battle to the King, broke up an Orc Regiment at the Battle of Lake Gloomey and served his master faithfully (and never seems to eat anything and drinks Lamp Oil. . .??). The Great Sword Blue has the ability to pass through walls, Detect Evil, Detect Treasure, and loves a good fight, never tiring of seeking out the enemy. The Great Blue Armor seems impervious to all damage and can carry it's wearer from dawn till dusk.

The Blue Rider himself seems content to remain in the Armor at all times (this has somewhat hindered his wenching though, and after doing battle has been heard disdainfully to utter, "Let me out!!!" (obviously referring to attacking the enemy outside the Castle) or "How do you turn it off?" (referring to the great lust for battle still dominating him, even after the most strenuous actions). His desire to attack the enemy has even exhibited itself while rushing upon great foes hollering, "No! Stop!" (telling the enemy to flee his wrath).

Mello and the Hobbits

Nearby inhabitants of Blackmoor include the Gentile Hobbits who inhabit a crossroads east of the town. There they guide wayward travellers, at nominal cost, who happen to travel through the village. The village is a marvel of groundlevel architecture and the use of cast off items from the village of Blackmoor which are deposited in the Hobbit town regularly.

Several famous adventurers have come from this village and Mello has been the lifelong sidekick of the Blue Rider, who, at 4' 5" was impressed with Mello's diminutive 5' 6" frame whose mixed ancestry is the cause of his unusual height. Many a time, Mello has roved the streets of Blackmoor with the Blue Rider, guarding the citizens against Thieves and Bandits by interrogating likely suspects until thievery at night is unknown, is as any other travel out of doors after dark in Blackmoor.



The Great Svenny

Long time pal of the King and First Paladin of the Kingdom is The Great Svenny, who rose from his humble Peasant beginnings to his present great rank. Whenever there is trouble, the King always calls upon him to clean up the mess. Whenever there is a need to guide an expedition into the depths of Blackmoor, the prematurely grey Paladin is there to guide the way (usually under duress!). Hero of a hundred battles and thousands of adventurers, the Great Svenny indeed leads a charmed life and is thus much sought after to guide adventurers and travellers. Many a time, alone, the Great Svenny has dragged himself from the dungeons bleeding from a dozen wounds, vowing never to enter the Dark Passages beneath Blackmoor again, but always he responds when they make an offer he cannot decline.

Not a creature exists that has not fallen beneath his blade, but the blood feud with the Orcs has caused the demise of hundreds of these vile creatures. It is often said that the Orcs would acknowledge as King, and reward handsomely, any creature that would slay this their nemesis that has claimed so many of them. The Dark Lord of the Egg of Coot has said that he will make a prince of his devilish realm any that would deliver him into his hands (?). Indeed this popular character recently built Svenny's Freehold with the help of the Blue Rider, Mello, and the Bishop to stand guard over the road through Wolf's head pass. Although razed during the Siege of Blackmoor, the tower was recently rebuilt and is developing a legend of it's own with the demise of so many creatures in it's vicinity and at the hands of it's inhabitants.

Space hardly suffices to record the deeds of this mightiest of Heros. . . .

The Bishop

The religious life of Blackmoor is dominated by the Bishop of the Church of the Facts of Life, who is the administrator of the Doctrines of Whatever and the interpreter of the Great Commentaries of Wishy-Washiness. The Brotherhood of Monks and Sisterhood of Nuns are the watchdogs of the Church and the slightest infractions are met with wailing and mighty tsk-tsking by all concerned. Donations to the Church are rewarded on a pro-rated scale and favors done on behalf of the Church are immediately acclaimed in public to insure that the person's humility is known to all. Accursed goods are cleansed at set rates and evil magic items are either set right or accepted as contributions to be handled by higher authorities.

In no way do the temporal evils of the warring Kings and adventurers allowed to infringe upon the spiritual life of the Church which maintains the largest standing army in the Empire to protect it's places of worship and associated businesses. So long as any caravan travels under the protection of the Church (at fair rates!), it is pretty safe (much more so, especially near monasteries, than unprotected caravans).

Final Notes

The only major character running around the area that little is known of is the Chief of the Nomads. Only his military prowess is known and that is fearsome beyond belief with his troops defeating up to ten times their number with ease. Fortunately, he keeps to the local deserts pretty much and spares us all from being conquered. He is known simply as The Nomad and rumors of his presence have scattered armies!

Blackmoor

Facts About Blackmoor

(As Officially Given to the Grand Kingdom Scribes)

Population: Approximately 1,000 Peasants, 100 Soldiers and Nobles, 4 Wizards or Sorcerers, 1 Dragon, several Trolls, about 100 Elves, plus assorted number of Ents, Orcs, Dwarves, Werewolves, etc.

Area: 4,346 square miles of more or less arable land with about 60% of the land covered by forests, 20% by swamplands, and the remaining 20% is cultivated to varying degrees.

Resources: Aside from the usual spread of precious stones and metals, there is a small, but rich, Iron Ore deposit with some deposits of coal. The main livestock consists of a oversized member of the Bison family that also makes up the bulk of the wildlife. Other resources exist in the area but the nature of the country and the sparse population in the region cause them to be underdeveloped.

Ruling Class: The Baron Fant was placed in command of Blackmoor Castle after his successful operations during the first Coot invasion. His nearest neighbor is Sir Jenkins who rules the northern most march of the Great Kingdom which rests on the actual frontier with the Egg of Coot. Sir Jenkins prior to the honors bestowed upon him from the first Coot invasion was a noted bandit, driven to that extreme by the former ruler of Blackmoor, "the Weasel". To firm the alliance of Fant and Jenkins, a marriage was arranged between them with Jenkins wedding Fant's cousin and Fant marrying one of Jenkin's relatives.

Minor nobility exists in the form of the local Innkeeper (an Esquire), the village Priest (a Bishop), three of the local Garrison (Knights) plus an occasional travelling Noble.

Merchant Class includes the Village Innkeeper, the owner of the local store, and the local Shipper who has three vessels in his service. Some minor Merchants handle hides, etc., but for the most part, these work for the other Merchants in one capacity or another.

The Country: Points of geological oddity exist in the Dragon Hills, Dragon Rock, the hill where Blackmoor Castle itself stands, the numerous pits that lead into underground caverns which run through the entire area. There is also a grove of the Berrium Maximum Decidious trees which are found only in a few other areas in it's wild state. The underground caves which dot the area create a maze where the Elves and Dwarves make their homes along with several unclassified inhabitants and denizens of the darker places. Wolf's pass is also an oddity consisting of a solid outcropping of rock from the apparently bottomless depths of a swampy inroad of the sea. There are a number of solid rock outcroppings like this throughout the area which create several steep hills, rocky patches, etc that combined with the swamps and caves make the area one could spend a lifetime exploring.

History of the Points of Interest

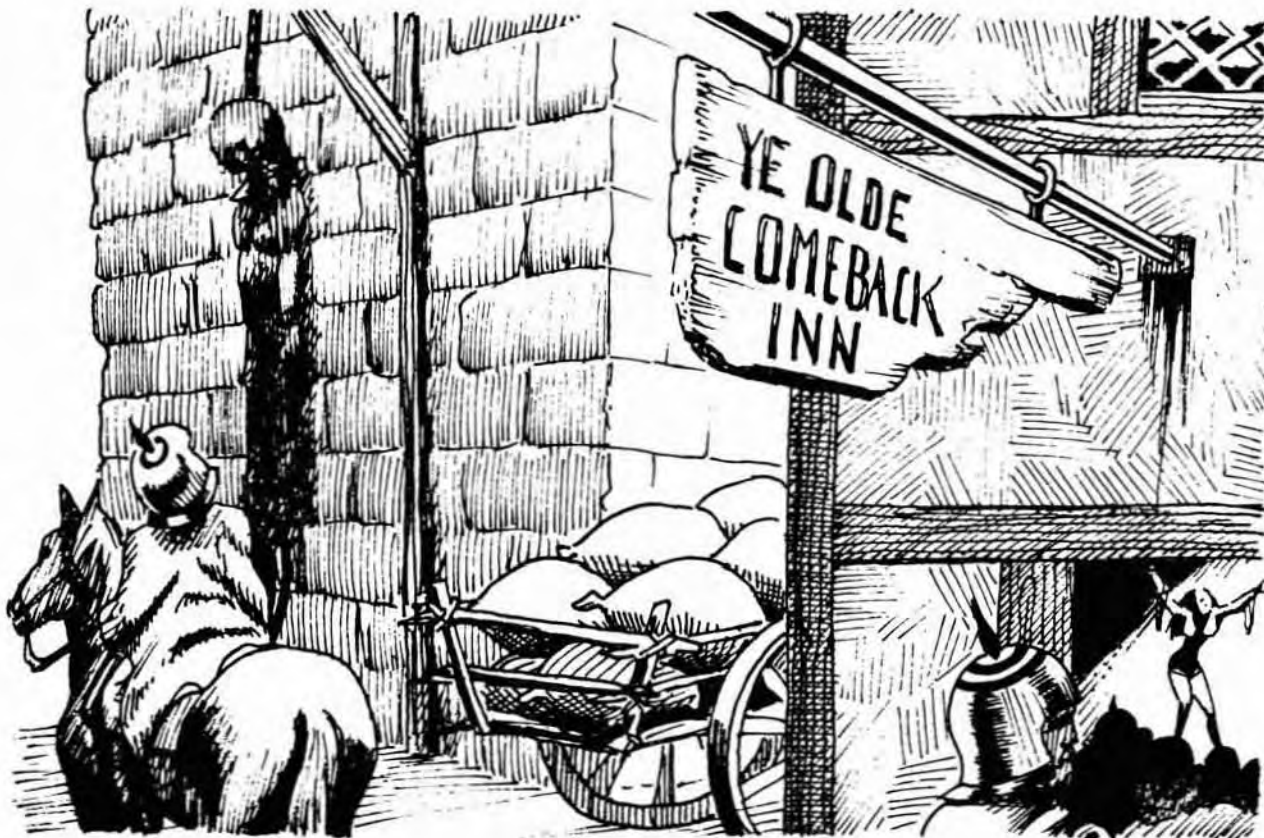
Blackmoor Castle: The present work was built during the reign of Robert I, but the point where the present work stands has been used as a fortress throughout recorded history. As with any ancient structure, there are a large number of stories and legends attached to it. In recent times, the castle was captured during the first and second Coot invasions but in each case, it was retaken after the invasion was repealed. In both instances, the castle was lost through the treachery of its commander or through the commander's gross negligence.

The Pits: Near the City Walls, there are a number of seemingly bottomless pits. Some of these connect with the underground caves in the area but many go far deeper than that and may either join with other cave networks, the Castle Dungeons, or form the nexus for independent networks of caves and tunnels that connect with the netherworld. All that is known about the majority of them is that they emit sulfur fumes and smoke upon occasion, that large lizard-like creatures and snakes have been known to emerge from them upon occasion to attack the town or steal from the herds. Almost without exception, any person that has fallen into the pits have been lost forever.

The Ruins: Some five miles to the west and northwest of the town of Blackmoor, there exists the remains of an old temple complex devoted to the Dark Lords of the Egg of Coot until razed sometime in the last 500 years, these structures are, of course, known to have an extensive underworld network of tunnels where the priests would practice their rites, flee to in times of adversity as a last sanctuary, imprison men and creatures that had offended them and restrain various evil creatures that they were waiting to unleash on the forces of Law before the Priests were struck down in a surprise attack. There lies in the courtyard a small amphitheater wherein lies a great Orange Jewel mounted upon a black pedestal. This structure is the only above surface area that has been immune to the ravages of time and destruction by the Lawful magicians. At several points, the Jewel has been stolen by adventurers but always they met with a violent end in death or madness while the Jewel has found its way back to its niche.

Wolf's Head Pass: This area lies some five miles to the northeast of the Castle along the only road that leads to the southern confines of the Egg of Coot. Beyond the pass, there lies an extensive no-man lands of some twenty miles before the southern reaches of that evil area are reached. The intervening lands and forests have resisted the intrusions of large bodies of outsiders although individuals and parties have penetrated the area. Dominated by Ent-like trees and populated by Wood Elves of uncertain allegiances, there are few who pass through the area who return. The pass, thus, marks the northern boundary of the Great Kingdom.

The Comeback Inn: Half price booze and lodgings, however, when you leave you find yourself coming back into the inn (walking out backwards does not help!). To get out (attempts to burn the place down, etc., will have you beaten by the patrons), a player who has not come into the Inn grasps your arm (leg, whatever) just as you reach the door (window, etc.), from his position outside the Inn, and pulls you out. Jumping off the roof finds you landing in the taproom from the ceiling. Evil/Chaotic types cannot enter. Good place to pick up information.



The Town of Blackmoor Map

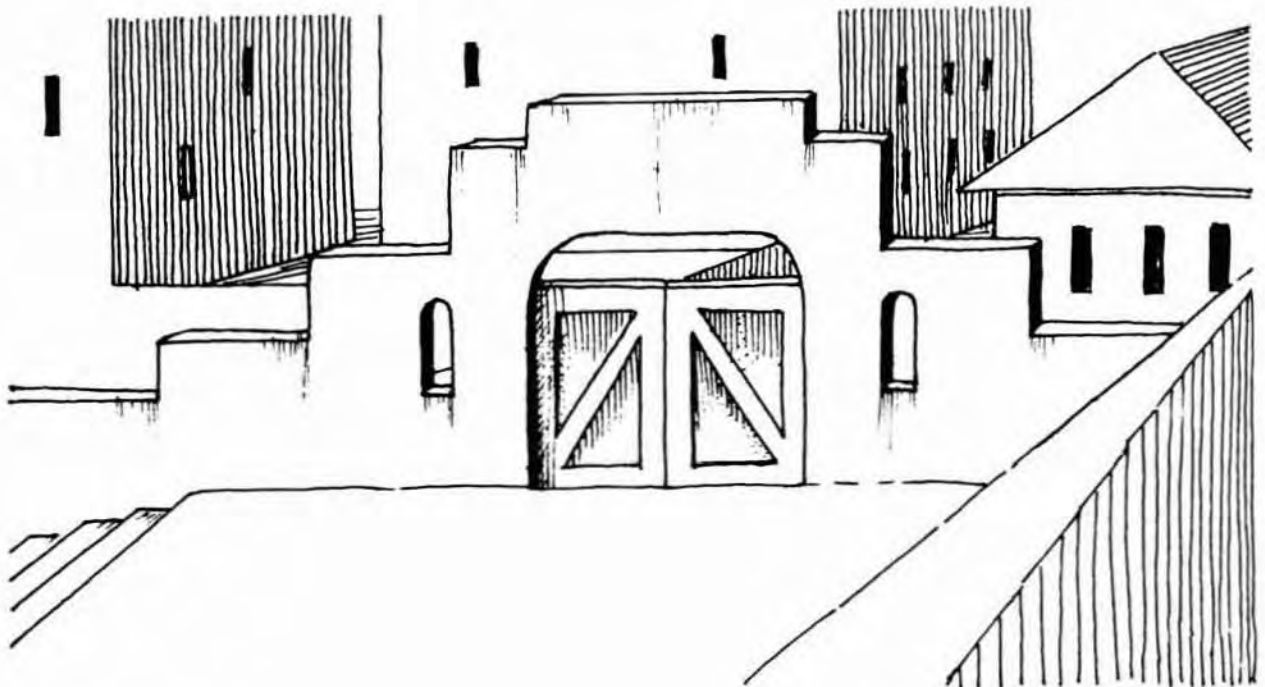
This map shows Blackmoor Castle, the town and the immediate area. All those areas named in the first years of play are labeled. Some names were later changed by the players so that Troll Bridge became known as Mello's Bridge and the gate there as the Garbage Gate rather than Troll Gate as originally named. Also the East Gate became known as Gerri's Gate (named after Gertrude the Dragon who was killed there by the Baddies). The Wizard of the Wood became Pete's Place, etc. . . .

Buildings 1, 5, 23, 40, Town Inn, Comeback Inn, and Merchant Warehouses are owned or lived in by Minions of the Merchant (run by Dan Nicholson, these quickly became the local Mafia and spread to several areas of the campaign). Buildings 13, 15, 20, 21, 24, 27, 35, 39 were those of the followers of the Great Senny and the secret society set up by Mello the Hobbit and "Bill" (sort of a counter to the Merchant's Mafia). Buildings 2, 26, 32, and 37 are ruins, from various causes.

Off the map one mile to the northwest is the ruined Temple of the Id Monster. This contains a single great Jewel guarded by several Undead Superheroes. The one who grabs the Jewel and escapes is then pursued by the Id Monster that only he can see. This creature will attack and eat the Jewel, and its carrier if any. The creature and the Jewel will then vanish while the carrier will reappear under the Troll Bridge, quite naked, upon the town garbage heap having suffered the torment of being eaten alive. Off the map to the east and northeast is the Wizard of the Wood. His abode is surrounded by a mistfilled woods containing creatures of ill repute that are horrible to gaze upon. Again, most are phantasmal forces but some (1/6) are real. The Wizard's hut has three giant Ents in front of its single entrance and a Fire Elemental in the fireplace inside. There are also a number of lesser booby traps. Pete got wiped out after about two years when he went to The City of the Gods, but the icky woods lived on. Each new Magic User gets a chance to take over Pete's old position but all have failed, mostly because of Super Berries.

Due east on the road to Bramwald lies the Super Berry Woods wherein the Berrium Maximus is found. It is a timeless place where all who enter lose track of time. As with the Siren's call and the island of the Lotus Eaters, there is no desire to leave. If the proper spells are cast ahead of time (each turn you are in the wood, you must make a saving throw vs. *Charm Person* spells) you can enter and leave normally (even with a saving throw vs. *Charm Person* each turn you are in the woods will equate with 1 - 6 turns outside the woods). The main fruit of these woods is the great Super Berry which are as large as big pumpkins (the whole creation was a result of using some HO/00 scale trees which had great orange fruit on them; since these things were always infesting the board by dropping off, they became Super Berries and were saved - that's what you do with imagination), and are endowed with Magical properties (the exact nature of which changes with the season of the year, phase of the moon, maturity of the berry, if it is cooked, boiled, dehydrated, sliced, diced, made into juice, wine, soup, mush or eaten raw). Since my players are far from figuring out the details, I will not reveal them here. The wine is quite potent and there have been reports of it being distilled into a form of whiskey or brandy. The effects upon the users have generally been tremendously enjoyable, albeit fatally so. The edges of the Super Berry Woods is now patrolled by the Elves, who are not known to enter it themselves, and there have been fewer accidents lately.

Main Gate to Blackmoor Castle, road runs down hill to left





The Blackmoor Castle's History

General: Blackmoor Castle was built in the third year of the reign of Robert I, King of all Geneva, as a defense against the Barbarian hordes that periodically sweep through this area over a period of six years. On the hill that dominated the small village of Blackmoor, there are the ruins of several previous structures that were destroyed by the Barbarians. The newer structure incorporates many of the underground galleries of the older structures as well as the main tower which has stood throughout the history of the area. The moat surrounding the castle was created by the great Wizard, Pissaic, about 400 years ago during the great Ben-Hassock invasions. Individual portions of the castle have their own personal history stemming from events that centered on them or actually occurred within their confines. The Castle is supposedly haunted by a number of spirits and the like which inhabit the older portions of the Castle, appearing to Human eyes upon occasion. Other of the darker below-ground rooms are said to contain spirits of even more gruesome characteristics, but there is little in the way of hard facts to back this up.

Haunted Rooms and the Like

The Black Hall (No. 1): First stones were laid for this hall 50 years ago, prior to the construction of the present works. First used by Baron Ra-All (Ra-All the Wise), its claim to fame stems from an incident during the Second Coot Invasion some 40 years ago shortly after Ra-All was promoted to King of Vestfold and the Castle was held by "the Weasel". During the Siege, there came a time when the Castle's defenders were reduced to a state of complete hopelessness and it was decided to attempt to negotiate with the enemy and seek some terms. As a result, the Barbarians sent a delegation of ten to meet with the Fort's Commander (the Weasel having departed for the lands of the Ben-Hassocks just prior to the attack), and they were conducted to the then main Reception Hall. Having been searched for weapons and since a truce was in effect, most of the local dignitaries and their families assembled in the Hall. At that point, the enemies deception took its true form when the Wizard with the enemy released his spell through the ten enemy representatives there in the Hall. In forms too terrible to describe, the ten enemy representatives attacked their victims who manfully tried to defend themselves against their gruesome adversaries. As a result of this courage, nine of the enemy were killed but of the 10th, no trace was ever found. Losses among the assembled leaders and their families were excessive and those who survived had lost all heart and the Castle was lost to an all-out enemy attack within the week, the bulk of the garrison being put to the sword or some such demise as the enemy felt inclined to indulge in.

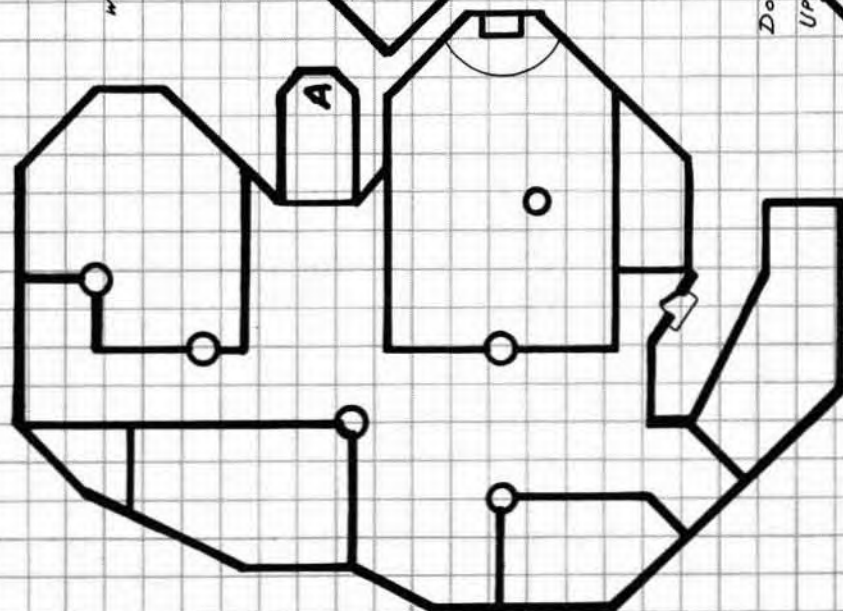
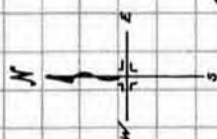
Some of the garrison escaped, including one or two who were actually in the room during the attack. Thus, the story of the enemies terror was added to the growing list of atrocities associated with the enemy and another legend was added to Blackmoor Castle. In the case of the legend, the missing 10th abomination is said to stalk the Hall in search of its prey which consists of the trapped spirits of those innocent that were originally killed. It is said that this spectacle has proved too much for any mortal to comprehend and causes their demise in short order to join the ranks of the trapped spirits. The victim thus joins the never ending doomed struggle against the horror and repeated the suffering and death that is their fate for placing trust in those who know not the ways of light and live beyond the pale light of Law and Justice. There are, of course, no "living" or rational witnesses to this phenomena, but the occurrences of deaths and insanity are fairly uncommon and restricted to the most foul of weather. There are, however, a number of reliable reports on the screams and moving shadows that sometimes occur in the Hall, but these too are fairly rare.

The Catacombs (No. 2): Honeycombing the hill that Blackmoor Castle has always stood upon are a series of tunnels and galleries which have been used for a number of purposes throughout the long years of Blackmoor history. There are a number of legends connected with various parts of the Catacombs but common feature is the uncertainty as to the location of the exact Gallery or passage that this Spectre might inhabit.

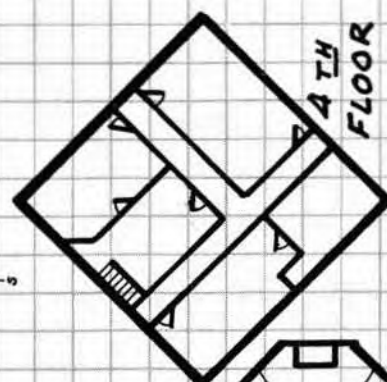
- A) **The Tombs:** The area used for the final resting places of Blackmoor Nobility and distinguished Warriors. The older sections contain their quota for those who, one way or another, offended some Wizard or Sorcerer and now suffer the consequences by haunting the Tombs. For the most part, these spirits are horrible but harmless, although the spirit of the Dog Duke and the hero, Marcellius, are said to augment their horror with blood-letting and death.
- B) **The Gallery of the Undead:** Apparently the place used during the recent Plague of the Undead as their Headquarters and Temple to perform their unholy rites. In spite of the raid, which supposedly destroyed their resting places, there are still rumors that they are still around picking off anyone unlucky enough to wander through their lair.
- C) **The Dungeons:** At various points in the history of Blackmoor, a sadistic Duke or Baron would make cruel use of the Castle's Dungeons and Torture Chambers for their own amusements and purposes. As a result, the Dungeon area of the Castle is supposedly abound in wandering spirits of the poor wretches that succumbed within those confines. The Torture Chamber itself is among the several "lost" rooms of Blackmoor which were sealed up for one reason or another, in this case for "moral" reasons. Although the main entrance was sealed, stories abound that other entrances still exist and that the "Bloody Duke" still waylays the unwary to carry them into the chamber and "do his thing".
- D) **The Wizard's Pit:** As its name implies, one of the former rulers of Blackmoor's Attendant Wizard practiced his arts there. As a result of this particular Wizard's inclinations some 500 years ago, his "Workshop" was supposedly destroyed and the Wizard sentenced to be imprisoned in his former workshop area.
- E) **The Black Pit:** An area of noxious fumes and bottomless pools caused by some natural phenomena where it is, of course, rumored that a gate to Hades is located. It is also rumored that some horror inhabits the area that has been cast out of Hades to attack the unwary or guard some treasure.
- F) **Miscellaneous:** At various times in the Castle's history, its defenders have been driven to extremes by a Barbarian attack that threatened to take the stronghold. At this point, the defenders would seek to hide their wealth in the passages or seal them off in some room or another to prevent the Barbarians from making use of it and in the hope of recovering it some day. Naturally, this hidden wealth is fabulous to the extreme and just as naturally, it is supposed to be well guarded by its former owners. Recently, during the great Vampire Hunt, a cache of several hundred Gold Pieces was discovered in one of the crypts but promptly vanished for no apparent reason.

The Tower ("The Bloody Tower", "The Terrible Tower", "The Wizard's Tower"): As might be expected by the names Blackmoor Tower serves as the haunt for about half a dozen assorted spirits. Among the more oft reported is the headless Ghost of Baron Alveraz, who was killed in a surprise Barbarian attack some years ago and whose supposed appearance foretells doom. There is the Lady of Lust whose fate for being an uncooperative wife is to take any man that wanders into her grasp, much to his detriment. The remaining spirits are those of past rulers that have taken up permanent residence in the Castle. For the most part, they are scary but harmless apparitions who do quite a bit of horsing around. There is supposedly a secret room (of which the Castle has more than its quota) in which the previous Wizard kept his valuables and a small fortune in Gems. This seems highly unlikely since the Wizard is now living less than two days away in a state of relative primitiveness.

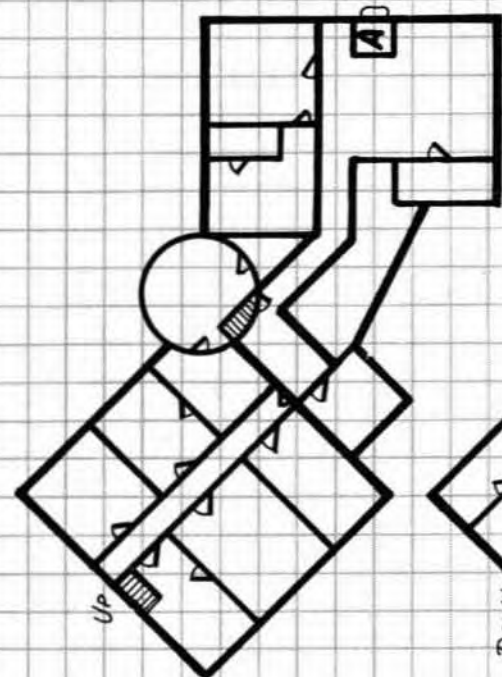
BLACKMOOR CASTLE



BASEMENT



4TH
FLOOR



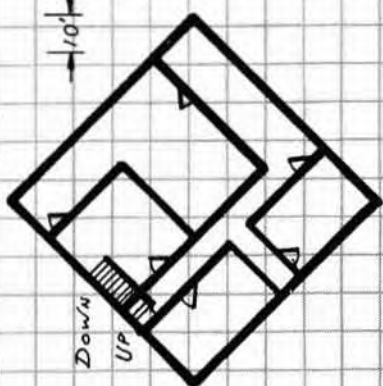
1ST
FLOOR



2ND
FLOOR



3RD
FLOOR



5TH
FLOOR

Haunted Rooms

- 1) **The Gray Room:** Where the Lord Calvin was said to have fallen victim to the Lady of Lust and killed himself in despair at the fate that had befallen him. Since that time, he rather graphically takes out his anguish on whomever is in the room when he appears.
- 2) **The Secret Room:** Where the Lord Alfred was caught by his wife making out with one of the serving wenches. The resulting foray by his wife and her Battle Axe made a permanent impression on her husband and servant. This gory act is recreated upon occasion for the greater edification of anyone who happens to be in the room and such an event is thought about. As a result of this, the room was sealed up some years ago with the contemporary Baron's wife and wealth plus kiddies (not realizing what room it was) to save them from the Barbarians. Since he was killed and they were forgotten, this added their spirits to the room and the terror they experienced while they lasted.
- 3) **The Lair:** During the reign of Balfred the Bald, he took to keeping a Jungle Beast to guard his records and person. As might be expected, the day came when either a Wizard's spell or the Beast's natural instincts took over and the Baron was killed by his guardian. Since none of the servants dared approach the Beast while it lived, the room was temporarily sealed. After waiting an appropriate length of time, the room was opened but the Beast was gone, as was the Baron's remains, although their passing was well marked. Naturally, although no actual machination has appeared, rumors persist that anyone attempting to betray Blackmoor, who enter the room, will suffer the Baron's fate.
- 4) **The Library:** When the previous Baron ("the Weasel") came to his decision to betray the Castle to the Egg of Coot, he conducted the bulk of his dealings with them in the Castle's extensive Library. His treachery came to its logical conclusion when the Baron's still loyal associates were invited to the Library to be dealt with by the Coot's representative. All that is really known is that they entered but never left and no trace of them was ever found, at least according to the story. As a result, there is a belief that they are still waiting in the Library to be released from whatever spell holds them, and that their spirits cry out for release.

Into the Great Outdoors

After the first year, the guys travelled around more and we began to use the **Outdoor Survival Board** (it was not until the third year that we actually moved into it). For that, we needed an Encounter Matrix and breakdown and description of the critters encountered. Also the price list had an addition and some changes made. There was also the first Evasion Table and a Strategic Movement Chart added.

"Encounter" Matrix I

	Open Terrain	River Square	Mountain Square	Desert Square	Woods Square	Swamp Square
1)	Lycanthrope	Lycanthrope	Roc*	Balrog*	Goblins	Lycanthrope
2)	Wright	Trolls	Dragon*	Lycanthrope	Giant	Trolls
3)	Orc	True Trolls	Ghouls	Wright	Lycanthrope	True Trolls
4)	Bandits	Wright	Balrog*	Basilisk	Trolls	Ogre
5)	Lycanthrope	Orc	Giant	Orc	True Trolls	Wright
6)	Bandits	Pirates+	Lycanthropes	Nomads	Roc	Basilisk
7)	Rocs*	Wright	Trolls	Air Elemental	Wright	Orc
8)	---	Water Elemental+	True Trolls	Nomads	Basilisk	Pirates+
9)	---	---	Ogre	Nomads	Orc	Earth Elemental
10)	---	---	Wright	---	Bandits	Earth Elemental
11)	---	---	Orc	---	Lycanthrope	---
12)	---	---	Bandits	---	Lycanthrope	---
13)	---	---	Air Elemental*	---	Goblins	---
14)	---	---	Roc*	---	Trolls	---
15)	---	---	---	---	---	---
16)	---	---	---	---	---	---
17)	---	---	---	---	---	---
18)	---	---	---	---	---	---
19)	---	---	---	---	---	---
20)	---	---	---	---	---	---

* Flying

+ Water Borne

--- No Encounter

Notes (1 PD) (3 Die)

Orc = 10 - 200 Men = 10 - 200 Lycanthrope, Ogre, Roc, Troll, Wright, Ghouls 1 - 20 Balrog, Giant, True Troll, Dragon 1 - 6

Lake Sq = River Sq

If combination, take worst category (-2 pips)

Chance of Avoiding Encounter

(or Judge's option)

1 Man (5/6 Chance)

2 Men (4/6 Chance)

3 Men (3/6 Chance)

4 Men (2/6 Chance)

5 Men (1/6 Chance)

Map Movement (Weekly)

	Mountain	Wood	Desert	Swamp	Norm-Max
War Tarn	20	--	32	--	48
Cargo Tarn	10	--	16	--	2.4
Racing Tarn	1	--	1	--	2
Roc	16	--	20	--	32
Dragon	8	--	10	--	16
Other (as stated when you obtained it)					
(1%) War Horse No. 1	4	8	4	4	12
(4%) War Horse No. 2	2	6	3	2	10
(95%) War Horse No. 3	1	4	2	1	8
Wagon (Siege divided by 1/2)	--	2	2	--	6
On Foot	2	3	3	2	6

Galley (25) 30 Norm, Swamp 10
 Merchant (50%) 15 Norm, Swamp 5
 Canoe (20%) 20 Norm, Swamp 10
 Raft (10%) 10 Norm, Swamp 2

With Ships, Roll every Four Squares for
 Encounter. 25% Movement Loss to Wind
 per Square.

- 1) With Flying Travel, roll once every 3rd square for encounter (Only Flying Creatures count).
- 2) Moving Distance is (7) seven days but must then rest for (7) seven days. Except Dragon, (21) three weeks rest.
- 3) Forces over 100 Men - 10% Movement, over 1000 Men (-60%).
- 4) When encounter occurs, roll for which square* if wounded no more movement that week.
- 5) If day to day is desired, cut encounter to 1/6 chance of Movement too.

Budget: 3,000 Gold Pieces (Model II)

Wholesale/Retail Price in Gold Pieces

300/400	10 War Tarn (Eagle)	66% (up to 800/1200)
200/300	2 Racing Tarn (Eagle)*	50% 50 Mile Range
150/200	6 Cargo Tarn (Eagle)+	33% (Carries 10 Persons)
140/200	6 Roc (Small Eagle)	16%
280/400	1st Class Warhorse	66% 2 Wt.
70/100	2nd Class Warhorse	33% 1 Wt.
16 1/2/25	3rd Class Warhorse	16%
21/30	Draft Horse+	--Negligible loss 1 Wt.
14/20	Light Horse	16% 1/2 Wt.
70/100	Wagon (Large) + with Horses 2	N 5 Wt.
35/50	Wagon (Small) + with Horse 1	N 2 Wt.
210/300	30 Bombard	33%
140/200	20 Heavy Cannon	16%
105/150	15 Light Cannon	N
140/200	15 Heavy Catapult	N
105/150	10 Light Catapult	N
280/400	Tarn (Eagle) Trainer+	33% x 5 for Slaves
70/100	Engineer (Gunner)+	16% x 5 for Slaves
70/100	Naval Vessel (per Man)+	N x 1 1/2 Wt.
14/20	Merchant Vessel (per Man)+	N x 10 Wt.
10/15	Slave (Male)*+	N 1/2 Wt.
18/25	Slave (Red Silk)* (Female)	16%
25/35	Slave (White Silk)* (Female)	50%
300/350	Slave (Special)*	82%
400/-	Assassin	33%
7 1/2/10	Ground Soldier (Equipment extra)	N
28/40	Eagle Rider (Equipment extra)	33%
7/10	Horsemen (Equipment extra)	16%
22 1/2/45	Pikeman (Equipment extra)	N
10/15	Archer (Equipment extra)	N
17 1/2/25 1/10	Bow	N
28/40	Longbow - Composite Bow	N
10 1/2/15	Arquibus - Crossbow	N
7/10	Pike	N



Time Land 25 Days, Sea 10 Days, Air 2 Days (Losses: Normal 2/3/1/2). For order to
 get through 100% of the time 500.0% for less than 50. 10 - 30% Payment in advance for
 articles ordered.

* Pleasure Categories

+ Labor Categories

2/5 Dagger 1/10	4/6 Saddle 1/10	3/4 1/2 Handaxe 1/10
2/4 Mace 1/10	16/22 Leather 1/5	2/4 S & H 1/10
18/24 Chainmail 1/2	16% 4/6 Full Plate 1	33% 4/6 Lance 1/10

1/10 GP per month Room and Board per person; Cattle =
 10 GP. Grain 1 GP per 4 D MH in Fld - 10 GP per 8 hours
 work. 1/2 cost for merg. 3,000 Saved, 4,000 Stocks. 14 GD,
 12 Girls, 21 Employees, 7 Male Slaves, Kert. Daug. 400/600;
 300/450; 250/400; 200/300; 50/150. Wholesale cost x 10
 for number of MH to build 1/10 GP per day (8 hours) to
 hire workers.

Outdoors in Blackmoor

Travel from one perilous adventure to another in a neighboring Castle can result in a great deal of frustration for the players, or at least confusion, as the road is always populated by evil creatures. After all, there is supposed to be some sort of civilization and it must have some form of communications, if for no other reason than to move all the treasure around from Castle to Castle. With a little work, the Outdoor adventures can be enjoyable, and the format of an overall campaign, lead to the pacification of areas after a time.

To reflect the above, the Judge should grid off the map into sectors (also called Hexes or Squares). Each of these hexes will contain some adventures which may range from a Monster holed up in a small cave to an abandoned Castle full of Orcs. A chart is provided for laying out the basics of the area and can be modified to suit the individual taste of the Judge and his eagerness to lay out all the needed work. Each square should contain an average, of say, two adventures (assuming 10 miles by 10 miles), determined by rolling a six-sided dice (upon a roll of six would mean that there are no adventures in the square). This will determine how many encounters live in the area.

For each encounter, consult the Encounter Matrix for the type of creature that lives at each spot. Whenever there is an encounter in the area, in the future, it will be restricted to one of those already present (see advanced method for other results). If there are four encounters you roll a four-sided die to determine which of the four has been found, all other details having already been worked out. The normal chances of the creature being in its lair are worked out as they normally are. So if Encounter Six has a 30% chance of being found in its lair, then that percentage is used and the number of creatures encountered will then be any number up to the total number present in the hex. Again to avoid confusion, you may wish to take the maximum number of creatures that is listed on the Monster Matrix as representative of the population in the hex for each encounter, given a plus or minus 10% to keep the players on their toes.

For each time that the creatures are found in their lairs, there will be a chance that a portion of them are out in the countryside. To determine this number, assume that 40% of the population is always in the camp and that up to 60% (10 - 60%) are always outside of the camp. Roll a die again and see how many miles (1 - 6 miles) they are away from the camp. On a roll of six, the creatures outside of camp are in two equal sized groups and you would roll again to determine how many miles away they are.

Note: Whenever sixes appear again, divide that proportion of the creatures in half again and roll for their positions. In this way, an original group of creatures starting at, say, 50 strong could first divide into groups of 25, then 12, then 6, etc.

Example: 50 Creatures, a six is rolled:

- A) The first group of 25 is located 6 miles to the northwest.
- B) The second group is divided into 12 and 13 Creatures; the first being located 3 miles east of camp and the second rolling a "6".
- C) This second section is located 4 miles south of the camp.

General Outlines: If a group rolls three "6's" in a row, then they are considered to be located in an adjacent hex and not able to return that day.

If the direction and distance of two groups are identical, then they will be considered to be together. If the direction and distance rolled would place the group in an area where they would conflict with another group (not their own), they will be considered to have returned "home" to report what they found, and be there when the attack hits.

When more than one camp of the same type of creatures is present in a single hex area, they will be considered to be friendly with each other and of the same tribe. This will not hold true for adjacent hex areas. Thus, if one tribe is attacked, or detects the attacking force, they may aid each other at the Judge's discretion. It is suggested that the Judge generate Character types for the Chieftains involved to determine if they are compatible or not (jealous of each other or very unpopular among their tribe members).

In the case of some "Loner" type creatures, the presence of two or more areas settled by their kind will not mean that they are allied.

If two or more groups of creatures of the same race are located in the same area of the hex, they will be considered to be one larger than normal grouping. If two or more groups of creatures are located in the same area but are of different races, then they will have to fight it out to see who gets a chance to settle in the area.

The results of these actions should be recorded for future reference as any experience gain, prisoners taken or treasure captured will be added to the winner's total. The remaining of the force defeated will: (a) Join any other group of the same race in the square; (b) Join any group in an adjacent hex; or (c) Be eliminated from the game. If one wishes, he can even work out the encounters of the survivors as they try and reach the next friendly group! All such groups will have their treasure with them. These little actions in themselves can provide a great deal of enjoyment! Once they have been fought out, take the percentile die and roll as follows to determine how many of the losses suffered have been replaced before your campaign begins:

- 1, 2, 3 means that 30% have been replaced.
- 4, 5 means that 50% have been replaced.
- 6, 7 means that 75% have been replaced.
- 8 means that all losses have been replaced.
- 9 means that an additional 10% have joined the tribe and all losses replaced.
- 0 No losses have been replaced.

Each year of game time will cause an increase of 5 - 15% in the population of any group (determined by a percentage die roll +5%, with any fractions being added as determined by a random die throw. Creatures that will not breed normally (magic types) and those that live alone will not increase in size. In addition, if all members of a breed present are of the same sex, there will be no increase in population.

It is suggested that you begin with one area (hex) and the surrounding six areas. Once the central area has been determined and cleared out, then add adjacent areas as you progress and build up the size of your fantasy game.

Migration

Every Spring, the Judge will roll the percentage dice to determine if any new monsters have migrated into the cleared areas or come in from any of the areas outside the ones already laid out.

- A) **Outside Hexes:** For each hex side, there is a 5% chance that a new creature has entered the area. The type of creature is determined in the same manner as when the hex was originally populated. Its location within the hex is also determined in the same manner as when the area was originally populated. If there are other creatures already living there, a battle must be fought to determine which will populate the area.
- B) **Inside Hexes:** Populations will always migrate towards the inside areas of your campaign area where creatures have already been cleared out. There is a 15% chance that creatures will migrate from the hex in which they are already located to one of the six adjacent hexes. The hex they move into will be determined by the roll of a six-sided dice. Its location within the new hex will be determined in the same manner as when the hexes were originally populated. If there are other creatures already living there, then a battle must be fought to determine which will populate the region.

- C) **Chance Cards:** Within this booklet, you will find a series of chance cards for events that might affect your region. The cards themselves are laid out with an eye towards the Blackmoor campaign as examples of play. They should be modified to reflect your own "local" conditions. The Chart reflects conditions other than those of the above mentioned "normal" migrations and treated as such.
- D) **Spring Migrations:** will take place in the three months after Winter ends (1, 2, 3, are May; 4, 5 are April; and 6 for March). Roll three percentile dice to determine the exact date of the month when they move.

It is the strategic Judge's option as to whether the actual movement of the creatures will be fought out as an adventure or whether the creatures will automatically reach their new settlement without any difficulty.

Drawing your own Map

Many fine fantasy maps are available to those who look through musty old Sword and Sorcery books, as well as many fine reprints now available. There is even a map of a fantasy world (my own campaign area around Blackmoor) included in this product. There will be some, as there always are, who wish to draw their own map but do not know exactly where to begin. To give some help, the following series of suggestions are given:

- 1) Get a page of blank hex paper, or graph paper, or mark off a piece of blank paper with a grid.
- 2) Secure a selection of colored pencils, although it is suggested you only use a regular pencil until everything in the area has been rolled for, an eraser and a pair of percentile dice.
- 3) For each square roll for the following:

1, 2	The area is Heavily Wooded.
3, 4	The area has Hills in it.
5, 6	The area has Hills and Woods in it.
7, 8, 9	The area is Open Country with few trees or hills.
0	The area has a gastly Swamp in it.
- 4) Once the general character of the square has been determined, you will then roll again as follows:

Heavily Wooded: Hex is 30 - 90% Wooded (roll a six-sided die x 10% + 30%). There are from 0 - 1 Hills in the area of 1 (1 - 5) or 2 (6) contours within the area. These Hills are 1 - 6 miles long and 1 - 4 miles wide; they will be scattered at random like populations but should all have the same long axis (ridgelines) with each other (roll 1 - 4), otherwise, they are at random directions (roll as for wind). If they cross each other, add one contour to the area where the cross occurs. For the Woods, roll for each sub-section (as per location of local populations) using the basic percentage of Woods in the square as established above. When near water, add 20% to the chances of Woods and when on Hills, reduce the percentile by 20%. There is a 30% chance of Human habitation within the square.

Very Hilly: There will be from 1 - 10 Hills in the area, 1 - 10 miles long and 1 - 8 miles wide. They will be oriented at random. When more than one Hill crosses another, they will be two contours high, if three Hills cross, then three high, etc. Each contour level is 100' high (for the top contour, roll two percentile dice, reading right to left, for it's height). There will be Woods in the area on rolls of 1 - 3 (with a 10-sided die) filling that subsection, deduct one for the tops of Hills and add 1 for the presence of a stream. Rolling again, there is a 20% chance of a Human habitation.

Wooded and Hilly: Take the Forest section of the Heavily Wooded and the Hill section of Very Hilly. For areas of Woods on Hills, deduct 20% and along streams add 20%. On a 10% chance, there will be Human habitation within the square.

Open Area: There are 1 - 4 Hills, 1 - 6 miles long and 1 - 4 miles wide. They will be scattered at random (use wind direction roll). If they cross each other, there will be no increase in height unless a 5 or 6 is rolled, then add one contour. Otherwise, they are one level. There is a 10 - 30% chance of Woods in the area so roll for it's overall rating. Then for each subsection, roll again adding 20% for water and deducting 20% for the tops of Hills (no matter how high). There is a 60% chance of a Human habitation in the area.

Swamp: Roll the percentile die, reading right to left, for the percentage of the area that is Swamp. Then roll for it's location with each subsection. For the remaining open areas, there is a 10% chance of a one contour Hill, 10% chance of a Woods, and a 10% chance of both; there is a 70% chance that it is open. There is a 5% chance of a Human habitation.

Rivers and Streams: Each area will have a 15% chance of a River going towards the coast (Capital City Area) but not crossing over any Hills. For convenience, it runs through the middle of the hex. If you are unsure of direction, roll a six-sided die for the side of entry and another for exit.

If both are the same, then the River ends in the middle of the square as a Lake (1 - 4) or Swamp (5 - 6) covering the subsection. There will be a chance for Lakes in Wooded Country on rolls of 1 - 4 (10-sided); in Hilly Country on rolls of 1 - 3 (10-sided). In Mixed Country (1 - 4) with 10-sided, and in Open Country on a roll of a 1 (10-sided). When Lakes are present, there will be 1 - 8 of them, each filling a subsection (if subsections are adjacent, there is a 50% chance the Lakes will form one large Lake).

Lakes cannot be on Hills (unless surrounded on three or more sides by higher contours; the open or lower end will then have a Stream going towards the River or nearest Lake).

Each Lake will have an outlet (1 - 4) or be Spring fed (5 or 6). The Stream will leave the Lake in a random direction (use Wind Chart) and go in that direction unless it runs across another Stream (they will then merge), enter another Lake (stops) or hits a Hill, roll to see which direction it will turn, whereupon if it crosses itself, it will stop.

Human Habitation (ten-sided die)

- 1) City of 2,000 - 20,000 People (Has a Keep on 1 - 6; has two Keeps on 8 - 10).
- 2) Walled City of 1,000 - 10,000 People.
- 3) Castle with Village of 100 - 1000 People.
- 4 - 6) Village of 100 - 1000 People (Have Keep on 1 - 4, Wall on 5 - 10).
- 7 - 10) Hamlet of 50 - 500 People (Have Wall on 1 - 2; Keep on 5; Open on 6 - 10).

In the case of a City, roll a dice for the number of Hamlets (0 - 9) (Farms have 2 - 20 People living in them) (also check for Castles with Village). Each population center that lands on a Lake or Swamp or River will not be inhabited but will be an abandoned ruin. Roads will run to each of the large places (Population of 500 or more), but will be in bad repair. Roads will run out of the area at the Judge's discretion. Population centers that are in the same area will add their populations together.

Note: Other color can be added at the Judges discretion, who should have enough to go on now to finish the job.

Summary of Blackmoor 'Population' Location

- 1) There are 0 - 5 Lairs per Hex.
- 2) Roll location for each with percentile dice.

If encounter is indicated:

- 1) Roll for which group is met (equal chances of encountering each).
- 2) Roll Probability chance of group being met 'in Lair'.
- 3) 10 - 60% of the group will be out of the lair and 40+% will be in the lair.
- 4) For groups out of the lair, roll location - 1 - 6 miles in random direction; if '6' rolled, group is split in half - roll location for second group.

TYPE OF HEX-	1-2 Dense Woods	3-4 Very Hilly	5-6 Woods/Hills	7-9 Open	0 Swamp
# Hills	0-1	1-10	1-10	1-4	10%***
long	1-6	1-10	1-10	1-6	1-4
wide	1-4	1-8	1-8	1-4	1-3
% Woods*	40-90%	30%	40-90%	10 to 30%	10%***
water	+20%	+10%	+20%	+20%	-
on hill	-20%	-10%	-20%	-20%	-
% Human**	30%	20%	10%	60%	5%

*probability per area

**probability per hex

***prob per area, also 10%
both hill/woods, 70% open

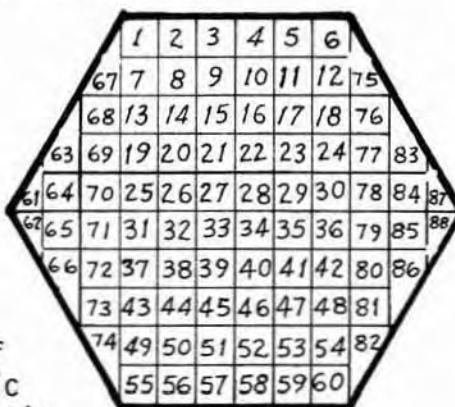
PATTERN OF AREAS WITHIN A TEN MILE HEX

Roll percentile dice
reading one as 'tens'
and the other as
'ones' (roll again
on '89' or higher).

Optional: if in rolling
for area #, you get 89+,
population group is led*
(or reinforced) by:

89-92 Fighter 98 Thief
93-95 Druid 99 Cleric
96-97 Magic User 00 Assassin

*leader's LVL is equivalent to HD of population group involved.



For a square grid,
divide it 10 by 10
and number from
left to right and
north to south.



Blackmoor Dungeons

The Dungeon was first established in the Winter and Spring of 1970 - 71 and it grew from there. Over the years, there have been many changes in the layout and makeup of the Dungeon. These maps comprise the ones used over the first five years, and at various conventions around the country over the last two years.

The maps have been marked to designate secret passages (since I drew it and considered any section of thin wall was a passage, I "know" where they are, but had to mark them for you!). All stairs are circular stairways (although not drawn that way) and go down 20 - 30 feet from level to level. The varied difference is quite important since not all stairs connect with each level of the Dungeon.

The cross-hatched sections called "Pits" or "Fire Pits" are deep flue-like chimneys that go into the deepest regions of the Dungeon to connect with the great lava pit beneath the Castle (level 25). Travel down them is difficult (actually impossible, but I encourage players to try to do everything), due to the fumes and heat. There is always a low railing (2 - 3 feet) around each of the pits and several are set up with religious images, etc. Round black dots and black squares designate "Devil Fountains". These are made of black glass-like material with Ruby eyes, Gold horns, Silver accoutrements and spewing out sulphuric acid. Attempts to molest them will cause the entire area to collapse in ruin. As they are highly magical, most creatures will not approach them and they will give warning of the collapse of the tunnel area by causing a great howling sound and earth tremors, all of which can be felt everywhere.

The Castle itself is still blank since it has been destroyed twice and rebuilt twice and then taken over by non-player Elves when the local adventurers were exiled. Thus, there are no sheets or goodies for it and only a sketch of its appearance. The Cavern sheet of Encounters is also lost (at least the first ones and the new one is in use). For these deletions I apologize.

The first six levels of encounters were prepared in the last two years for convention games, and set up along "Official" D&D lines. The last (7th - 9th and Tunnel Cavern System) are the originals used in our game. Additional crazy characters that got into the game over the years have been the Orcian Way and Sir Fang the Vampire. The First is a great glowing stairway (with Orc Music, Rule Britannia played backwards!), that goes directly from the 1st level to the 10th level magically, although the players seem to be walking down an endless stairway. Upon entering the stairs, the Orcs, Ghouls, Wraiths, and Balrogs at the bottom are warned of the adventurers approach, and composition. If too strong, the expedition will descend the stairs forever with no apparent way out. If weak enough, the Orcs and Company, will attack and try to take them all prisoner, sacrificing them to a great feast. There are two Balrogs, six Wraiths, 200 Ghouls, 50 Ogres and 750 Orcs waiting at the bottom. They are all that is left of King Funk's Orcs' Grand Army that took Blackmoor.

Should the players ascend the stairway, they will reach the top at about 250 feet where the stairs end in a small room (10' x 10'). In the ceiling of the room is a trap door. When you open the trapdoor, all you can see is sky and what is apparently a small platform 3' x 3', with a one foot wall around it. When the players reach this platform they seemingly (to those in the room) continue on through the trapdoor and vanish out of sight. Actually those that are passing through the trapdoor suddenly find the entire structure (trapdoor, platform, dungeon, etc.) vanishes and they fall towards Blackmoor Bay some 5 - 100 feet below them. Any rope that is holding them is broken and they hit the water. They must then avoid drowning (I ask them while they are falling what they are doing; if they are in Plate Armor, I give them a 1/10 chance of getting it off in time; other must make a throw less than their Dexterity rating when they are wearing some other Armor). When in the water, there is a one in six that the Great Kraken of the Bay will capture and eat them each turn they are swimming (generally two throws) to shore. When they reach shore they are destitute by alive.

The entrance to the Orcian Way is marked by a great bronze tablet:

Orcian Way
Orc Public Works
#2734
Erected by Funk I
King of All the Orcs

It too, glows in the dark and is inscribed in the Common Tongue. Once you are on the Orcian Way, the only way out is the trapdoor or fighting your way through the Orcs on the 10th level. It has nailed many a party. Its nature is now well known, but it still claims its victims regularly.

Sir Fang

Originally a 9th level Fighter (Dave Fant) that fell prey to a Vampire and didn't get away. He is treated as a Vampire x 5 in value (he is today much stronger than that...sic), and interpreted as a "traditional" Slavic Vampire (not Hollywood). He goes out in the sunlight, does not have to be in his coffin by dawn, etc. He *Charms* x5 strength, can use a saving throw vs. Crosses (as against a Spell of Magic). Among other things, he has control of all the Dungeon Rats (he travels at will through the numerous cracks and crevices in the Dungeon) which he can summon by the thousand. My practice of warning players is to give them about ten turns where the number of Rats watching them builds up considerably before the encounter. If they are smart, they flee back to the Great Hall or "escape" into the depths of the Dungeon. Fang also has a Vampire Ogre (Double 1 Strength Ogre) and two Dwarves (also Double 1 Strength). He is studying to be an Illusionist and has reached 3rd level in that area, and 2nd level as a Magic User/Anti-Cleric. His presence on the upper levels is well known.

Elves

After the second destruction of Blackmoor Castle, the Elves were made responsible for the care and protection of the area and it's defense. Our Elf player took a number of steps to do this:

- 1) They have set up a barricade at the foot of the hill leading to the Castle that forces each entrant to pass a test of Purity (generally anti-Vampire), including a drink of Holy Water for each (provided at bargain rates by the **Church of the Facts of Life** run by Bishop Carr).
- 2) Making it through that, the would be adventurers enter the Castle where the Elves have set up a great fair that fills the courtyard. There are hundreds of fabulous deals (some worth what you pay for!) and some shady types (cutpurses and the like). This lets the Judge wheel and deal with the players to empty their purses and make them wonder what is going on.
- 3) There are now turnstiles leading into the Dungeon (1 GP admission) as well as taking an Elven Tour (since cancelled when the two Dwarves let Fang out of his box) (see attached short tour sample). You can also sign the Adventurers Book, which gets you a genuine "I Visited Blackmoor Dungeon" Button when you come out the main entrance. No winners yet.
- 4) Each of the regular exit/entrances from the Dungeon are heavily guarded by Elves armed with Holy Water Hoses, and other anti-Evil charms plus an Elven Princ and two Elven Lords! So, if you can reach a door and are still good, the pursuit will break off and the Elves let you in.

Dungeon Map Notes

All Dungeon Levels and Castle Plans are in scale with each other and will superimpose. The Cavern and Tunnel Maps are on a larger scale but where they enter the Dungeon is marked both on the Cavern and Tunnel Maps as well as on the Dungeon itself. Details on room, Cavern shapes for the Tunnel/Cave system have been lost or misplaced.

Doorway to one of the fouler areas of the Dungeon



"Magic" Protection Points (Levels 7 - 10)

Having gone over all my records, the surest indication is that the point values given in the **1st Edition Chainmail** formed the basis for my system. Exceptions occurred were due to the addition of new Creatures beyond those given in **Chainmail** and thus necessitating changes. Here is what I then came up with:

Group I	Balrog, Dragon, Elemental, Ent, Giant, True Troll, Wraith
Group II	Lycanthrope, Hero, SuperHero, Roc, Troll, Ogre, Ghoul
Group III	Orcs, Elves, Dwarves, Gnomes, Kobolds, Goblins, Elves, Fairies, Sprites, Pixies, Hobbits

The second consideration was the frequency of rooms being occupied in any given Dungeon level. So, on the first level, it was 1/6; on the third level, it was 1/3; and after the sixth level, it was 50%.

The number of "Protection" points to be found in any given room also increased with the depth of the Dungeon. 1st Level (all dice throws were with 10-sided dice): 5 points; 2nd Level: 15 points; 3rd Level: 15 points; 4th Level: 25 points; 5th Level: 35 points; 6th Level: 40 points; 7th Level: 50 points.

Additional variations were added by organizing Home Bases for the Orc Tribes, and special treasure troves. These were simply arrived at by drawing up some lists of these events and using the dice to determine which level they were located on. Thus the upper level would occasionally have quite powerful encounters. I also would simply examine the level on which these items were located to find, what I felt to be, the best level on which to locate the treasure. The Grouping of the Monsters were Level I for 1st and 2nd levels; Level III Creatures on 3rd and 4th levels, etc. . .there was always a 1/6 chance that a higher (stronger) creature was present in any given room anyway. I also always allowed that there was a chance the weaker creatures would be present. Thus, there was a good chance that any type of creature could be found on any given Dungeon level. When there were not enough "protection" points within a room to "buy" a creature, I simply rerolled or placed a weaker version of the creature within the room (extremely old or young).

Wandering Monster Areas (Levels 1 - 6)

A	C
B	D

The convention set has the wandering monsters pre-generated by areas. Players rolling a wandering monster in Quadrant 'A' will have encountered 'Sir Fang'!

The Dungeon Levels

Blackmoor Dungeons (New Convention Set)

1st Level

Room	Wealth/Protection
1)	14 Spiders: AC 2, 18 HTK (each)
2)	Empty
3)	1000 SP, 4000 GP, 3 Gems, Polymorph Self Potion, Six Bodies
4)	16 Goblins: AC 6, 2 HTK
5)	Empty
6)	8 Spiders: AC 4, 17 HTK
7)	32 Kobolds: AC 7, 1 HTK
8)	Empty
9A)	
9B)	
9C)	7 Spiders: AC 2, 12 HTK
9D)	2400 GP, 40 Goblins: AC 6, 1 HTK
9E)	600 GP, 20 Goblins: AC 6, 4 HTK
9F)	

Wandering Monster Area

A)	Sir Fang - 3, AC 2, 40, 32, 35 HTK
B)	Bandits - 12, AC 5, 3 HTK
C)	Wraith - 5, AC 3, 17 HTK

2nd Level

1)	
2)	10 Magic Arrows, Diminuation Potion, 3 Conjurers: AC 3, 6 HTK; AC 2, 3 HTK; AC 4, 3 HTK
3)	
4)	Jewels, Ring of Protection, Spell Storing, Spell Turning
5)	
6)	3 Jewels (one is Crystal Ball), 24 Zombies: AC 8, 6 HTK; 6 Orcs, "Red Eye": AC 6, 4 HTK
7)	250 CP, 600 SP, 2000 GP, 9 Gems, Armor and Shield +1, 5 Spiders*: AC 5, 33 HTK
8)	1000 GP, 1000 SP, 30 Skeletons: AC 7, 6 HTK

- 9)
- 10)
- 11) 225 GP
- 12)
- 13)
- 14)
- 15)
- 16) 24 Jewels, 12 Centipedes: AC 4, 2 HTK

Wandering Monster Area

- A) 30 Centipedes: AC 7, 12 HTK
- B) 11 Spiders: AC 5, 33 HTK
- C) 24 Centipedes: AC 4, 2 HTK
- D) 10 Gnolls: AC 5, 6 HTK

*AC 3 Protection Evil 10', 2000 CP, 27,000 GP, 20 Jewels, Potion Invisibility/Speed, AC 6, Reincarnation, 9500 SP, 27 Gems, Sword +1, +2 Lgt, Scroll of 2 Spells: Lycanthrope Protection, Undead Protection, Boots of Levitation, 4000 GP, "White Hand", Speed Potion, Ring of Weakness, 18 Orcs: AC 6, 4 HTK.

3rd Level

- 1) 750 SP, 3000 GP, 200 CP, 1 Gem, I - 3, II - 1, 3 Conjurers: AC 5, 9 HTK; AC 5, 8 HTK; AC 1, 7 HTK; Stave of Negation III Scroll - 2 Spells, 3 Spells, Protection Undead
- 2) 8000 SP, 6000 GP, 4 Gems, Shield +3, 6, 6, Projected Image 1 - Read Language, 4 - Polymorph Others, 5 - Transmit Rock-Mud
- 3)
- 4) Mels Room Golden Statue (Boa), Mels Room 30 Zombies: AC 8, 8 HTK
- 5) 6 Jewels, Sword +1, Armor and Shield +1, Scroll: 1 - Detect Magic, 2 - Sleep
- 6)
- 7)
- 8)
- 9) 7 Jewels, Ghost Room Scroll - Protection Elemental 9, 2 Locate Object, 5 Spectres: AC 2, 21 HTK
- 10) 4000 SP, 2000 GP, 3 Giant Toads: AC 5, 29 HTK
- 11) 21 Elven
- 12) 12,000 GP, 6 Jewels, Map to two magic items: Scroll III - Clairaudience, Wand Polymorph I - 4, II - 2, 3, Theurgists: AC 6, 8 HTK; AC 4, 10 HTK; AC 4, 6 HTK
- 13) 23 Toads: AC 2, 18 HTK
- 14) 5 Jewels
- 15) 500 CP, 1200 SP, 3000 GP, 2 Gems, Girdle of Giant Strength, 6 Magic Arrows, I - 4, II - 2, 1 Theurgist: AC 5, 12 HTK
- 16)
- 17) 3000 GP, P - Treasure Finding, P - Growth, Protection Elementals, 11 Warriors: AC 1, 4 HTK; AC 2, 2 HTK; AC 3, 2 HTK; AC 4, 5 HTK; AC 5, 6 HTK; AC 6, 10 HTK; AC 5, 2 HTK; AC 3, 8 HTK; AC 3, 7 HTK; AC 2, 8 HTK; AC 3, 12 HTK, 7 - I
- 18) 3 Magicians: AC 3, 5 HTK; AC 1, 9 HTK; AC 3, 10 HTK

Wandering Monster Area

- A) 15 Giant Snakes: AC 6, 33 HTK
- B) 3 Theurgists: AC 1, 9 HTK; AC 3, 5 HTK; AC 3, 10 HTK
- C) Theurgists + -3, AC 5, 7 HTK; AC 6, 9 HTK; AC 5, 9 HTK
- D) 10 Gnolls: AC 5, 7 HTK

Water Elemental, 960 GP

4th Level

- 1)
- 2) 13 Swashbucklers "Stone Guards": AC 5, 5/19 HTK
- 3)
- 4) 1 Ochre Jelly: AC 8, 5/22 HTK
- 5) 2000 CP, 12 Spectres: AC 2, 6/16 HTK
- 6) 13,000 GP
- 7)
- 8) 1000 GP, 5 Ogres: AC 5, 4/9 HTK
- 9) 4000 GP, 74 Heros: AC 3, 4/12 HTK
- 10) 2000 GP, 3 Swashbucklers: AC 5, 5/14 HTK
- 11) 4 Wights: AC 5, 3/16 HTK
- 12) 6 Gems, 15 Wights: AC 5, 3/11 HTK
- 13) 1000 GP, 1000 CP, 2 Wights: AC 5, 3/15 HTK
- 14) 9 Gems, 4 Jewels, Potion Dimenuation, 23,000 GP, Sword +3, Sword -2 (Cursed), 14 Giant Scorpions: AC 5, 25/7 HTK, Scroll - 7 Spells: 1) Cure Light Wounds; 2) Knock; 3) Plant-Grow; 4) Hold Person; 5) Control Elemental; 6) Control Weather; 7) Levitation
- 15) 11,000 SP, 7 Gems, 5 Myrmidon: AC 2
- 16)
- 17)

Wandering Monster Area

- A) 1 Ochre Jelly: AC 8, 5/17 HTK 4/2/2
- B) 1 Magician: AC 6, 3/15 HTK
- C) 11 Giant Beetles: AC 2 - AC 6, 5/21 HTK
- D) 7 Wraiths: AC 3, 4/15 HTK

5th Level

- 1)
- 2) Burial Vault, 3000 GP, 18 Wights: AC 5, 3/4 HTK
- 3) 1200 SP, 325 CP, 3000 GP, 4 Jewels, 7 Gems S - 2 SP, 4 Magicians: AC 2, 3/14 HTK; AC 3, 3/9 HTK; AC 3, 3/16 HTK; AC 4, 3/8 HTK
- 4) 4 Lycanthropes: AC 3, 5/22 HTK
- 5) 5 Giant Weasles: AC 2, 9/32 HTK
- 6) 1500 SP, 1000 CP, 2800 GP, 5 Jewels, 13 Gems, S - Protection Elemental, 7 Swashbucklers: AC 4, 5/19 HTK, Armor +1, Shield +1
- 7) 10 Heros: AC 2, 4/11 HTK
- 8) 16 Giant Snakes: AC 2, 10/28 HTK
- 9)
- 10)
- 11) 2 Thaumaturgists: AC 3, 3/18 HTK; AC 5, 3/9 HTK
- 12) 32 Dwarves: AC 4, 1/4 HTK
- 13) 28 Dwarves: AC 4, 1/1 HTK
- 14) 3 Giant Hogs: AC 4, 4/17 HTK
- 15) 750 CP, 1200 SP, 2800 GP, 5 Gems, 5 Jewels, Sword +3, Protection Magic, 2 Magicians: AC 2, 3/10 HTK; AC 2, 3/6 HTK
- 16) 6 Jewels, 18 Gems, 10 Giant Scorpions: AC 1, 6/15 HTK
- 17) 1000 GP, Sword +1, Shield +1, 6 Gems
- 18) 2000 GP, "Evil" Area, 2 Permanent, 20 Wishes

Wandering Monster Area

- A) 20 Gargoyles: AC 5, 4/17 HTK
- B) 4 Giant Snakes: AC 2, 10/28 HTK
- C) 2 Thaumaturgists: AC 5, 3/6 HTK; AC 1, 3/15 HTK

6th Level

- 1)
 - 2) 10 Ogres: AC 5, 4/11 HTK
 - 3)
 - 4)
 - 5)
 - 6)
 - 7) 1000 GP
 - 8) 5 Gems, 6 Jewels
 - 9)
 - 10)
 - 11) Armor and Shield +1, +2, Scroll (1) II Continual Light, 4000 SP, Ring, 3 Wishes, 2 Wraiths: AC 3, 4/13 HTK
 - 12) 21000 GP, 36000 SP, 3 Evil Priests (Sorcerors): AC 1, 6/19 HTK; AC 4 6/23 HTK; AC 4, 6/21 HTK
 - 13) 8 Gems, 10 Jewels
 - 14) 8000 CP, Throne of Growth (2 x 20) 1 Hydra (7 heads): AC 5, 7/21 HTK
 - 15)
 - 16)
 - 17)
 - 18)
 - 19) Burial Vaults, 5 Jewels, 2 Gems, 13 Giant Weasles: AC 3, 11/39 HTK
 - 20) 8000 CP, 3000 GP, 1 Mummy: AC 3, 5/21 HTK
 - 21) 7000 SP, 2 Spectres: AC 2, 6/24 HTK
 - 22) 7000 SP, 4 Cockatrices: AC 6, 5/22 HTK
 - 23) 7000 SP
- Ghost Room: 10,000 GP, 4 Gems, 6 Jewels, 8 Spectres: AC 2, 6/20 HTK

Wandering Monster Area

- A) 3 Giant Beetles: AC 1, 9/27 HTK
- B) 1 Hydra (7 heads): AC 5, 7/13 HTK
- C) 1 Evil Priest: AC 2, 6/13 HTK
- D) 4 Manticores: AC 4, 6/22 HTK

7th Level

Room/Wealth/Protection in Points/(Magic)

- 1) 4000 GP, --, --
- 2) --, 1 Sword, Helmet "Blue" (50)
- 3) --, 500, 250 Dwarves (living Quarters), --
- 4) --, --, --
- 5) --, --, --
- 6) --, --, --
- 7) 6000 GP, 300, 4 True Trolls, --
- 8) 6000 GP, --, --
- 9*) 2000 GP, 450, 6 Balrogs, 1 Dagger, (50)
- 10*) 2000 GP, 200, 10 Werewolves (Den, Garrows), (75)
- 11) --, --, --
- 12) --, 200, 40 Goblins "L"; "M", 2 Swords, (40)
- 13) --, --, --
- 14) --, --, --
- 15*) 2000 GP, 200, (Double Strength Fire Elemental), Shield (SP), (25)
- 16) --, --, --
- 17) 3000 GP, 150, 10 Ogres, --
- 18) 6000 GP, --, --
- 19*) --, 300, 200 Ghouls (Catacombs), 2 Arrows, 2 Gloves, (50)
- 20) --, --, --
- 21) --, --, --
- 22*) --, 500, 33 Trolls, 1/10, (10)

8th Level

Room/Wealth/Protection

- 1)
- 2) 1000, "K", 5 Trolls, (75)
- 3) 1000
- 4) 1000
- 5)
- 6*) --, "Magic Mace", 7 Goblins, (35)
- 7)
- 8*) 1500
- 9) --, Giant Worm ("Sinak") (150)
- 10)
- 11*) 3000, 1 Balrog, (75)
- 12*) --, "N", 10 Trolls, (150)
- 13)
- 14)
- 15) 3000, 7 Goblins, (35)
- 16) --, 2 Lycanthropes, (40)
- 17)
- 18) 3000, 1 Lycanthrope, (20)
- 19)
- 20)
- 21) 1000, -700
- 22) --, 2 Trolls, (30)
- 23) 1500
- 24) 1000
- 25*) 3000, 2 Trolls, (30)
- 26) 3000
- 27)
- 28) 3000, 1 Balrog, (75)
- 29) 6000, 2 Lycanthropes (Lions), (40)
- 30)
- 31)
- 32*) 2000
- 33) --, Giant Insect ("Siliar") 50 (1/3 Value)
- 34) --, "F", Dagger, Shield, 201 Goblins (1005)
- 35) 2000, (-)
- 36*) 2000

9th Level

Room/Wealth/Magic/Protection

- 1) 1000
- 2) --, 3 Magic Arrows, Chainmail
- 3) --
- 4) 2000
- 5) 2000
- 6) 1000*, Magic Liciene, 10 Goblins
- 7) --
- 8) --
- 9) 1000
- 10) 1000*
- 11) 2000
- 12) --
- 13) --, Mail Shirt, 1 Balrog wearing it
- 14) --
- 15) --
- 16) --, Shield, 1 Lycanthrope (on Shield)
- 17) --
- 18) 1000*
- 19) --
- 20) --
- 21) --
- 22) 1000*
- 23) --
- 24) 5000*
- 25) --
- 26) --, Air Elemental (W.A.S.P.) (150)
- 27) --
- 28) 1000
- 29) --, 7 Magic Arrows, "Man Eating Sea Weed" (150)
- 30) 1000
- 31) --, "C", 1 Troll (with Sword)
- 32) --, Shield, 1 Ghoul (with Shield)
- 33) --
- 34) 2000
- 35) --
- 36) --
- 37) --
- 38) 1000
- 39) 1000
- 40) --
- 41) --
- 42) 1000, "E" 1 True Troll
- 43) 1000
- 44) --
- 45) 1000, "A" 1 Ogre
- 46) --
- 47) --
- 48) 1000
- 49) --
- 50) 1000

10th Level

Room/Wealth/Magic/Protection

- 1) 4000, 9 Trolls
- 2) --
- 3) 1200, Balrog
- 4) 4800, 2 Wights
- 5) --
- 6) --
- 7) --, 2 Water Elementals
- 8) 3000, 10 Goblins
- 9) --, 60 Ogres
- 10) --
- 11) 700, 13 Goblins
- 12) --, True Troll
- 13) --
- 14) --
- 15) 6000*, Earth Elemental (Super-Roc (x 8))
- 16) --
- 17) 3000, Giant
- 18) --
- 19) --, True Troll
- 20) --
- 21) --, (150) Orcs
- 22) --, (12) Rocs
- 23) --
- 24) --
- 25) 2400
- 26) --

Tunnel System

Room/Money

- 1) --
- 2) --
- 3) (--) 2600, --/30, 20 Goblins
- 4) --
- 5) (--) 400, 20/10, 2 Spells, 1 Were 'pup'
- 6) --
- 7) 1900, --/50, 2 Were Lions
- 8) 900, 50/50, 5 Spells, 3 Ogres
- 9) --
- 10) 1520, --/40, 3 Ogres (1 Medallion, 1 Magic Mace - 250 GP)
- 11) --
- 12*) --, 30/--, 3 Spells
- 13) --
- 14) 400, 40/--, 4 Spells
- 15) --
- 16) --
- 17) --
- 18) --
- 19) 400, --/30, 2 Trolls
- 20) --
- 21) 700, --/60, 1 Balrog
- I.) 13000, --/130, 1 Dragon and 2 Ogres
- II.) --, --/80, 1 True Troll
- III.) --, --/90, 9 Ghouls
- 22) --, 10 feet Hole in Wall
- 23) --, 20 feet Hole in Wall

Glendower Dungeons

Level 1

- 1 - 7) Empty
- 8) 2400 GP
- 9) 80 Points
- 10) 180 Points
- 11) 6000 GP
- 12)
- 13)
- 14) 1800 GP
- 15)

Level 2

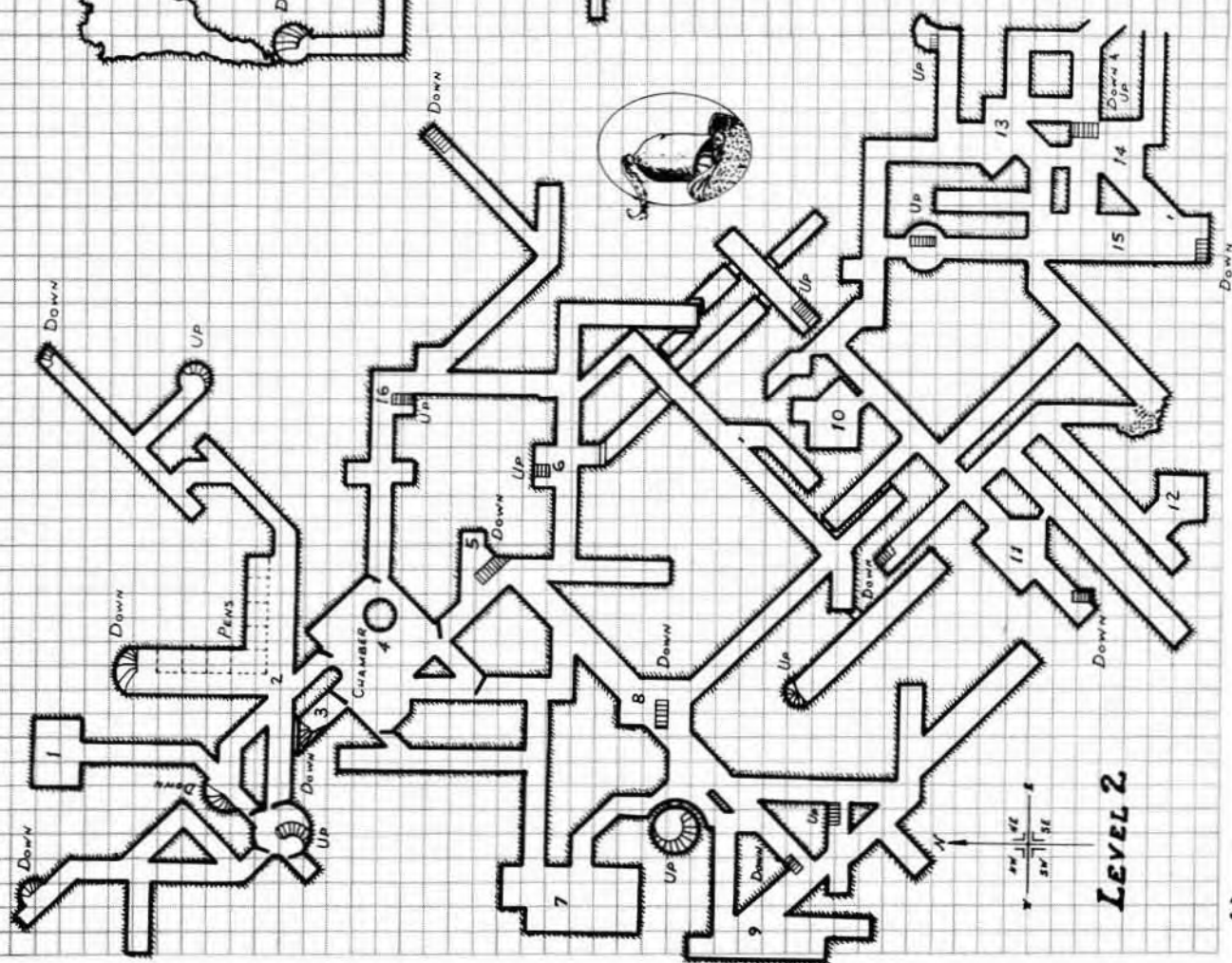
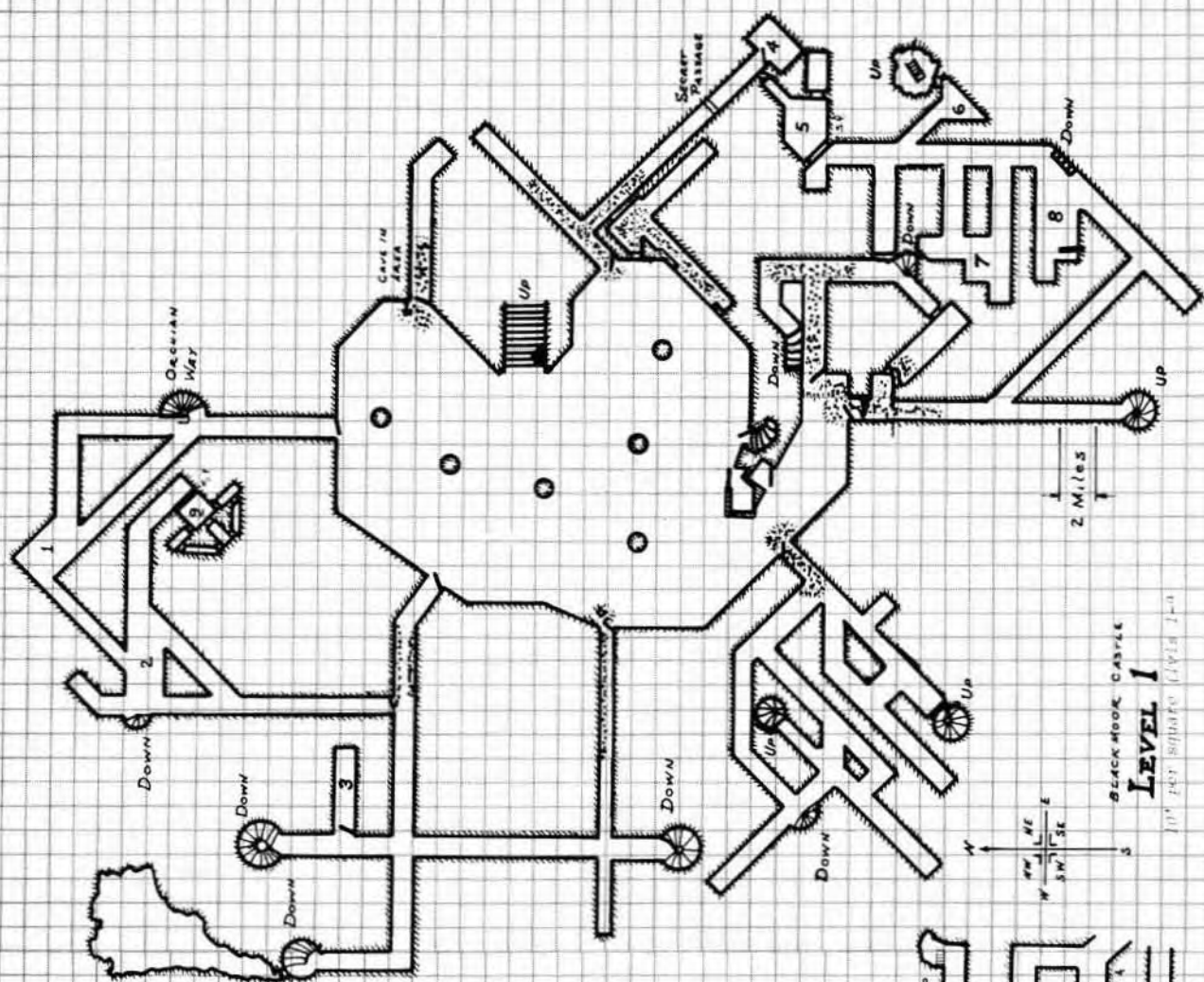
- 1) 1000 GP and Dragon Egg, 40 Points
- 2) 10 Points

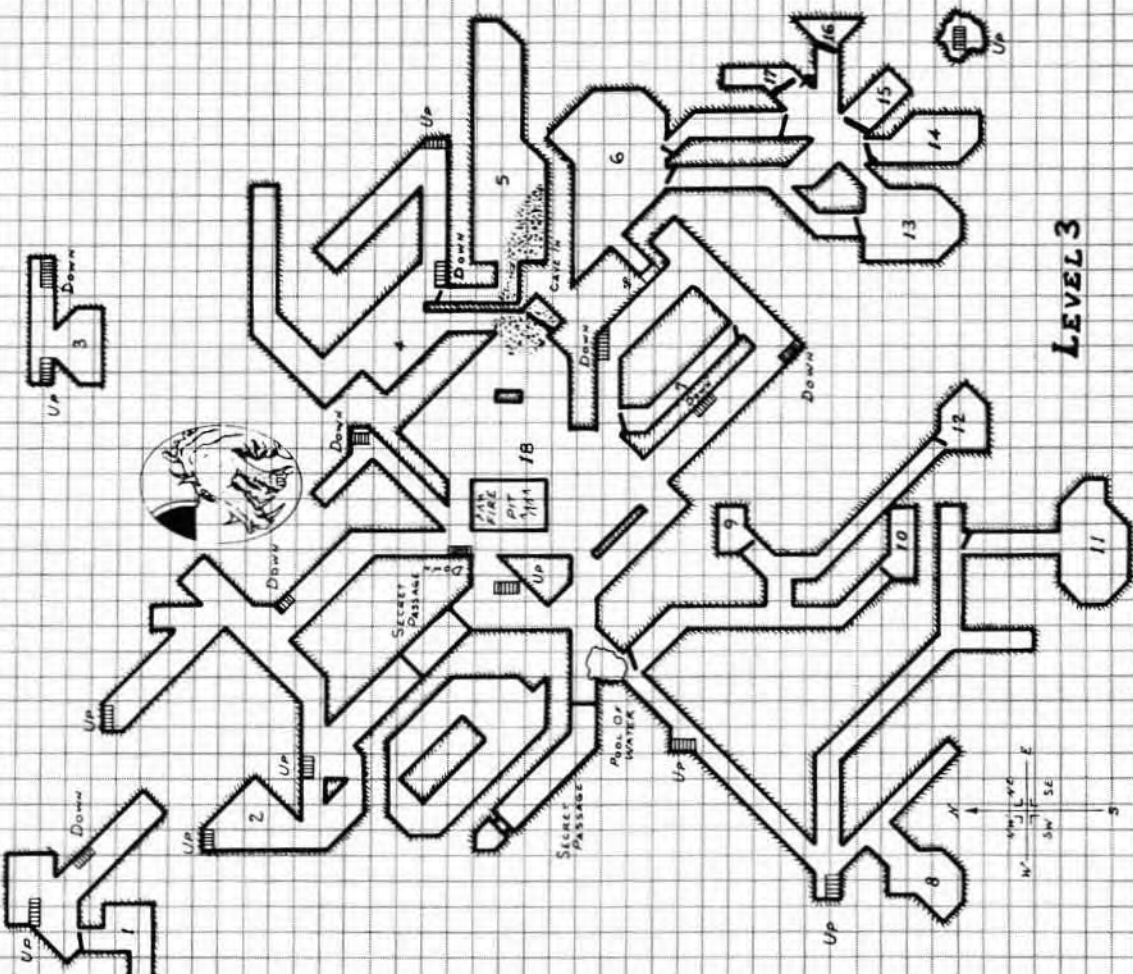
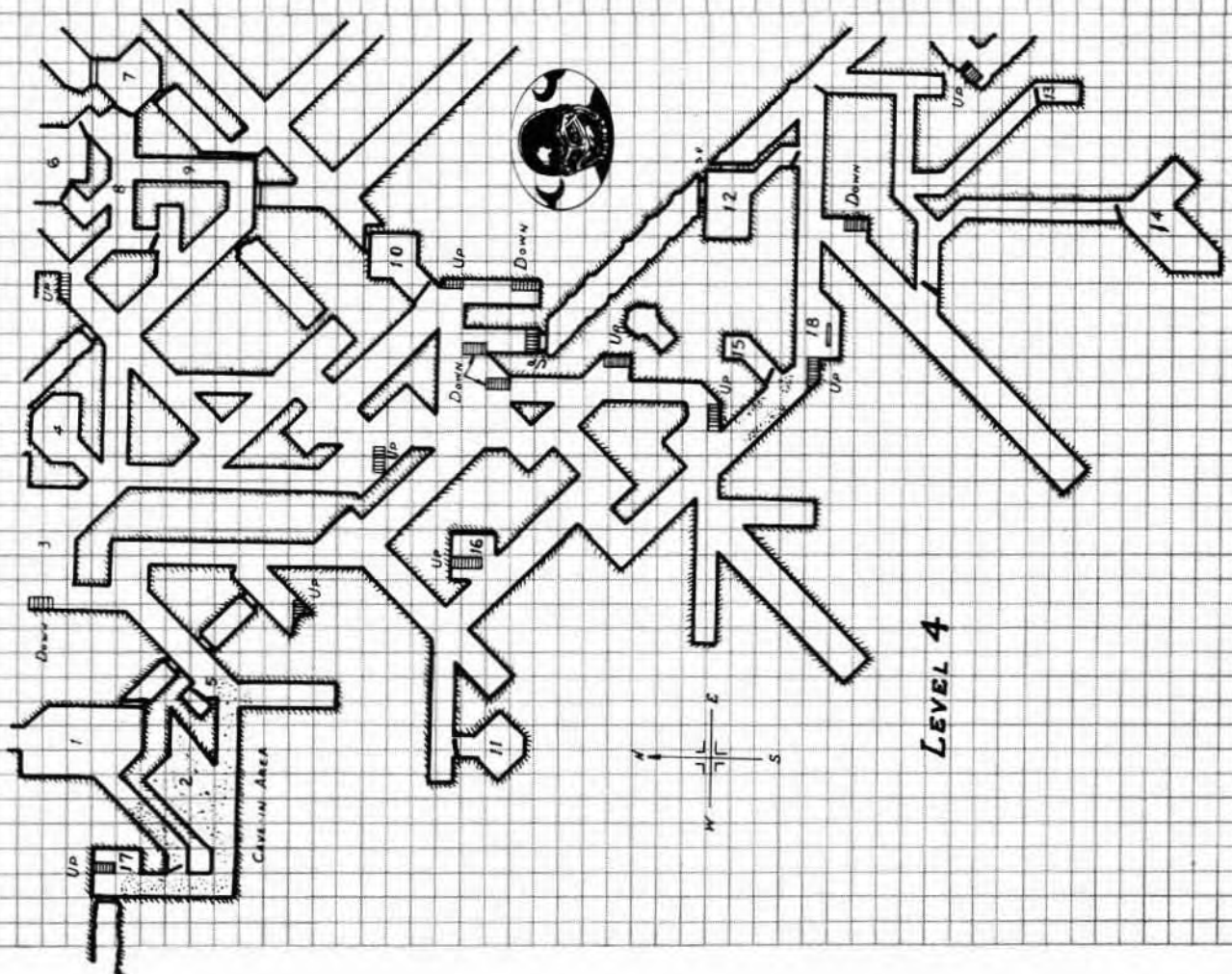
Level 3

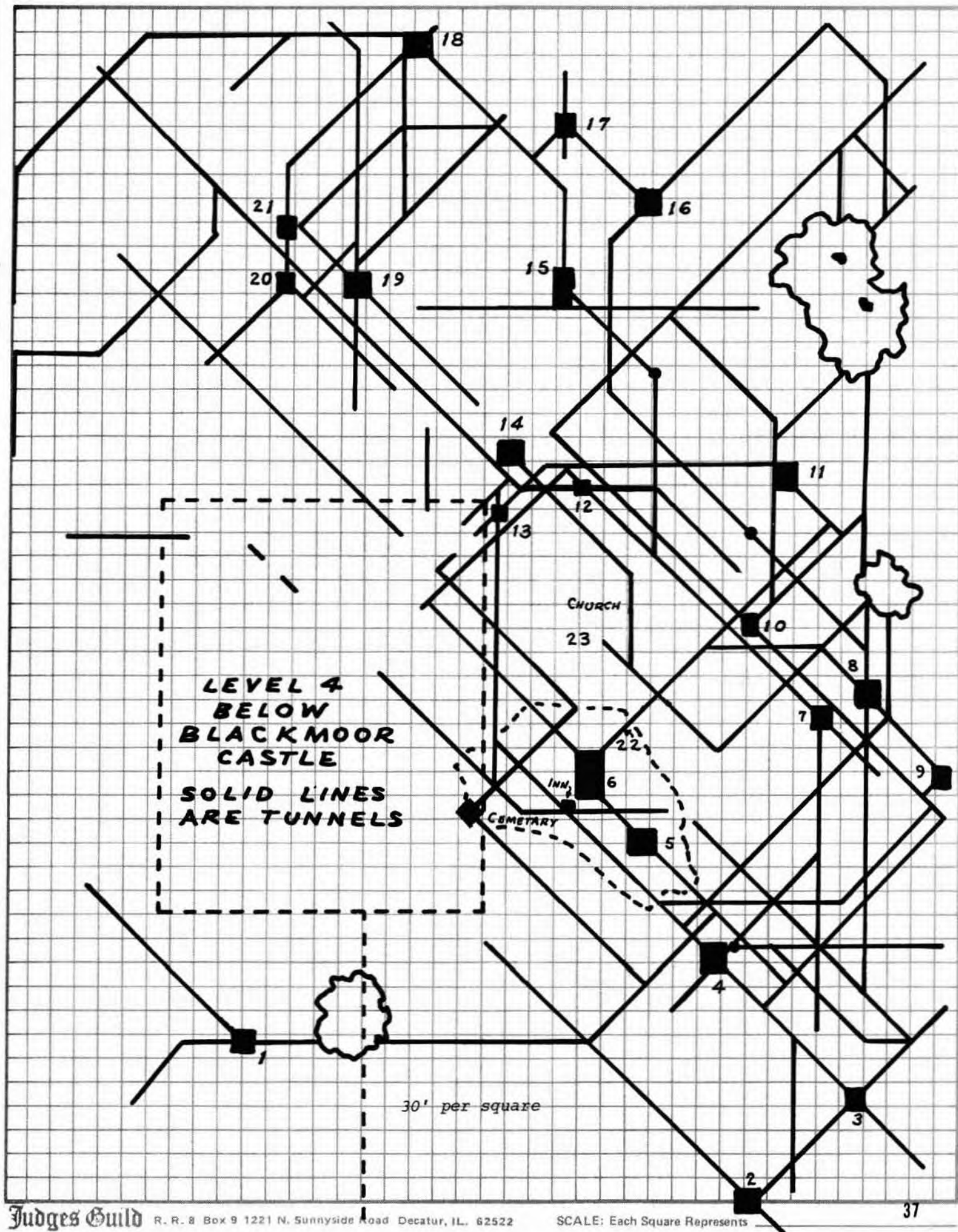
- 1)
- 2)
- 3) 5000 GP, 130 Points
- 4) 120 Points
- 5)

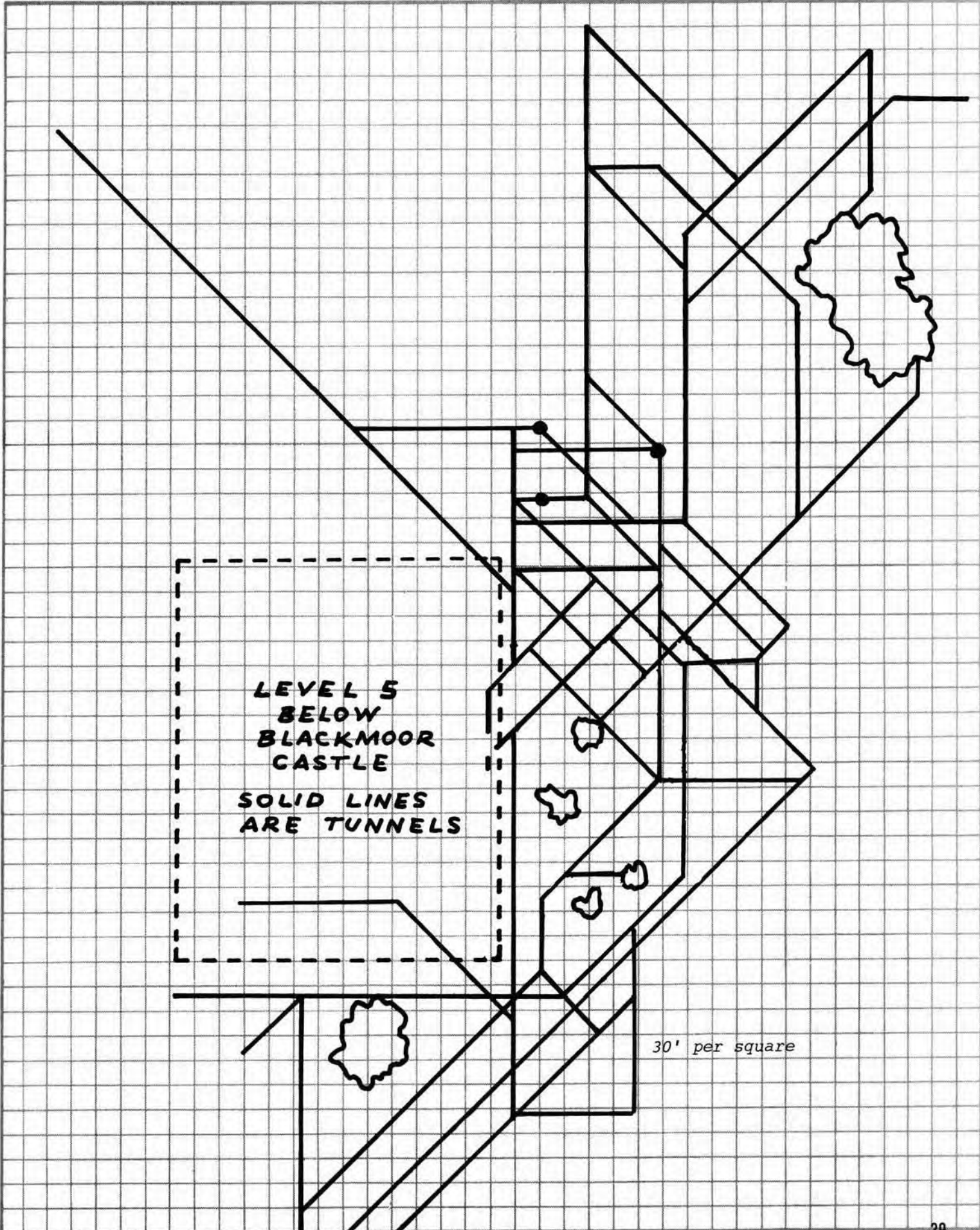
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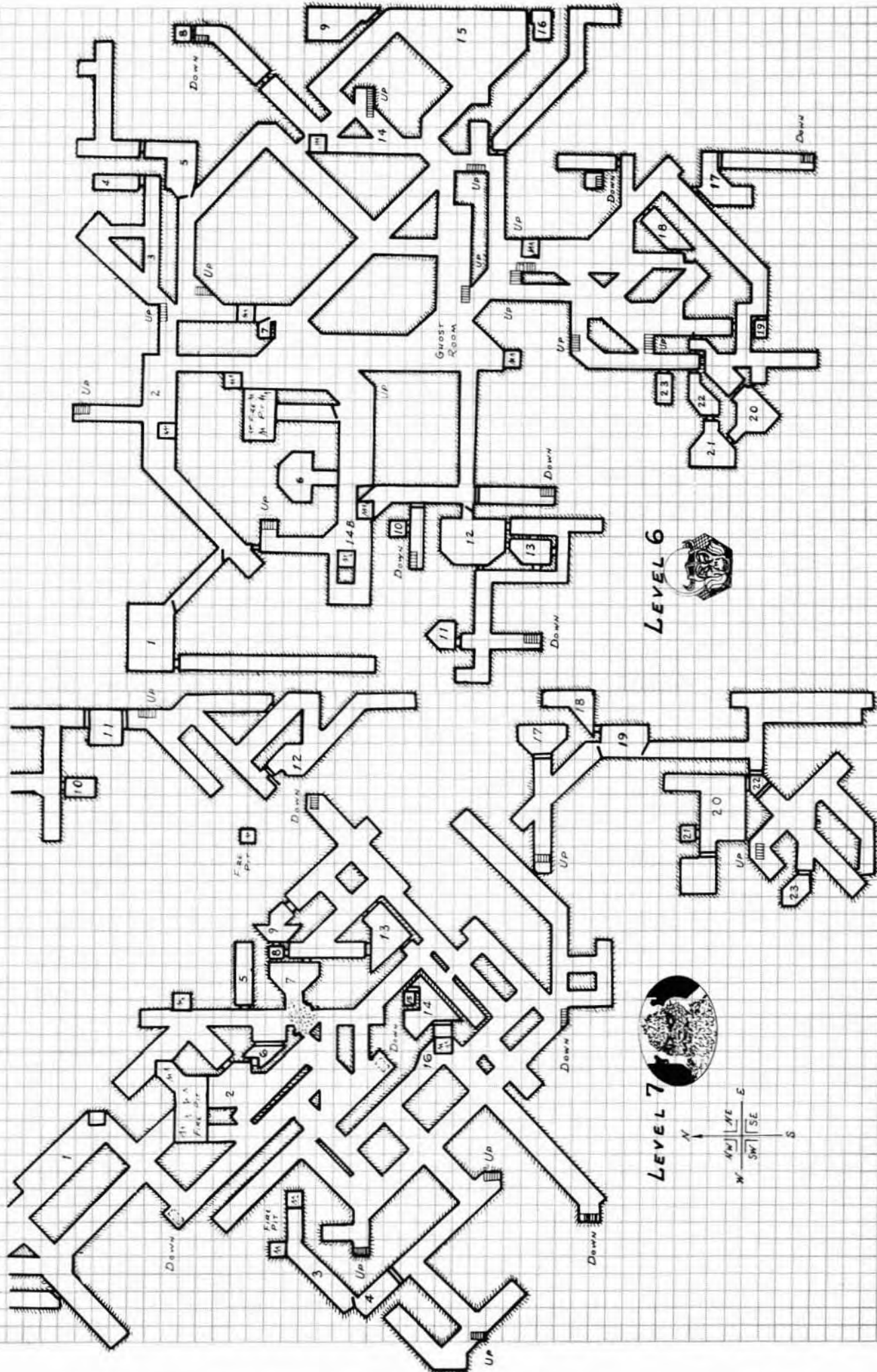
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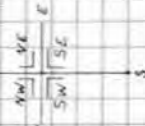




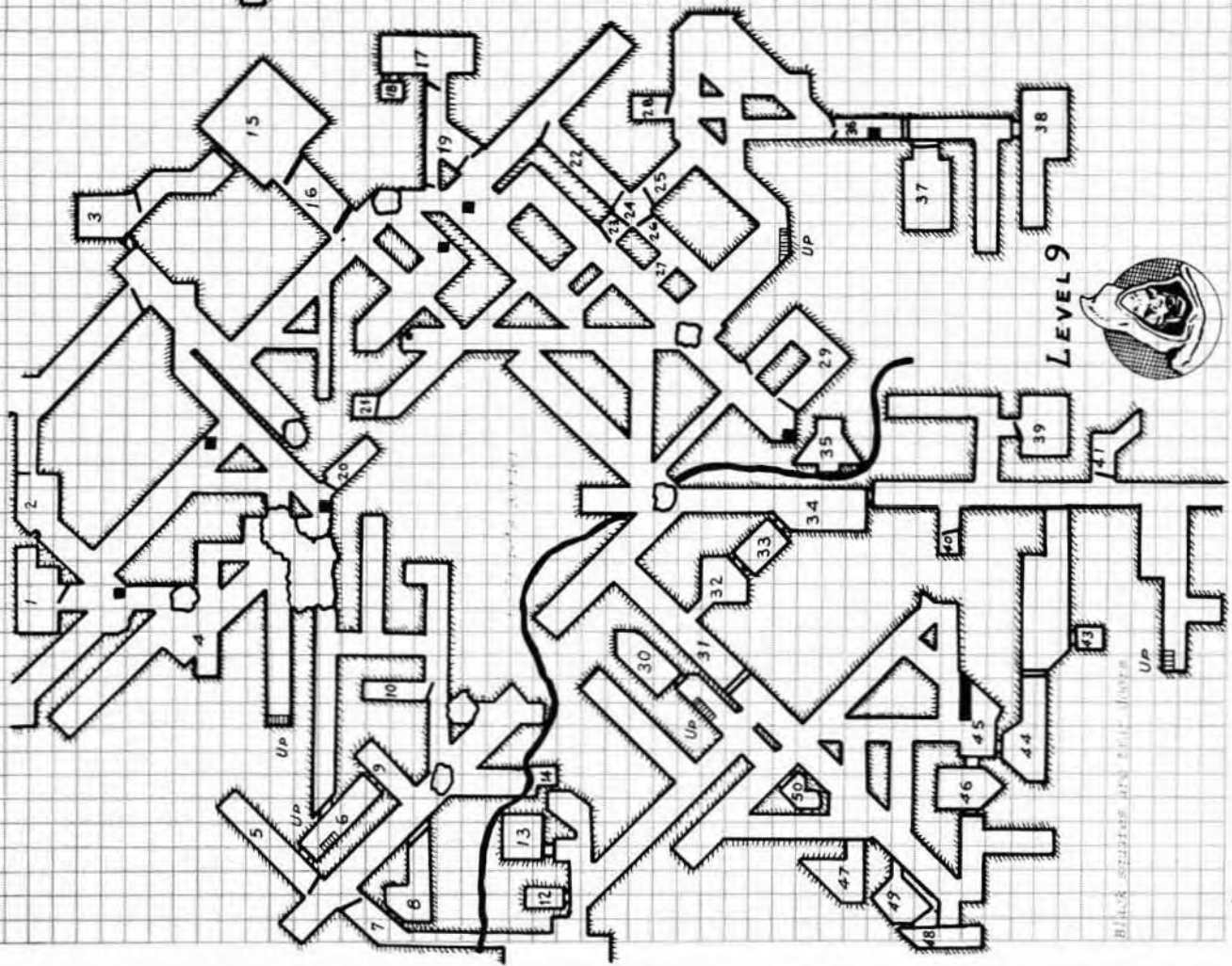




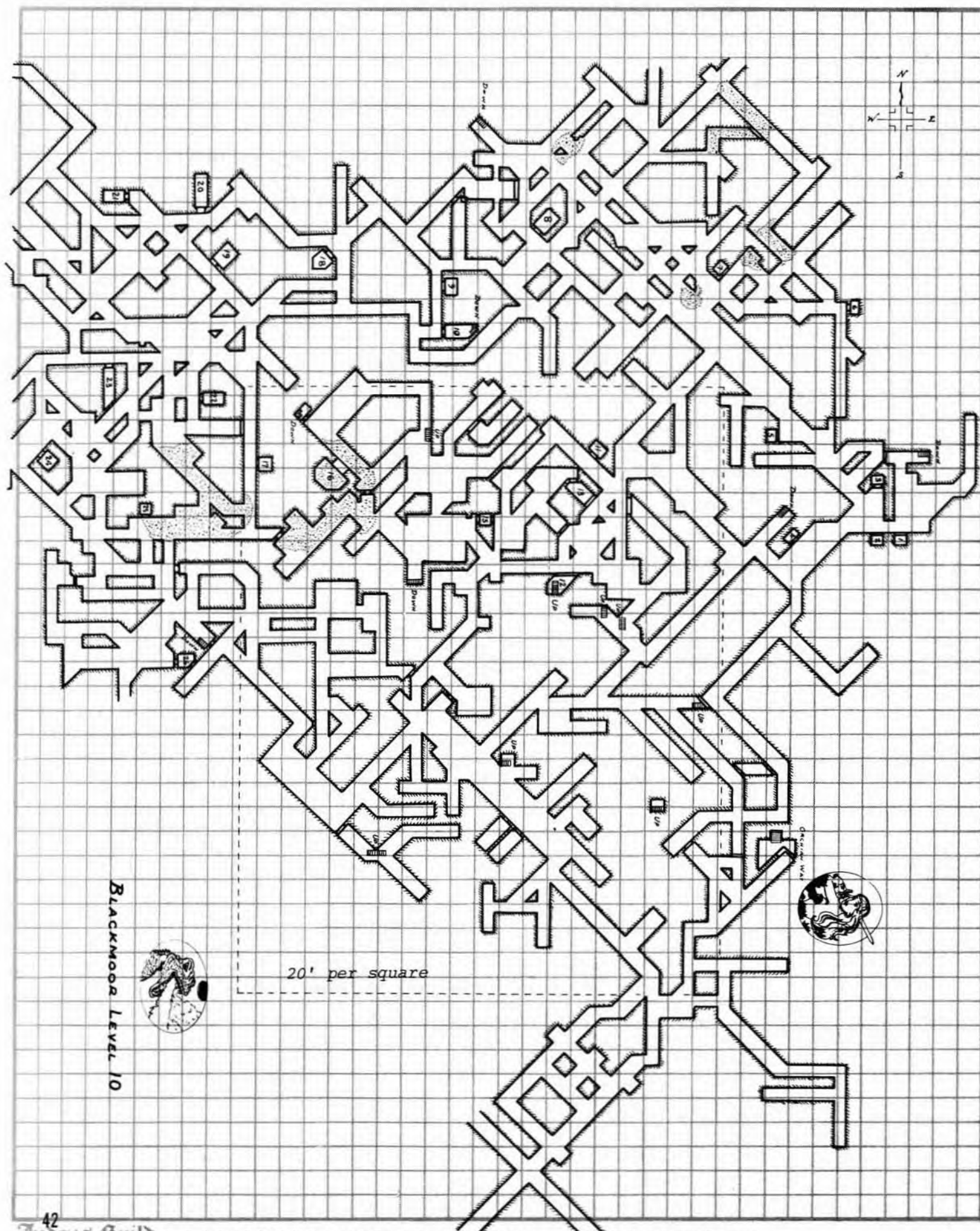


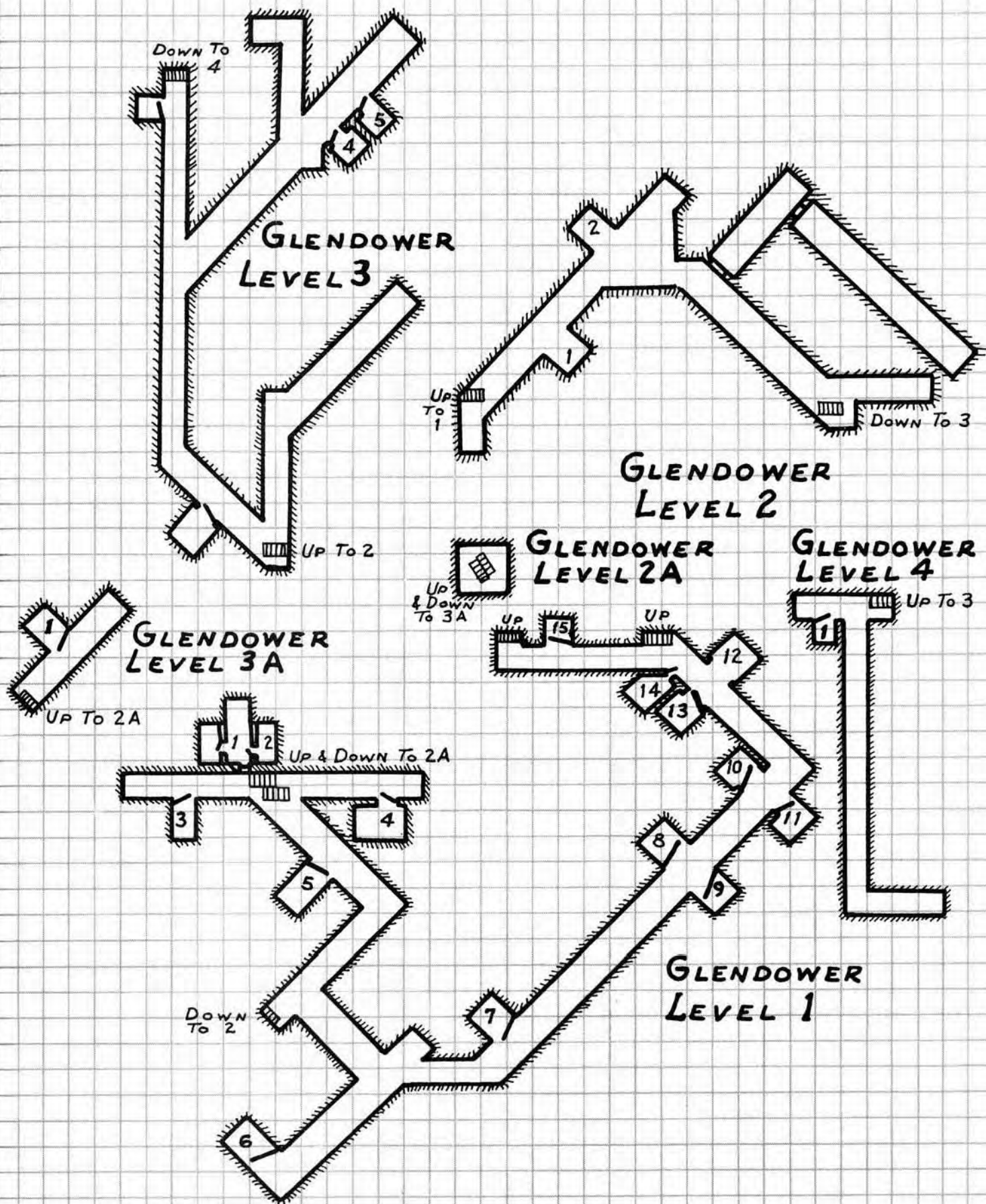


LEVEL 8



LEVEL 9





Magic Swords & Matrix

Prior to setting up Blackmoor, I spent a considerable effort in setting up an entire family of Magical Swords. The Swords, indeed comprise most of the early magical artifacts. A small table was prepared and the Swords' characteristics set up on cards.

Later on a new Table was formulated and used for generating Swords in other Castles. After the 3rd year there were four other Castles in the Blackmoor campaign and I had at least three myself, so more uniform rules were needed. The magical items list at the end of Chapter II was, again, the first attempt to set up such a matrix. The nature and the powers of the Spells and Swords were taken right from the available copies of *Chainmail*, which served as the basis for all our combat.

Magic Swords Personality Matrix "Blackmoor"

Number Double Values* (Std = 0, M = 6, Sm = 12)

Invisibility Detection

Magic Detection

Strength

Combat Increase

Magic Ability

Evil Detection

Intelligence Increase

Appearance (Value)

Cause Moral Check

Invisibility

See in Darkness

Raise Morale

Paralyze

1/2/3 Die divided by 1/2 for Value

Std. 0 - 3, M = 0 - 6, Sm = 0 - 9

Double Value Against: Were Bears, Were Wolves, Ghosts, Anti-Heroes, Ent, Evil Wizards, Orcs, Trolls, Goblins, Ghouls, Mortals, Ogres, Elementals, Wraiths, Balrogs, Puddings, Giants, Dragons.

'A' Double Values (4) Dragons, Balrogs, Ghosts, Elementals; Special Values (3) Evil Detection, Cause Moral Check, Magic Detection. Strength = +3; Combat = +6; Intelligence = +3; Value: 320 GP.

'B' Double Values (1) Trolls; Special Values (2) Invisibility Detection, Dragons. Strength = +4; Combat = +4; Intelligence = +3; Value: 320 GP.

'C' Double Values (2) Orcs, Were Wolves; Special Values (1) Invisibility. Strength = +5; Combat = +4; Intelligence = +3; Value: 120 GP.

'D' Double Values (4) Ghosts, II Dragons, Goblins; Special Values (4) Invisibility, II Evil Detection, Invisibility Detection. Strength = +1; Combat = +4; Intelligence = +4; Value 480 GP.

'E' Double Values (3) Giants, Were Wolves, Orcs; Special Values (1) Invisibility. Strength = +3; Combat = +5; Intelligence = +2; Value: 360 GP.

'F' Double Values (6) Giants, Dragons, II Wraiths, Evil Wizards, Were Wolves; Special Values (1) Paralyze. Strength = +4; Combat = +2; Intelligence = +4; Value: 280 GP.

'G' Double Values (4) Goblins, Ghosts, Elementals, Orcs; Special Values (5) Invisibility, Magic Detection, See in Dark II Paralyze. Strength = +4; Combat = +2; Intelligence = +4; Value: 440 GP.

'H' Double Values (3) Ghouls, Wraiths, Dragons; Special Values (3) Invisibility Detection, See in Darkness, Evil Detection. Strength = +2; Combat = +4; Intelligence = +4; Value: 200 GP.

'I' Double Values (4) Pudding II, Elementals, Anti-Heroes; Special Values (1) Cause Moral Check. Strength = +4; Combat = +2; Intelligence = +1; Value: 240 GP.

'J' Double Values (6) Ogres, Balrogs II, Pudding, Goblins, Orcs; Special Values (1) Invisibility Detection. Strength = +4; Combat = +5; Intelligence = +3; Value: 200 GP.

'K' Double Values (1) Ents; Special Values (6) Cause Moral Check, See in Dark II, Magic Detection, Paralyze, Magic*. Strength = +5; Combat = +3; Intelligence = +2; Value: 280 GP.

'L' Double Values (6) Giants, Mortals, Ogre, Balrogs, Ghouls, Anti-Heroes; Special Values (4) Paralyze, Magic Detection, Cause Moral Check, Invisibility Detection. Strength = +2; Combat = +5; Intelligence = +3; Value 320 GP.

'M' Double Values (3) Ghouls, Orcs, Anti-Heroes; Special Values (3) Evil Detection, See in Dark, Cause Moral Check. Strength = +4; Combat = +5; Intelligence = +3; Value: 320 GP.

'N' Double Values (1) Were Wolves; Special Values (2) Magic Detection II. Strength = +3; Combat = +3; Intelligence = +1; Value: 400 GP.

'O' Double Values (4) Orcs, Trolls, Balrogs, Giants; Special Values (5) Paralyze, Raise Morale II, Magic Detection II. Strength = +3; Combat = +2; Intelligence = +2; Value: 440 GP.

'P' Double Values (4) Mortals, Anti-Heroes, Orcs, Were Wolves; Special Values (2) Invisibility Detection, See in Darkness. Strength = +4; Combat = +2; Intelligence = +1; Value: 80 GP.

'Q' Double Values (2) Ghosts, Goblins; Special Values (2) Magic Detection; Paralyze. Strength = +2; Combat = +3; Intelligence = +2; Value: 280 GP.

'R' Double Values (4) Ogres, Giants, Elementals, Were Wolves; Special Values (3) Evil Detection; Magic Detection; Magic Ability - 3 Spells. Strength = +3; Combat = +4; Intelligence = +3; Value: 320 GP.

Red: Double Values (4) Orcs, Ghouls, Trolls, Elementals; Special Values (7) Invisibility Detection, Magic Detection, Paralyze, Raise Morale I, Cause Moral Check, Magic Ability - 3 Spells. Strength = +7; Combat Increase = +3; Intelligence Increase = +5; Appearance = 800 GP. Last Owner: Wesely.

White (Silver): Double Values (9) Orcs, Goblins II, Mortals, Dragons, II Balrogs, Ogres, Wraiths; Special Values (5) Magic Detection, III Magic Ability - 8 Spells, Raise Morale. Strength = +7; Combat Increase = +4; Intelligence Increase = +7; Appearance = 560 GP.

Blue: Double Values (10) Orcs, Elementals, II Balrogs, Giants, Evil Wizards II, Ents, Goblins, Ghouls; Special Values (7) Magic Ability - 6 Spells, Invisibility III, Invisibility Detection, Cause Moral Check, Paralyze. Strength = +5; Combat Increase = +6; Intelligence Increase = +6; Appearance = 960 GP.

Purple: Double Values (5) Were Bears II, Balrogs, Ents, Giants; Special Values (6) Paralyze, Magic Ability - 6 Spells, See in Darkness, Evil Detection, Magic Detection. Strength = +5; Combat Increase = +4; Intelligence Increase = +6; Appearance = 560 GP.

Green: Double Values (9) Were Wolves, Goblins, Ogres, Trolls II, Elementals, Were Bears, Orcs, Balrogs; Special Values (4) Invisibility Detection, II Magic Detection, Cause Moral Check. Strength = +5; Combat Increase = +6; Intelligence Increase = +3; Appearance = 800 GP.

Gold: Double Values (6) Ents, Orcs, Goblins, II Elementals, Ghosts; Special Values (5) Magic Ability II - 17 Spells, Magic Detection, Cause Moral Check. Strength = +6; Combat Increase = +3; Intelligence Increase = +7; Appearance = 560 GP.

Grey: Double Values (7) Mortals, Goblins, Pudding, Ghouls, Wraiths, Balrogs, Giants; Special Values (6) See in Darkness III, Paralyze, II Raise Morale. Strength = +6; Combat Increase = +8; Intelligence = +6; Appearance = 880 GP.

Black: Double Values (6) Ogres, Mortals, Balrogs, II Ghouls, Ghosts; Special Values (6) Cause Morale Check, See in Darkness, Paralyze III, Invisibility Detection. Strength = +9; Combat Increase = +5; Intelligence Increase = +7; Appearance = 560 GP.

Maroon: Double Values (8) Balrogs, II Trolls, Goblins, Anti-Heroes II, Ghosts, Dragons, Giants; Special Values (8) Invisibility Detection II, See in Darkness, Magic Ability - 6 Spells. Strength = +6; Combat Increase = +3; Intelligence Increase = +6; Appearance =

Pink: Double Values (9) Ghouls, Trolls, Ghosts, Ents, Were Bears, Giants, Were Wolves, Wraiths, Elementals; Special Values (5) Raise Morale, See in Darkness, Magic Ability - 6 Spells, Cause Moral Check, Magic Detection. Strength = +4; Combat Increase = +4; Intelligence = +4; Appearance = 880 GP.

Yellow: Double Values (7) Elementals, Ogres, Giants II, Wraiths, Dragons II; Special Values (3) Invisibility Detection, Magic Ability II - 8 Spells. Strength = +4; Combat Increase = +4, Intelligence = +4; Appearance = 560 GP.

Matrix

The Magic Swords of Mythology are varied creatures that can give great power to their owners, who sometimes are helpless without them. Only Swords have these powerful variations and capabilities. Other weapons being relegated to lesser bonuses due to their shapes, that do not lend themselves to magical incantations.

For each Sword determined to be magical in the Tables being used, a matrix must be built up to determine it's characteristics and will.

- 1) Side Determination (8-sided die): 1 - 4 = Law; 5 - 6 = Neutral; 7 - 8 = Chaos.
- 2) Origins (8-sided die): 1 = Holy Sword; 2 - 6 = Fighter's Sword; 7 - 8 = Magician's Sword.
- 3) Intelligence: 12-sided die
- 4) Egotism: 12-sided die

- A) The Swords magic ability: If the Sword was created by a Magic User (7 or 8 having been rolled in Section 2), roll one 10-sided die to determine the number it can add to the magic ability roll. Having thus determined that a Sword has an additional bonus of 0 - +9 for it's origins, roll two percentile dice reading one die first (determined prior to rolling).

- 01 - 65 No Special characteristics (roll of 13 means Sword is Cursed)
- 66 - 86 One Roll on Magic characteristics Table (roll of 77 adds one 10-sided die to saving throws)
- 87 - 97 Two rolls on Magic Characteristic Table
- 98 - 103 Three Rolls on Magic Characteristic Table
- 104 - 109 Four rolls on the Magic Characteristic Table.

See Magic Characteristic Tables

- B) The Swords ability in Combat against the creatures inhabiting the world is augmented if it's origins were combat oriented, as it is with most Swords. Roll a 10-sided die and add 0 - +9 to the usual roll for Fighting ability. Having determined the above, roll two 10-sided die (determining ahead of time which one will be read first).

- 01 - 65 No Special characteristics (roll of 13 for Sword deducts -2 from Hit Die)
- 66 - 86 One roll on Combat Table (roll of 77 deducts -2 from creature)
- 87 - 97 Two rolls on Combat Table/Attacks on you (only those on Combat Table)
- 98 - 103 Three rolls on Combat Table
- 104 - 109 Four rolls on Combat Table

See Combat Characteristics Table

- C) There are/is a very good possibility that any given Sword will have some very special features like talking or such like things. If it is a Holy Sword, take a 10-sided die and add from 0 - +9 to the subsequent throw of two percentile dice (determining ahead of time which die will be read first).

- 01 - 65 No Special effects (roll of 13 means owner will have Invisible Stalker after him/her)
- 66 - 86 One roll on Special Characteristic Table (roll of 77 allows Teleportation away from battle/melee)
- 87 - 97 Allows Two rolls on Special Characteristic Table
- 98 - 103 Allows Three rolls on Special Characteristic Table
- 104 - 109 Allows Four rolls on Special Characteristic Table

See Special Characteristic Table

Explanation

- 1) Should a player pick up a Sword that has origins other than that of the player, that player cannot use that Sword. Also, if the player should pick up the Sword, then that player will suffer damage at the following rates: Law-Chaos = 2 die; Neutral-Law = 1 die; Neutral-Chaos = 1 die; Chaos-Law = 2 die. Minions that are directed to take up the Sword whose origins are different than that of the directing part and are not acting as free agents (i.e. they are under the player's power), will suffer damage at half the normal rates. In special cases (see Special Table), players may not suffer damage, may be forced to change sides, may be freed from any spells they are under, may lose or gain powers. All of the aforementioned are outlined in the Special Characteristics Table.
- 2) Determines for what purpose the Sword was used or made for. This determination then is used when rolling for Sword characteristics. See Section "C" above.

- 3) A Sword's Intelligence is a very important feature and allows a great deal of variety in the Sword's operating ability allowing it to use its powers to the utmost and indeed telling the owner that the Swords have these powers. In cases where the Sword's Intelligence would be of some importance, say, while lost in a maze, a die roll that scores less than the number of the Sword's Intelligence will allow it to act, where as a score equal to or higher than the Sword's Intellect will gain no reaction from the Sword. Another example would be when a Sword comes into the hands of an uncommitted player whose side is not exact or who is changing loyalty. In that case, the player would be given the chance to talk the Sword into changing sides. In this case, compare the two intellects and then roll a twelve-sided die for the Sword and the player, adding the two respective throws to the two respective Intelligence. The difference between these two numbers represent the positive difference between the two. Another twelve-sided die is thrown and if the score is higher than the positive difference, the player (or Sword) with the higher number wins out and if the die is lower than the lower total player (or Sword) wins.

Example: Sword: Intellect 7; Player: Intellect 8; 1st rolls of 12-sided die adds 4 to the Sword and 9 to the Player; Sword: 11, Player: 17 - Positive difference of 6; The loyalty roll is 5 with a 12-sided die. This would mean that the Sword won out and the player will have to remain true to the new side (if different). This will remain in effect as long as the player owns the Sword. Should he later regain the Sword, he will again fall under its influence.

- 4) A Sword's Egotism will affect its use even more with Egotistical Swords leading players past better weapons, into greater dangers, demanding a share in the loot (a nicer Scabbard, say, hand-worked with 30 Jewels, a mere 30 - 50,000 GP!) The Sword may also allow itself to be captured by another player with a higher level so it can operate with someone closer to its station or conversely go to a lower level player that it can control better.

In order to reflect this, each time the Sword comes close to a magic item, it can detect (if it lacks special detection powers, treat it as a normal player), throw a die and compare with Ego and Brains, use two 12-sided dice, and if higher than the two combinations (4 and 5), Sword will not effect player action. (Add one point to the throw for every three levels as a Fighter and one point for every level if a Magic User.)

Combat Characteristic Table

Versus Neutral Types

Normal: 01 - 20: Men; 21 - 30: Animals; 31 - 40: Rocs; 41 - 50: Dwarves and Gnomes; 51 - 60: Orcs; 61 - 65: Ogres; 66 - 70: Giants; 71 - 75: Purple Worms; 76 - 85: Pick One of the above; 86 - 95: Take Two more rolls; 96 - 00: Take Three more rolls.

Magical: 01 - 05: Nixies; 06 - 10: Pixies; 11 - 15: Dryads; 16 - 30: Elves; 31 - 40: Lycanthropes; 41 - 55: Dragons; 56 - 65: Wyverns; 66 - 70: Centaurs; 71 - 75: Hydra; 76 - 80: Sea Monsters (pick two); 81 - 85: Chimera; 86 - 90: Magic Users; 91 - 00: Take Two more rolls.

Versus Chaos Types

Normal: 01 - 20: Men; 21 - 30: Goblins and Kobolds; 31 - 35: Hobgoblins and Gnolls; 36 - 50: Orcs; 51 - 60: Ogres; 61 - 65: Trolls (including True Trolls); 66 - 75: Giants; 76 - 85: Ghouls; 86 - 95: Take Two rolls; 96 - 00: Take Three more rolls.

Magical: 01 - 05: Balrog; 06 - 15: Magic Users; 16 - 25: Wights; 26 - 30: Wraiths; 31 - 35: Mummies; 36 - 40: Spectres; 41 - 45: Vampires; 46 - 50: Medusa; 51 - 55: Manticora; 56 - 60: Gargoyles; 61 - 65: Minotaurs; 66 - 70: Gorgons; 71 - 80: Dragons; 81 - 90: Lycanthropes; 91 - 95: Two more rolls; 96 - 00: Three more rolls.

Versus Law Types

Normal: 01 - 35: Men; 36 - 45: Hobbits; 46 - 55: Ents; 56 - 70: Rocs; 71 - 85: Dwarves; 86 - 95: Choose One; 96 - 00: Take Two more rolls.

Magical: 01 - 10: Magic User; 11 - 15: Cleric; 16 - 25: Unicorns; 26 - 35: Pegasi; 36 - 45: Hippogriffs; 46 - 60: Elves; 61 - 75: Lycanthropes; 76 - 85: Centaur; 86 - 95: One more roll; 96 - 00: Two more rolls.

A Law origins Sword will roll for Neutral Tables and Chaos Tables (once for each); A Neutral origin will allow a roll for the Sword on the Law and Neutral Tables; A Chaos origin will allow a roll on each Table in the Law and Neutral Section. To determine whether the Sword will roll on the Normal or Magical Section, do as follows: Law = 1 - 4, Normal Tables, 5 - 6, Magical Tables; Neutral = 1 - 3, Normal, 4 - 6, Magical; Chaos = 1 - 2, Normal, 3 - 6, Magical Tables.

Additional roles called for on the Tables are for the +1 Table. Roll indicates: A +1 against that creature over and above the normal +1 for Magic Swords and adds a +1 each time the creature comes up on the Special rolls, too.

Magic Characteristic Table

Spell Casting: Level of Magic (maximum possible): 01 - 30, Level 1; 31 - 55, Level 2; 56 - 76, Level 3; 77 - 90, Level 4; 91 - 00, Level 5.

Number of Spells per Level: Level 1, one 12-sided die; Level 2, one 10-sided die; Level 3, one 8-sided die; Level 4, one 6-sided die; Level 5, one 4-sided die.

Type of Spells: Roll appropriate number of die on Spell Table in Magic Section of rules. Note that lower spells cannot be used for higher levels of magic but can be exchanged on a two for one basis for the next lower level of magic.

Special Characteristics Tables

- I. Intelligence and Communication Ability: For every point of Intelligence, roll one 6-sided die and check the following table, at the following rate: Divide the number rolled by four for the number of rolls to be taken on the following table (using two percentile dice): 2 = X-Ray Vision; 3 = Ability to See Some Place Else; 4 = Ability to Hear Some Place Else; 5 = Ability to Read Some Other Player's Emotions and Feelings; 6 - 7 = +1 Protection Against Magic; 8 - 9 = Increased Recuperative Powers (Healing); 10 = Ability to Detect Secret Passages and open same; 11 - 13 = Ability to Read a Language (see Language Table); 14 - 16 = Increased Life Span; 17 - 18 = Ability to Read Magic; 19 = Increase the Morale of Friendly Troops; 20 = Ability to Create Illusions.

If the same feature is rolled more than once, then that power doubles in Range, Number, Strength, or Effect taking all at their base value for the start.

- II. To Communicate with its owner, a Sword can either communicate Telepathically, Speak Orally, Pass on Gross Emotions (danger, weakness, hostility, etc.), or not do any of the above based on Intelligence. 1 - 3 = No Communication; 4 - 7 = Pass on Gross Emotions; 8 - 10 = Talk, 11 - 12 = Telepathy. Even if a Sword cannot communicate, it will endow the user with the powers listed in Section I, either automatically (such as Languages) or as they are discovered (such as Healing being discovered only after a battle).
- III. Speical Powers: There are two Lists: Chaos Sword: 1 - 7, List A, 8 - 10, List B; Law Sword: 1 - 4, List A, 5 - 10, List B; Neutral, 1 - 5, List A, 6 - 10, List B.

List A: 01 - 05: Control and Conjure Air Elemental; 06 - 10: Earth Elemental; 11 - 15: Water Elemental; 16 - 20: Fire Elemental (in all of the above, a roll of 1 or 2 on a regular die will enable you to conjure as well as control the Elemental); 21 - 25: Djinn (actually the Sword's Alter Ego); 26 - 30: Power to Levitate; 31 - 40: Ability to throw Lightning Bolts; 41 - 50: Ability to throw Fire Balls; 51 - 60: Ability to Polymorph Others; 61 - 70: Control Men; 71 - 80: Ability to Control Animals; 81 - 85: 1 - 12 Wishes (roll a 12-sided die); 86 - 95: Take Two more rolls; 96 - 00: Take Three more rolls.

List B: 01 - 10: Ability to Turn Invisible and Move Silently; 11 - 18: Ability to Fly; 19 - 25: Ability to Panic Opposing Troops/Creatures; 26 - 30: Increase Strength from 1 - 6 times normal (roll die) for 1 - 10 turns (roll 10-sided die); 31 - 38: Invulnerability (all Hits that cause less than 50% loss in points do not count); 39 - 42: Resistant to Fire; 43 - 45: Ability to Detect Metals (and tell what type); 46 - 50: Ability to Detect Gems and Jewels (number, approximate size); 51 - 56: Ability to Detect Magic Spells, use and items; 57 - 60: Ability to Emit Heat and Burn All Within Area; 76 - 80: Ability to Paralyze All Within Area; 81 - 88: 1 - 10 Wishes (non-renewable); 89 - 94: 1 - 4 Wishes (Renewable!); 95 - 00: Take Two more rolls.

Sword Enchantments by Magic Users

For getting a die roll on the Table, take the Level of the Wizard casting the spell, as well as the Level of Magic that he is using, times the amount of time being spent (in weeks), times amount of money in Gold Pieces (in thousands), will give you one chance on the Tables. Additional sections and rolls will cost additional efforts as outlined above.

Holy Swords

Roll on Special Tables above, as for Law Sword with the addition of the following Spells and Abilities: 1) Roll for Curate Level; 2) Roll a six-sided die for which spell on that level you can do; 3) If the roll indicates no spell (i.e. such as a 5 on a Level 4 Curate), you get two more rolls starting with 1, above.

Special Notes

Roll two percentile dice and if a 10 or less is scored, additional special abilities can be gained at the following rates:

- 01 - 02 Any creature killed will add that creature's Hit Points and attack values to the victor on a ratio of one for every ten (there is also one chance in six that the Sword is not Cursed: either weakness or Invisible Stalker, 50/50 each). If not Cursed, then when the player reaches maximum level, he will progress to the next higher (Good), or lower (Chaos) plane and out of the game (but you may re-enter the game in any area with a six-sided die roll to determine new starting rank). If the Sword is Cursed and you manage to uncure it, treat it as the 1/6 Sword.
- 03 - 08 Multiple Background of Sword: Roll twice for origins and then all appropriate sub-areas. Will take on all sides.
- 09 - 10 Has a background of all three areas and roll as appropriate (may not be a Holy Sword, and is treated as being Neutral for damage purposes but only when first picked up).

Gypsy Sayings & Chance Cards

To allow for Crystal Ball Gazing and the like, a set of Chance Cards was set up. Each month, one was drawn from the deck and it's affect was worked into the game. As Judge, I drew the cards one game year in advance to allow for a logical progression of events.

As with most of the Blackmoor rules, it grew from a local need (Gypsy Sayings was first used in the 2nd year of the game) to Legends, most of which were self-explanatory, and the rest made up as I went along (and now, unfortunately, forgotten), and finally the Chance Cards.

It was the Chance Cards that allowed the Great Peasant Revolt and the Duchy of Ten Raid I mentioned earlier. These cards were only used after the 3rd year and generally only in the Outdoor Survival section of the campaign.

Gypsy Sayings

Unlike many other forms of advance warnings about upcoming events, the infamous Gypsy Sayings merely state what might happen, and allow the players a chance to get out of the steamroller's way. Gypsy Sayings are also obscure, generally, and subject to numerous interpretations about their meaning. One man's cake is another man's poison. . . .

- 1) When the six Vultures alight on the six hills, Doom will come in six turns. (The Vultures are a giant variety that live above Wolf's Head Pass. There were only four hills on the playing board, but the player's forgot about two towers in the area. Doom, referred to Wizard's Darkness and should have read "Gloom".)
- 2) Those who live in Darkness desire Light.
- 3) When three rule the land, the Dark Lord will come. (Referring to the committee set up by three of the players to rule Blackmoor. Such a political mishmash would certainly cause the Baddies to attack thinking that the opposition was too divided to resist.)
- 4) When the skies Darken at noon, the land will be barren. (Bad weather)
- 5) That which is valuable is well-guarded.

- 6) When Evil gathers its Might, two will succeed where a Host fails. (Rather than get the Army wiped out, try an assassination!)
- 7) The Jewel of the Sun will pierce any Darkness. (Reference to an artifact.)
- 8) When the Undead walk, their companion is Darkness. (Undead shun darkness, so. . .)
- 9) A man who is an animal is not man. (An interesting psychological discussion on Lycanthropy or maybe personal habits. . .)
- 10) Light will conquer Dark but a Cloud can be a Shield.
- 11) The Evil that lurks in man is always present. (Paranoia anyone??)
- 12) The Mists at noon foretell far-reaching Doom. (If there is fog everywhere, then the Baddies are probably sneaking up on the walls. Or perhaps Doom just means Gloom. Gypsy accents are terrible.)
- 13) That which is, might not be. (Psychological talk or comment on Phatasmal Forces??)
- 14) Rider, Jewel and Marsh are a Doomful Threesome. (see Temple of the ID.)

Well, that is the gist of them. They should be used sparingly and changed regularly. They are especially useful if a particular scenario is planned, like saving a Princess, or saving someone's hide. . . .

Legends (100)

75 are False (roll as follows): 1 - 2 Local; 3 - 5 Vestfold; 6 Beyond.
1 - 4 Gold PD x PD x 1000; 5 Philosophers Stone; 6 Magic
25 are True (sort of); Roll as Follows:

Name	Location
1) The Mare of Steel	
2) Sign of the Wolf	Blackmoor Dungeon
3) The Prisoners Stone	
4) The Black Egg of Blackmoor	Pete's Place
5) Place of the Gods	
6) The Frogs (Rocky)	Temple of the Frog
7) Orc Treasure (Freddy)	Blackmoor
8) Emperor's Crown	
9) Dragon's Island	Blackmoor Dungeon
10) Radiator of Death	Dray Is. Blk. M.
11) Lock Gloomen Legend	L. G. # F
12) Loch Gloomen Legend	L. G. # E
13) The Great Bell (4000 #) 2 1/2 mil.	
14) Viking Cap. 1 #	Here
15) Viking Cap. 2 #	There
16) Egg of Coot	Egg of Coot
17) Throne of the Skies	
18) Throne of the Gods	
19) "The Golden Dragon"	
20) Sign of the Eagle	
21) Sign of the Elephant	
22) Treasure of the Payme Princess	
23) Three Crowns of Tonisberg	Tonisberg
24) Mount Rocky	Duchy of Ten
25) Mount Doom	Egg of Coot

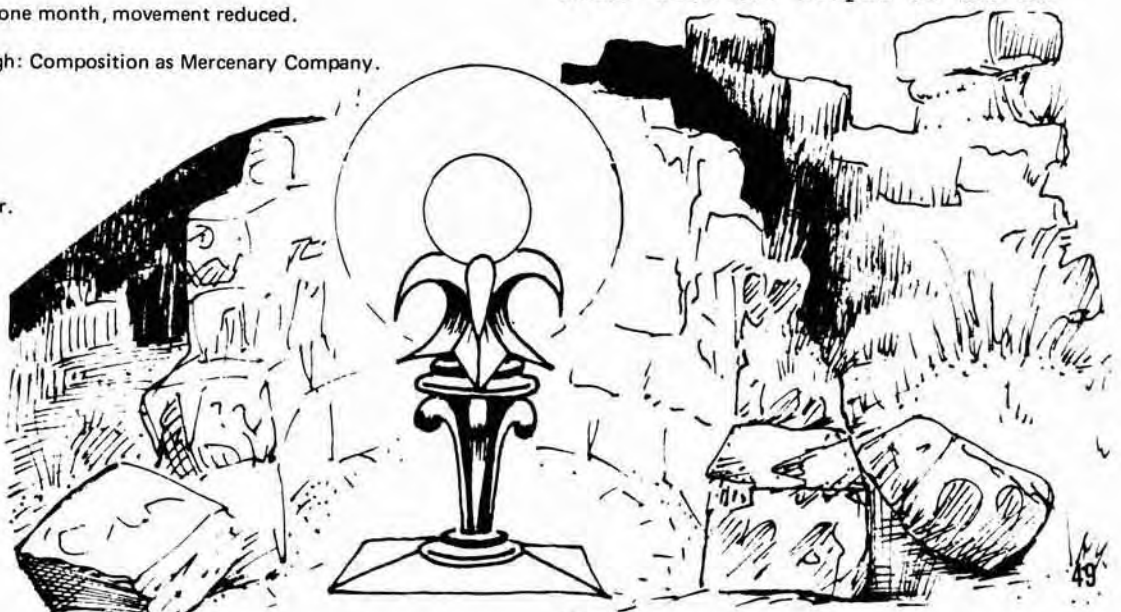
Chance Cards

I've listed the cards in chart form to save sapce. These cards represented 'strategic encounters' for the Blackmoor area, though one could allow one of the 20 forces listed under The Great Invasion to be affected at random. Roll percentile dice to determine Chance Occurance once a month (preferably ahead).

- 01 - 02 Small Duchy of Ten Raid (2/3 Cavalry, 1/3 Mixed): 100 - 600 LF, 100 - 600 HF, 100 - 600 AF, 100 - 1000 LH, 100 - 1000 HH, 100 - 300 Horse Archers, 1 - 6 Rocks, 1 - 6 Heroes, 0 - 1 Dragon, 0 - 1 Giant.
- 03 - 04 Large Duchy of Ten Raid (maximum once a year): 100 - 600 LF, 100 - 600 HF, 100 - 600 AF, 200 - 2400 LH, 100 - 600 HH, 200 - 2400 Horse Archers, 100 - 600 Elves, 100 - 600 Sprites, 1 - 6 (each) Lycanthropes, Dragons, Giant, Heroes.
- 05 - 06 Migration and Travellers (maximum once a year): Probability 10% of 1 - 6000 Hobbits, Probability 30% of 1 - 6000 Dwarves, Probability 10% of 4 - 40 Ents, Probability 40% of 4 - 20 Heroes, Probability 10% of 1 - 10 Superheroes (with 2 - 12 Magic Weapons). Note: Probability 50% of Hero-type with Hobbits, Dwarves or Ents.
- 07 - 08 Special (maximum once a year): Horror of the year - Judge's option!
- 09 - 10 Large Orc Uprising (Civil War) Report: Each area, 400 - 4000 per area (special as for Isengarders).
- 11 - 14 Wandering Heroes: 1 - 3 Heroes, 10 - 90 GP each, Probability 33% of Magic Weapon, 0 - 3 Hobbits, 0 - 3 Dwarves, 1 - 9 Horses (if one, Superhero Horse).

- 15 - 16 Wandering Superheroes: 1 - 3 Superheroes, 1 - 3 Magic Weapons, 1 - 6 Heroes, 0 - 9 Hobbits, 0 - 9 Dwarves, 3 - 30 Horses (one is Superhero Horse).
- 17 - 20 Mercenary Company (small): 1 - 4 Horse (60% hostile), 5 - 6 Mixed (40% hostile); 100 - 1000 LF, 100 - 1000 CB, 100 - 600 Horse Archers, 100 - 600 MH, 100 - 600 HH.
- 21 - 22 Mercenary Company (large): Probability 50% of either Mounted or Mixed Force; 400 - 4000 LF, 100 - 1000 LH Archers, 100 - 100 MH, 100 - 1000 HH, 400 - 4000 CB.
- 23 - 26 Small Bandit Attack: 100 - 1000 Cavalrymen.
- 27 - 28 Large Bandit Attack: 400 - 4000 Men (standard read-out).
- 29 - 32 Small Tarnsmen Raid: 0 - 18 Tarns and Tarnsmen (8 Die for size), 1 - 6 Heroes, 1 - 3 Superheroes, 1 - 3 Magic Weapons.
- 33 - 34 Large Tarnsmen Raid: 0 - 10 (48) Tarn and Tarnsmen, 0 - 10 (36) Tarn and Tarnsmen, 0 - 10 (24) Tarn and Tarnsmen, 0 - 10 Tarn and Tarnsmen, 2 - 40 Cargo Tarns, 0 - 10 Hero, 1 - 6 Superheroes, 1 - 6 Magic Weapons (30% Mercenary).
- 35 - 36 Caravan to Empire: 80 - 480 Wagons, 1 - 2 Mercenary Company, 1 - 3 Superheroes, 1 - 6 Heroes, 1 - 6 Magic Weapons.
- 37 - 39 Caravan to Small Capital: Mercenary Company, 10 - 100 Wagons.
- 40 - 41 Caravan to Large Capital: Mercenary Company Gods, 10 - 400 Wagons.
- 42 - 43 River/Coastal Convoy: 1 - 10 Ships, Mercenary Company (small).
- 44 - 47 Legend Lead: 10% Class 'A' Lead, 20% Class 'B' Lead, 40% Class 'C' Lead, 30% Class 'D' Lead.
- 48 - 49 Large Viking Raid: (maximum once a year): 200 - 4000 Men, 2 - 40 Ships with Catapult, 1 - 20 Heroes, 1 - 6 Superheroes.
- 50 - 52 Small Viking Raid: 100 - 900 Men, 1 - 10 Ships with Catapult, 1 - 6 Heroes, 1 - 6 Superheroes.
- 53 - 54 Dry Spell: Will convert sinking land to marshes.
- 55 - 56 Wet Spell: Negates a Dry spell or similar magic.
- 57 - 59 Draw Two Cards.
- 60 - 61 Draw Three Cards.
- 62 - 74 No Activity.
- 75 - 77 Peasant Revolt: 200 - 2000 LF, 100 - 600 Archers, 100 - 600 Light Cavalry, 1 - 6 Heroes, 1 - 6 Superheroes.
- 78 - 80 Small Nomad Raid: 100 - 900 Men, 2 - 18 Heroes, 1 - 10 Superheroes, 1 - 6 Magic Weapons.
- 81 - 82 Large Nomad Raid (maximum once a year): 400 - 4000 Men, 4 - 40 Heroes, 2 - 20 Superheroes, 2 - 12 Magic Weapons.
- 83 - 86 Earthquake hits - Roll for Intensity: 10 - 80% chance of destruction per structure (or wall section), plus adjacent squares being affected with half the basic chance.
- 87 - 88 Army Revolt: 20 - 80% revolts.
- 89 - 92 Storms: Delay Trade by one month, movement reduced.
- 93 - 94 Crusaders Passing Through: Composition as Mercenary Company.
- 95 - 96 New Wizard Arrives.
- 97 - 98 Plague!
- 99 - 00 NPC(s): 1 - 3 turn Traitor.

Jewel with the Temple of the ID



The Original Blackmoor Magic System

In Blackmoor, magic followed the "Formula" pattern for most magic. The reasoning behind limiting the number of spells that a Magic User could take down into the Dungeon was simply that many of the ingredients had to be prepared ahead of time, and of course, once used were then powerless. Special adventures could then be organized by the parties to gain some special ingredients that could only be found in some dangerous place.

Progression reflected the increasing ability of the Magic User to mix spells of greater and greater complexity. Study and practice were the most important factors involved. A Magic User did not progress unless he used Spells, either in the Dungeon or in practice (there was no difference) sessions. Since there was always the chance of failure in spells (unless they were practiced) and materials for some spells were limited (determined simply by a die roll) the Magic User did not just go around practicing all the time. The Magic User could practice low level spells all the time, cheaply and safely, but his Constitution determined how often he could practice without rest. Thus, the adventurers might want a Magic User to come with them only to find him lying exhausted.

So to progress to a new level, one first learned the spells, and then got to use that spell. There was no automatic progression, rather it was a slow step by step, spell by spell progression.

Description of Magical Items

Illusion Projector: Can create the 3D image of anything and animate that image. Range is line of sight, no limit, and image must be less than 100 yards on a side.

Skimmer: Can cross stretches of water at great speed, 50 mph and greater, as well as marsh and short (10 yards) stretches of low unobstructed land. Hitting a snag will wreck the Skimmer and cause the occupants one Hit Die in damage per 5 mph of speed. Chance of hitting a snag is about 1% per 100 miles of water, 5% in marsh and 5% everytime any land is crossed. All encounter chances can be ignored due to it's speed.

Borer: Can dig through ten yards of any material every hour. Makes a hole 10' x 10' as it goes. It has no weight but can only move about 1 mph.

Screener: Shuts out all outside sounds, light, magic, etc. Those within the barrier are behind the equivalent of +5 Magic Armor. Magic cannot pass the barrier, although Fireballs and Lightning Bolts can attack the outside.

Tricorder: Will give the operator complete physical information about any item it is pointed at. Has a range of 100 yards, only metal will block it's affect. Will only give out that information that is specifically asked (saying "tell me everything" will get an automatic 30 day lecture on the basic universe which will run it's course no matter what the operator does. Similiar answers to other general questions have also occurred).

Medical Unit: Will Heal all wounds within 24 hours and cannot "get out" early.

Entertainer: Any jolly you ever wanted, and some that might kill you. User loses track of time and is open to attack. Roll ten-sided dice for hours of use. Cures all fatigue and raises fighting level by one for the rest of the day.

Educator: Teaches you how to use these mechanical marvels. One tape in machine, other tapes can be used as treasure finds, etc.

Robots: I roll one 6-sided dice for Armor Class, and another dice for the number of Hit Dice. All Robots have a 10% chance of being able to throw one Lightning Bolt every turn up to 20 Bolts.

Controller: Allows players to get Robots to do what the player wants, otherwise, there is only a 20% chance you can use the Robot, 20% chance it is defective, 60% that it is hostile.

Special Interests

Many characters wonder what they should spend their money on and what it will get for them in exchange. Just accumulating the money is not really enough of a guide in some case, as to what the players do between expeditions, besides healing themselves up. So the following is presented as a supplement or alternative to the players.

Instead of awarding points for money and Jewels acquired in the depths of the Dungeon or hoarding items against the indefinite future, the players will receive NO points until they acquire the items listed below unless it happens to already fall within the area of their interest.

Definition of Terms

- A) **Wine:** Spirits with a relatively high Alcoholic content that is immediately consumed by the player to the limits of his capacity. This must be repeated after recovery, by the player until all the Alcoholic beverages purchased have been consumed by the player before he can proceed on another expedition. An exception to this is if he comes into conflict with other players and loses the purchased Wine, whereupon he can proceed on an expedition (he receives no points for items so lost). Experience gained while drunk does not count but treasure does*
- B) **Women:** The player will immediately proceed to the local establishment and expend all funds desired on Room plus Extras at that place. Slaves of the appropriate type (left to player) may also be purchased with the funds and utilized to fulfill this classification. These slaves may then be sold at reduced value, the difference being credited to the players account. Money stolen does not count in this area.
- C) **Song:** The player proceeds to the local tavern and expends his wealth on other players present in either catagory A or B or C. Damages assessed by the tavern owner are counted towards the players expenditures in this area. Experience gained as a result of Area C will count towards this area only if the player is not inebriated when this was done. Inability to pay all debts so incurred in this, or the above areas may result in imprisonment (if they can get you) or banishment (if you get away!).
- D) **Wealth:** Merely the stockpiling of Gold, Silver and similar items of value by the player. If these items are stolen, the player loses full value immediately upon discovery and may lose levels as a result.

E) **Fame:** This is gained by straight combat with creatures and players in the game. The qualifying factor is that there must be another player who attest to your prowess in public. Otherwise, no points are gained (Judges may award partial point totals if bodies are discovered later by other players, who must also attest to your results up to 75% normal value). Flunkies (Non-Player Characters) can also attest to your success (you get half value then) but can also (depending on loyalty) attest to deeds that you did not do (Judge will not give you points but publicly will agree with your "new" level). Points are gained only when participating in "C" above, although the player need spend none of his funds on the party itself (wait for someone else). At the end of the party, the points will be awarded.

F) **Religion or Spiritualism:** Awarded when the player gains experience points while engaged on a Quest or otherwise co-operating with a Cleric (may be himself) on a task. Funds are given to the local Religious denomination (up to player) where upon he will gain the points. Real player Clerics may refuse to accept the offering and the player will get no points. Refusal to accept may get the player in trouble, depending on what the Cleric said. Money given to the denomination may be spent by the Clerical type once 40% - 90% (roll 6-sided die) is sent to H. . See How to Become a Bad Guy for other details.

G) **Hobby:** This is a catch-all category left to the Judge to award details on to the players. Examples of some of the more obvious pursuits would be Spell Research by Magic Users specializing in say Animal Control or the raising and breeding of Lycanthropes. Even the taking of spare parts and building a new creature (very difficult, but interesting!!!). One's hobby could even be the devising of better Torture machines, making Gold, the Building of Flying Machines, all up to the Judge to outline and define within the limits of his campaign.

Part II: Honesty of the proprietor vs. the actual value of the goods and services received form the expenditure of funds in the area of prime interest. The quickest way of handling this is to roll three dice for the honesty of the proprietor and divide it by ten. This can be used for the value of the goods brought up from the Dungeon (not so much money as with Jewels and items with values that cannot be easily determined). The Judge can also use this procedure to sell items to the adventurers on the way down to the depths.

Part III: In addition to the normal attributes that players roll for their characters, one will now consult Chart II and by determining which Character Class they will be using, they roll two percentile dice reading one for tens and the other for singles, to determine the motivation of their characters. One can also roll additional dice for a more varied character, instead of rolling to determine one area of interest, one can roll for each of the seven indicated areas. Using two percentile dice, multiply the resulting number by the number indicated for that character in that area on Chart II (ignore, and do not roll for any areas marked Nil). The resulting number is then divided by 10 to obtain the Character's actual preference for that disposition. Another alternative is to simply roll the percentile dice for each area, without modification, reading out as the number rolled. Either method will allow the player multiple interests. It also opens the possibilities for a whole new range of Spells to allow psychological profile changes with booster sessions and therapy to allow the unscrupulous to get their claws (Fangs??) into the unwary.

Example: Jon Sid, Magic User, Law, Personality: Sadist (family trait), Interest: Hobby Area, Magic Research: Sub-Area-Monster Building*.

*The area of Monster Building is generally a Chaotic leaning but anyone can get the Monster to "Do Good". However, a failure will result in loss of popularity (see How to Become a Bad Guy!) and will also affect the experimenter's Magical Ability. Failures will, in this instance, result in the player losing a Magic Level (by angering the Gods) or more than one (depending on the seriousness of the Failure). Should there be a succession of failures, the player can only lose a maximum of 1/2 of his magical abilities (levels). After that point he will become Neutral in allegiance.**

**Continued construction while a Neutral character will result in an additional level being regained for each success (no losses for failures) in building a monster. Once the individuals old rating in magic has been regained, he will henceforth be aligned with the forces of Chaos.

Note: These transitions may well lose him followers who owe allegiance to the side he has just alienated. The number retained will depend on the player's Charisma, just as it was before, but without Spells and augmentation by any other means. This is again repeated when another allegiance is acquired.

TABLE I

	WINE	WOMEN	SONG	WEALTH	FAME	RELIGION	HOBBY
a.	100	80	90	20	50	10	nil
b.	80	100	80	25	70	nil	nil
c.	90	80	100	30	85	15	nil
d.	20	25	30	100	75	25	50
e.	70	50	85	75	100	80	80
f.	10	nil	15	25	80	100	nil
g.	nil	nil	nil	50	80	nil	100

TABLE II

	WINE	WOMEN	SONG	WEALTH	FAME	RELIGION	HOBBY
CHARACTER TYPE							
Fighting-Man	15	20	15	10	30	5	5
Clerical	10	5	5	5	15	50	10
Magic-User	5	5	5	10	20	5	50
Ranger	10	10	10	10	35	15	10
Paladin	10	10	5	5	30	35	5
Assasin	5	5	5	25	5	10	45
Merchant	10	5	10	45	20	5	5
Sage	10	5	5	10	15	5	50

Examples

Fighting Man: Prime area is "A". He has just returned with a 10,000 Gold Piece share of a treasure, he spends 500 Gold Pieces on new equipment, 50 Gold Pieces on a new Horse. To aid a comrade, he spends 1,000 Gold Pieces on a Party (area "C") and takes 8,000 of the rest to spend on Wine (area "A"). The 400 remaining, he keeps against future expenses.

1) Purchase of Horse, Equipment and Unspent Funds	0 Experience Points
2) 1,000 Gold Pieces spent on Area C	900 Experience Points
3) 8,000 Gold Pieces spent on Wine (Area A)	8,000 Experience Points
Total	8,900 Experience Points

During the party, a fight breaks out that causes 3,000 Gold Pieces of damage. As one of eight men in the fight that were caught (our example was found snoring under a table!), he is held responsible for 375 Gold Pieces of damage. Still retaining his money, he pays the fine but gains no experience.

Another fellow there had only 300 GP and is sentenced to serve in the King's Work Gang for ten days (8 GP a day remuneration). If the overseer pockets the money, the local Kingdom may take the cost of the overseer and food out of the 8 GP earned a day by the worker (5 GP a week for food, 1/10 GP a day for Guard). Our unfortunate friend may then be making only 50 GP, 3 SP a week and be in another day. He will receive anything left over at the end of the work day.

Multiple Areas of Interest: Fighting Man Scores:

- A) $11 \times 100/10 = 110$ per 100 GPs spent
- B) $10 \times 80/10 = 80$
- C) $8 \times 90/10 = 72$
- D) $17 \times 20/10 = 34$
- E) $10 \times 50/10 = 50$
- F) $4 \times 10/10 = 4$

In this case, our friend would have received 8,800 experience points for the party's wine and only 720 for the party itself. Total: 9,520 points. Note: The restrictions stated in Vol. I should be retained at first and the above system used only for Gold Pieces spent at first.

Hobbies: Animal:

Reptile
Dragons (Specific Type)
Evil Reptiles (Balrog, Troll, Hydra, Wyvern)
Birds
Other Flying Creatures (Manicora, Chimera, Gargoyles, Cockatrice, Spectres, Vampires, Wraiths)
Insects (Ants, Beetles, Wasps, Bees, etc.)
Animals (Boars, Wolf, Fox)
Intelligent Animals (Apes, Men, etc.)

Specific Areas could be: Growth and Breeding, Control, Increasing Intelligence, Magical Changes in Make-up (Sneakiness, Fighting Ability, etc.). They can research the habits and legends to allow predicting moves, knowing where their villages are, able to tighten or gain control.

Magical Research: Any spells or specific items to either increase the power of spells, refine the control of the spells, reducing the level needed to augment the spells. To research specific items to either refine the ability to control it or to get leads on where the item might now be found (this may lead a merry chase through several past owners of the item, for instance). Learning how to make and manufacture the items yourself (which may require expeditions to find all the needed spare items or parts salted away in some Dungeon).

Legend Leads: Researching old books to find leads to ancient treasures or magical libraries.

Languages: Learning how to understand the writing and spoken languages of the various powers and tribes to enhance the intercept of messages, old books, spells, etc.

How to Become a Bad Guy (Basic Procedures)

The following facts should be borne in mind for most creatures encountered in small groups. That is that these represent "Hero" type monsters. Thus, divide all Hit Dice by $\frac{1}{2}$ (AC and the rest stays the same). To progress to the next level (which in Blackmoor meant getting 50% more Hit Dice per level, although our combat system did not really use Hit Dice).

To figure out when you got to a higher level, you took the creature's Hit Dice (whatever it was on that level) and AC and multiplied by 1000 for the points needed to progress to 2nd level. After 2nd level, the creature would simply need 50% more points for each subsequent level: 2,000, 3,000, 4,500, 6,750, etc.

A creature could never become more than ten times as powerful as its 1st level type.

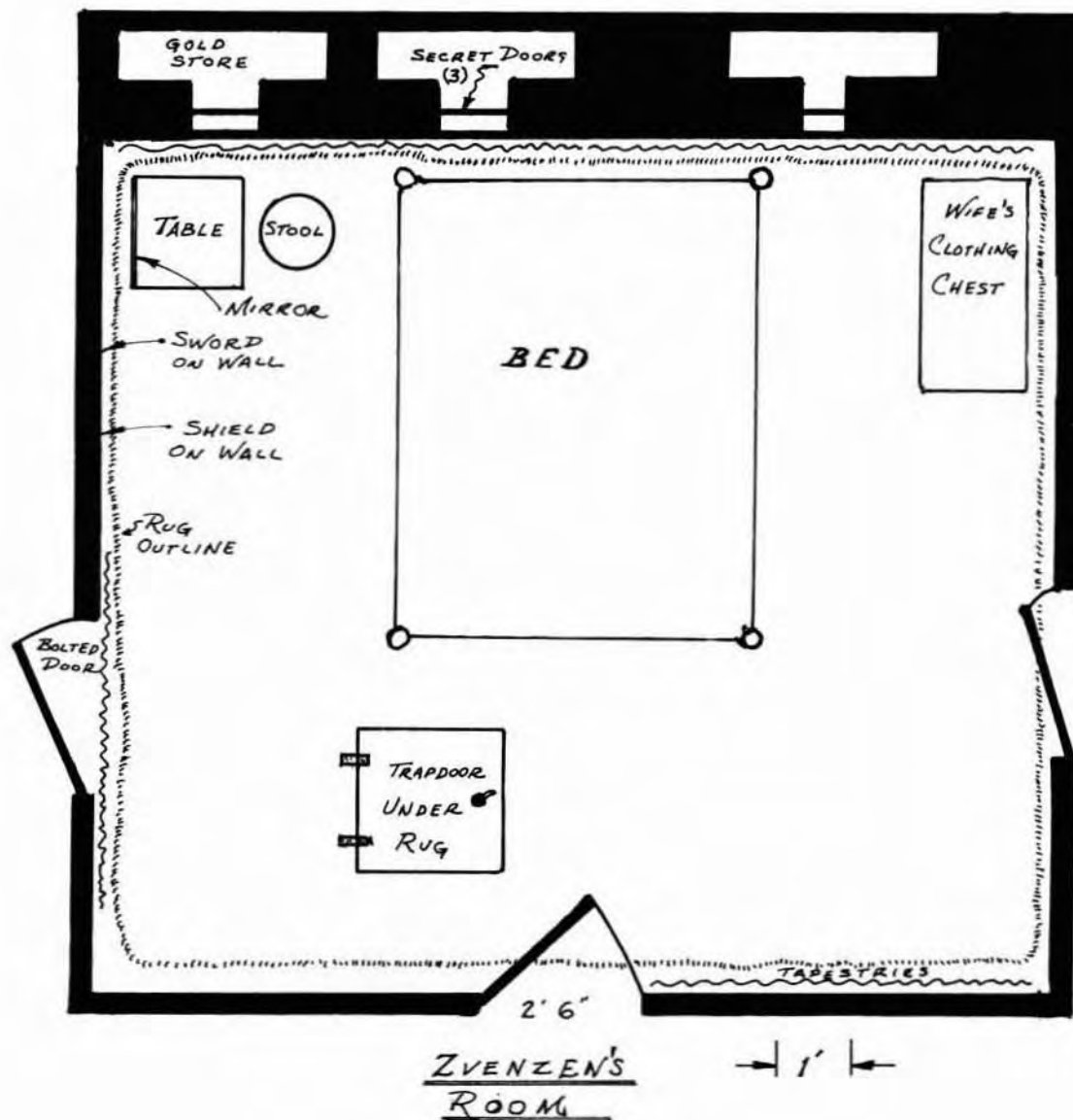
The above is simply a very general rule, see Dragons section by Richard Snider to see how it worked for more complex creatures. Special characters like the above were also limited to no more than one or two at a time.

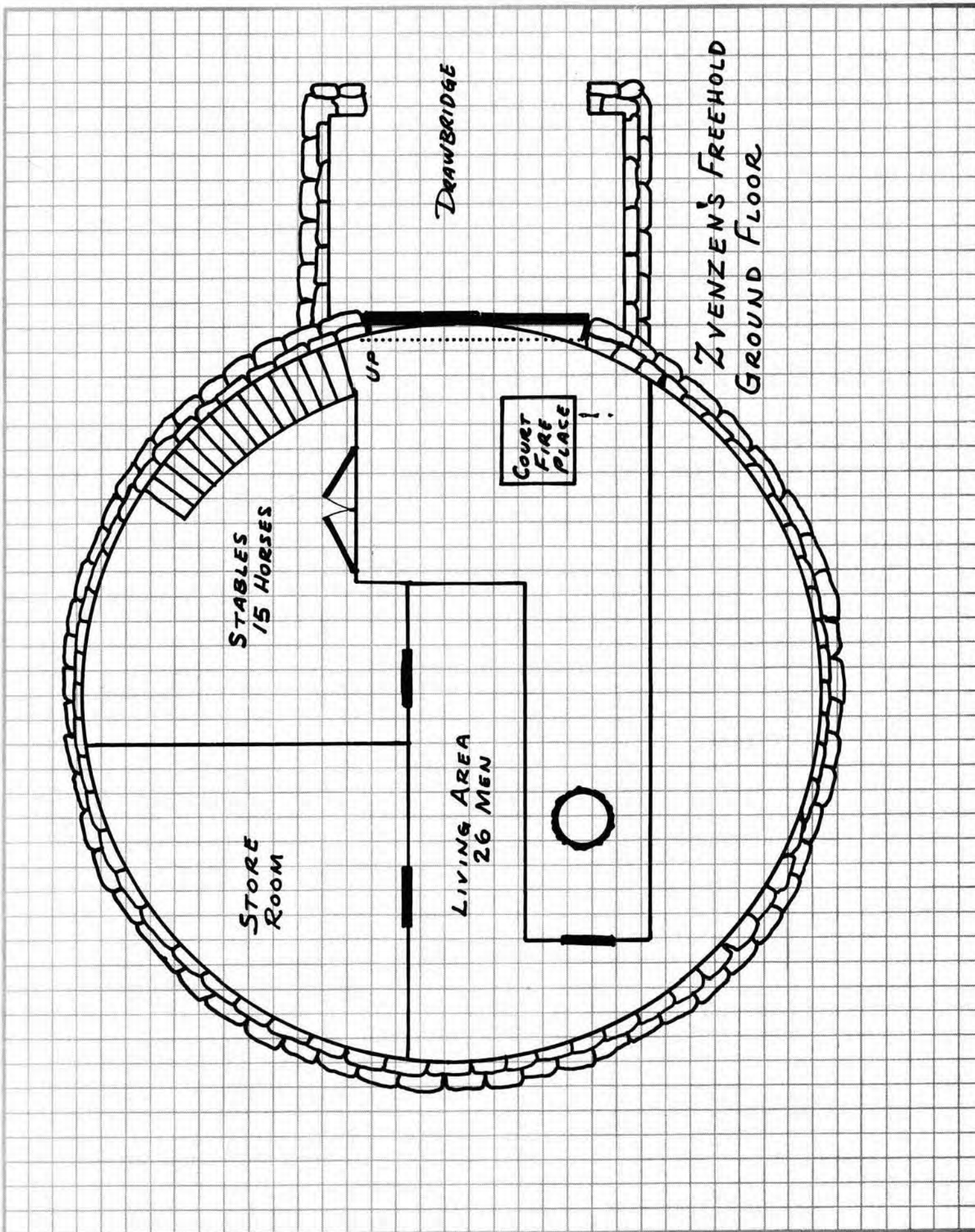
So far as alignment changes went, there were only Bad Guys, Good Guys and those in-between. Good Guys took prisoners, paid their taxes, and would undertake missions for the King, etc. Bad Guys turned all their loot over to their leader, never took anyone prisoner (unless it was part of a Geas). They also stabbed each other in the back at the first opportunity. Everyone else was in the middle. This severely limited the use of Lawful and Chaotic artifacts but kept the players honest. On mixed expeditions, everyone was obligated to try and kill the Neutrals due to the latter's lack of "Purity".

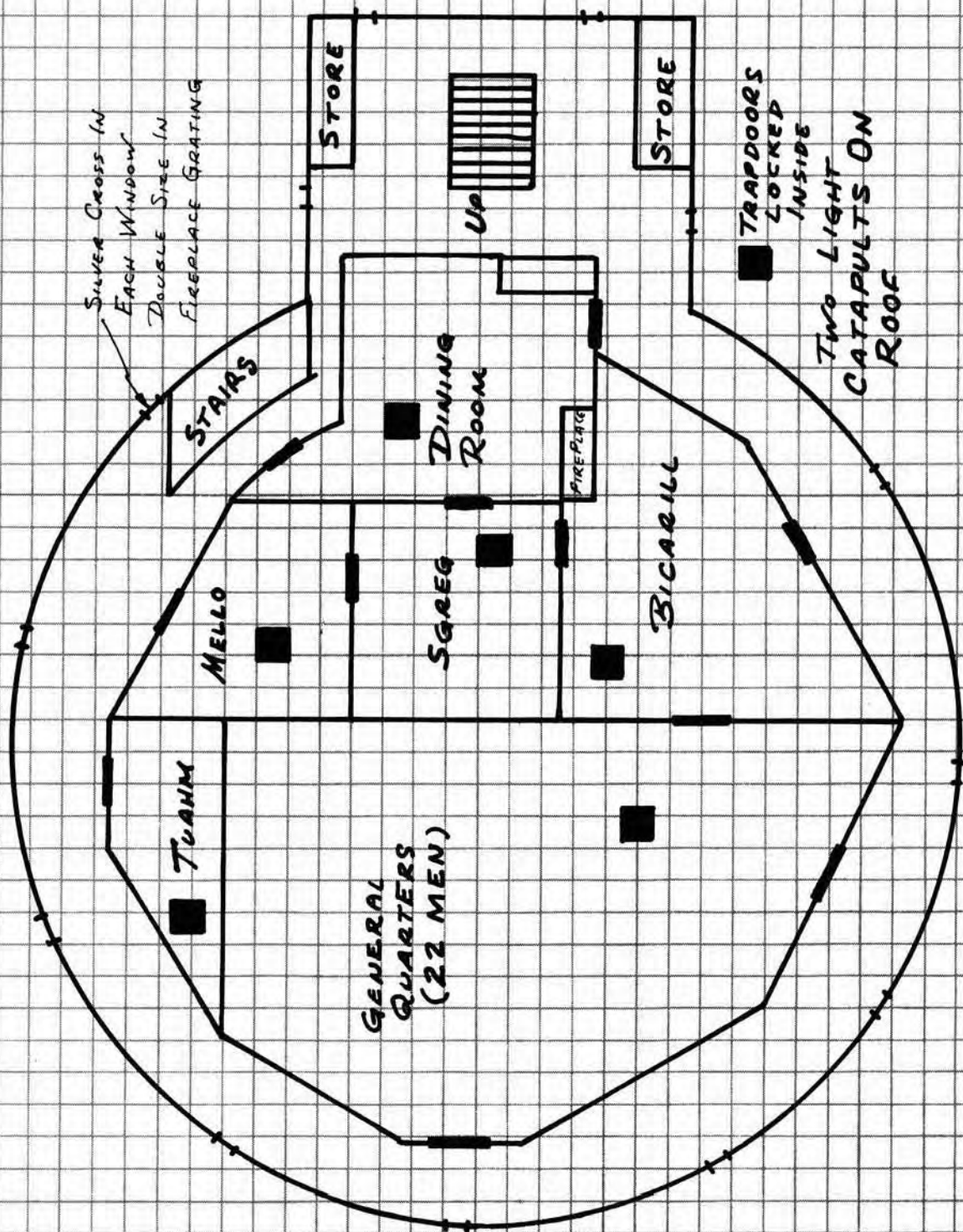
Svenson's Freehold

Here is Svenson's Freehold. Greg Svenson began as a player with all the others but during the later part of the first year, he really began clicking and had a character that has been in the game ever since that date. He plays more than most but rather than take great risks, runs to fight another day. Thus, although incredibly long lived, he is still only 15th level. There have been two other players (Bob Meyer and Richard Snider) that have reached 20th level (getting them a free dinner, pat on the back and a retired character), but they are gone to a higher plane.

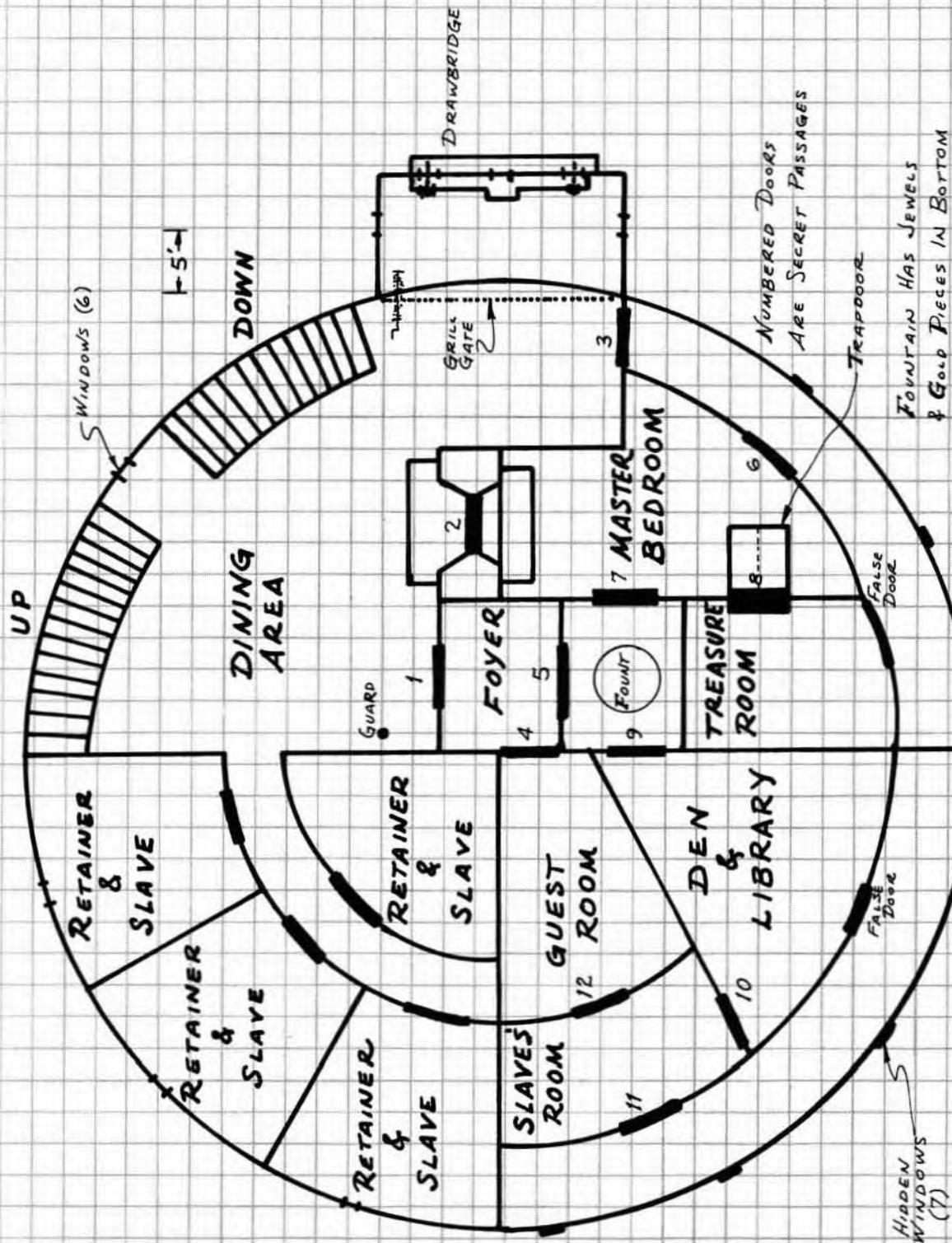
In his early days, Greg built a small keep for himself and some friends (all from Carr's FITS society group) and herein are the plans of that edifice. It was destroyed once (the 2nd time Blackmoor fell) but was rebuilt in total. Greg then went on to build Vestfold Dungeon and another complete castle of his own on the Outdoor Survival Board.







SECOND FLOOR - ZVENZEN'S FREEHOLD



Richard Snider's Additions

Richard Snider has been one of the most enthusiastic players that I had. He evolved an entirely separate campaign and mythos, on a small scale for the locals to play in. In addition to that, he came up with what I feel are an exceptional set of rules for Dragons that settles a few of their problems.

The Dragons

1) Chance for older than Level 6 Dragon = 5% with Levels above going from 7 to 10. Progression as follows for Age Level and Breath Factors.

TABLE #1

5-7 WHITE		6-8 BLACK		7-9 GREEN		8-10 BLUE		9-11 RED		10-12 GOLD	
Max. H	Breath	Max. H	Breath	Max. H	Breath	Max. H	Breath	Max. H	Breath	Max. H	Breath
Dam.		Dam.		Dam.		Dam.		Dam.		Dam.	
1. 7	1 HD	8	1 HD	9	1 HD	10	1 HD	11	1 HD	12	1 HD
2. 14	2 HD	16	2 HD	18	2 HD	20	1 HD	22	2 HD	24	2 HD
3. 21	3 HD	24	4 HD	27	3 HD	30	2 HD	33	4 HD	36	4 HD
4. 28	5 HD	32	5 HD	36	6 HD	40	4 HD	44	6 HD	48	8 HD
5. 35	6 HD	40	7 HD	45	8 HD	50	8 HD	55	9 HD	60	10 HD
6. 42	7 HD	48	8 HD	54	9 HD	60	10 HD	66	11 HD	72	12 HD
7. 49	8 HD	56	10 HD	63	10 HD	70	12 HD	77	13 HD	84	14 HD
8. 56	10 HD	64	11 HD	72	12 HD	80	14 HD	88	16 HD	96	18 HD
9. N.A.	N.A.	N.A.	N.A.	81	13 HD	90	16 HD	99	19 HD	108	22 HD
10. N.A.	N.A.	N.A.	N.A.	N.A.	N.A.	100	18 HD	110	22 HD	120	26 HD

Explanations:

Max. H. Damage = Maximum amount of damage Dragon can take.

HD = Number of Hit dice rolled for victim of breath attack by that type/level Dragon.

Another method that could be used to determine hits done by Breath Weapon would be as follows: MAX DAMAGE = to Hits Dragon can take, thus a 48 point Gold could at best give 48 points damage. If the victim made his/her saving throw would cut maximum to 24 points. The Dragon would then roll two percentage die for the percentage of damage of maximum inflicted. At levels above 2, Dragons would begin adding 5% per level. Thus a Level 6 Dragon would add 20% to percentage done. Starting with Level 8 Creatures, add 10% so that a Level 10 Dragons could, at worst, do 55% of potential damage. This reflects the greater experience, size, and superior Breath Weapon capacity.

For every level above Level 6, the Dragon would start suffering a mobility decrease as follows: Level 7: 1 inch; Level 8: 2 inches; Level 9: 4 inches; Level 10: 6 inches. The above figures are non-cumulative. Thus a Level 10 Dragon would only fly 9 inches on the battle board. Chance of a Dragon attacking on an encounter is rated by how close the Dragon is to his lair and level of Intelligence.

	In Lair	1 Mile Away	2 Miles Away	4 Miles Away	8 Miles Away	More Than 8 Miles
Intell.	90%	80%	70%	60%	50%	40%
Subdue	0%	2%	4%	8%	10%	15%

Also if the Dragon is Intelligent, there is a chance he will attempt to subdue the cute little Humans. If the Human is successfully subdued, they will be taken back to the cave and either killed outright or kept because Junior might want a pet to "play" with.

- A) White, Black or Green Dragons have 2% chance of Magic use, up to 7th.
- B) Blue Dragons, 10% with the maximum level of Magic using being 7th.
- C) Red Dragons, 20% with a maximum level of 7 for Magic using.
- D) Golden Dragons have a 40% chance of being Magic Users. The normal maximum level of Magic using for these creatures would be Sorcerer (Level 9). There would be an additional 10% chance that the Dragon has a special ability in Magic, in which case, it would start at Level 6 and progress as a regular Magic User would to Wizard and beyond!
- E) There is a 50% chance that a Magic using Dragon would attack any opposing Magic User magically in order to show it's superiority.

DRAGONS & MEN COMMUNICATING

(The chance of a man getting a Dragon to Help it or vice-versa.)

JUST TALKING	5%	10%	
Pay 1-10x10 ³	15%	20%	
10.001-20x10 ³	25%	30%	
20.001-30x10 ³	35%	40%	2nd Column refers to Dragon's greed overcoming
30.001-40x10 ³	45%	45%	Dragon's good instincts
40.001-50x10 ³	50%	50%	

Chance of Chance of Attacking
Helping due to above

Differences in Creatures from Blackmoor Game

- 1) Balrogs on at start cannot immolate by touch.
- 2) Wraiths do not paralyze with their Touch, they drain one Life Energy point per Hit. When you are out of Life Energy you are a permanent Zombie or Liche until someone figures out a way to either kill or save you.
- 3) Ghouls are flunky creatures, they do nothing but attack. If they kill you, you are a Ghoul. If they don't kill you, no effect other than the damage inflicted.
- 4) Elves and Dwarves are the same except cannot produce Magic Weapons.
- 5) Basilisk, when you look at it, if you don't make the saving throw of 7, you are stone. Same for all Wizards and Superheroes alike, also Heroes.
- 6) True Troll does not have to withdraw from combat to regenerate damage.
- 7) Lycanthrope Bite does not turn you into Lycanthrope but death at hands of Lycanthrope does.
- 8) Fairies have an extremely acute nose for Gold.
- 9) Wizards cannot see in dark unless they invoke Wizard Light.
- 10) Dragons: Dragons will be of three colors: Gold, Brown, and Green. Golden Dragons breathe Fire, are very Intelligent, and can fly 20" a turn tactically. They are the Lords of Dragondom and all other Dragons bow to them. Brown Dragons: Intelligent plus fly 15" tactically. Fire ability equivalent to 5 point Fireball. Green Dragons: No Fire ability plus fly 17" tactically.

Population of Known Area

As any attempted Chronicler is undoubtedly residing in some Trolls stomach, the number of fantastic creatures is unknown. Estimated Man-power in known World is 200,000 Men.

Known Baronies at Start

- 1) Barony of Patusia
- 2) Barony of Kusan
- 3) Barony of Koda
- 4) Barony of Rizzo
- 5) Barony of Chulan
- 6) Barony of Kankiang
- 7) Barony of Monkai
- 8) Barony of Relaco

As this probability line does not have the chemicals or conditions necessary for gunpowder, there are no such things as Arquebusses or Cannon.

Wizardry Apprenticeship

- 1) Time: 6 Months.
- 2) Effect: Gives Magic Power ability, maximum $\frac{1}{2}$ Wizard who trained Apprentice. To figure, take $\frac{1}{2}$ of Wizard who is training Apprentice Wizard Magic Point ability and divide by the roll of one die.
- 3) New Wizard will have $\frac{1}{2}$ ability to use Artifacts of Wizardry (1 - 3 works, roll each time you try to use it). Will also continue to take hits as former character; example, if was Hero, is rolled against as Hero.

The Languages

Some creatures have their own language, others do not speak a coherent language at all. Odds of knowing major languages is 5% for non-Wizards. Wizards know the language of his chosen side and have 20% chance of knowing other languages as well.

Odds of Creature Friendship

- 1) Must know creatures languages for any chance at all.
- 2) If creatures guarding Magic Artifact -- 0%.
- 3) If creatures guarding over 1000 GP -- 0%.
- 4) If creatures guarding 500 - 1000 GP -- 5%.
- 5) If creatures guarding 100 - 500 GP -- 10%.
- 6) If creatures guarding 0 - 100 GP -- 20%.
- 7) If payment promised in case 5 in excess of 200 GP, add 30% to probability or friendship.
- 8) Law to Chaos: 30% and vice versa. Neutral creatures worth 1 or less will have equal chance of hiring out to either side. Law to Law/Chaos to Chaos, add 10% in case 5. Neutral to Neutral has no effect whatsoever.

Any questions you have not covered in rules, feel free to ask Judge and he will make ruling on question.

Hero and Superhero Flunkies

If you purchase a Hero or Superhero flunky, there is a chance that he will take over and you will lose your Barony. Odds are as follows: Hero flunky, if he beats your die roll three months in a row, he takes over your Barony and your character is out of play indefinitely!! If Superhero flunky beats die roll twice in a row, your character is out of play forever!!

Vampires

The Vampire is needless to say, a very dangerous character. There are only five recorded methods to destroy a true Vampire:

- A) Drive a Stake through its heart/Burn it Alive/Hit it with a sigil blessed by the True Bishop of La Hazar/ Douse it with Water from The Sacred Lake of the Acaldi/Ring it with The Death Plant of the Saccinid Monks.
- B) The other ways are as follows: The Crucifix/Garlic/and Holy Water. With these methods, there is a 33% chance of doing points of damage to the Vampire.
- C) A Vampire can not enter a closed room unless there is a open window or unless he is let in by someone who is in the room.
- D) A Vampire casts no reflection in a mirror.
- E) For a Vampire to make someone else a Flunky-Vampire, three successful attacks are necessary. In one of these attacks, it must perform the Mass of the Undead on his victim. The ceremony takes 30 minutes, during which time the Vampire can initiate no offensive actions or attacks.
- F) The location of the Acaldi and the Saccinid Monks is lost in time. Their general area is all that is known.

An Explanation of Creature Psychology

The creatures of this game have three major motivational factors. They are: Hate, Greed, and Egotism. Just because both you and the creature you are facing are both nominally on the same relative side, don't expect the creature to bow to you when it is sitting on a mass of Shekals. In fact, you had best expect the opposite or you won't live long. The creatures will protect their own, and will only even think of joining sides when approached through the appropriate pre-determined channels of communication. The chance of them freelancing is miniscule to speak optimistically.

If you need any explanation of creatures or wish to find new creatures or artifacts, you may either ask the Judge for rumors or you may look through his resource library for ideas which the Judge will or will not incorporate into game at his own discretion.

Loch Gloomen

At the end of the 3rd year, the guys at Blackmoor were exiled for losing Blackmoor to the Baddies (they really messed it up bad). So under heavy escort, they all ended up in Lake Gloomey with the goods they could carry and were dumped there. So a new area was added and the details provided.

The most interesting aspect was exploring the surrounding swamps which lent a new aspect to Judging and map making for the following considerations:

- 1) There was a prevailing Cloud cover and magnetic disturbance precluded compasses, sun spotting and star gazing.
- 2) While traveling through the featureless swamp, there was a 20% chance of going off the desired track, right or left, without knowing it.
- 3) The only notable changes in the swamp was the appearance of islands and/or clear water routes. But if you were unsure how you got there...River routes were fun, what with stray Galleys and Merchant Ships ready to swarm over you. Plus the Picts who inhabited the few islands in the area.

Sample of Playing Area Loch Gloomen (Lake Gloomey!)

- 1) Base Wealth of from 4000 to 24000 Gold Pieces.
- 2) Roll for creature that is there (based on standard encounter chart) adding their treasure to the above.
- 3) In a one hundred square mile area, there should be no more than 300 Hit Dice worth of creatures (Food squares, increas by 10 for 3000; Woods would have 600 Hit Dice, Open Plains, 1000, etc.)

Description of an Area (Six-sided Die)

- 1) Buildings (2 - 12 Structures, each of 1 - 6 Rooms with 1 - 12 Passages on 1 - 2 Underground Levels)
- 2) Mansion (2 - 24 Rooms, 1 - 6 Passages on one Level)
- 3) Cave (3 - 30 Passages on 1 - 4 Levels)
- 4) Castle (one other than those marked on the map) (4 - 24 Rooms, 1 - 6 Towers, 2 - 12 Passages on 1 - 4 Levels)
- 5) Farm (1 - 6 Buildings of 1 - 6 Rooms, 0 - 3 Passages on one Level)
- 6) A combination of the above (roll over)

Loch Gloomen

- A) Old mansion with ten rooms. 100 Magic Points defending it represented by one True Troll (75 points) and two Ogres (standard Trolls of 15 points each) as helpers. The house contains weaponry, potions, amulets. Details: One Magic Sword (Named!), One Hero-type Horse (Level 4), Level +3 Magic Scrolls.

Room 1) In stall with three Mules, two Horses (Magic Horse).

Room 5) Over Fireplace Mantle (Magic Sword).

Room 6) (Magic Amulet)

One Vessel (Three-man Rowboat)

Muddy Road Leading South (40 Meters)

- J) Farm (4 Buildings) (burned out) 170 Magic Points (two Basilisks), i.e. 3 Wealth - 15,000 Pieces (3) (-1,200) (-3,800), Weapons: Lightning Bolt Wand (4).
- B) Castle (10 Rooms/7 Passages/3 Levels) 90 Magic Points (one Wright, one Balrog) ESP Amulet.
- H) Cave (17 Passages) 140 Magic Points (two Giants), 16,000 Gold Pieces.
- K) Village (11 Houses, 3 Passages, 3/2, 2/3, 5/2, GP/3/3, 4/Fireball Wand/2/3, Shape Changing/2. 330 Magic Points (66 Goblins, Pop. 660), 16,000 Gold Pieces, Shape Changing, Fireball Wand.
- D) House (10 Rooms) 120 Magic Points (two Trolls), Lightning Bolt Thrower, Fireball Wand, Sword (lettered).
- C) Village (6 Houses, 6 Passages, 4/2, 3/1, 3/2, 2/3, 1/3) 330 Magic Points (six Wrights, one Basilisk) 16,000 Gold Pieces, Obedience Potion, Ancient Books and Papers.
- F) Castle (13 Rooms, 4 Passages, 2 Levels) 370 Magic Points (25 Ogres) Shape Changing, Fireball Wand, Fighting Machine.
- G) Village (7 Houses, 5 Passages, (2/52/3/5/2/1)) 110 Magic Points (four Lycanthropes, four Ogres) Lightning Bolt Wand.
- E) House (10 Rooms) 310 Magic Points (twelve Wrights), Sword (lettered), Horse (4), Water Machine.
- L) Cave (15 Passages) 110 Magic Points (six Lycanthropes).
- T) Farm with four Buildings, 190 Magic Points defending it. Earth Elemental, a Lycanthrope, a Balrog. The Farm contains a Magic Crystal Ball (tied in with the Earth Elemental).

Summary: 12 Special areas located in random directions and distances from the "Island". Distance: 2 die Direction.

- 1) Even (N or S) Odd (E or W)
- 2) Even (N or W) Odd (S or E)
- 3) 1 - 2 (Primary) 3 - 4 (1 - 2 points right) 5 - 6 (1 - 2 points left)

General Characteristics

- 1) Wealth from 4 - 24,000 GP
- 2) Potions and Amulets*
- 3) Weaponry**
- 4) Information***
- 5) Combination of two above
- 6) Combination of three above

* Potions and Amulets (partial list) (two dice): 2) Shape Changing; 3) ESP; 4) Longevity; 5) Flying; 6) Strength; 7) Sight; 8) Obedience (animal); 9) Reaction Time; 10) Magic Spells; 11) Invisibility; 12) Teleportation; (Maximum 6 Turn Durations and 12 Uses) Magic 7 Amulets (+1 - 2).

**Swords 7 + 4, Armor 8, Bow and Arrows 9 + 12, Lightning Bolt Throwers (lasers) 10, Super Animals (Horses 6/Rocs 3/+4 to +8/3 + 2).

*** Crystal Ball 9, Teleportation Machine 4, Flying Machine 3, Fighting Machine 10, Water Machine 11, Special Devices 12 + 2, Ancient Books and Manuscripts 8 + 5, Stores of Normal Weapons 7, Clothes 6, etc.

Description of Areas (General Types)

- 1) House (2 - 12 Rooms)
- 2) Cave (3 - 18 Passages)
- 3) Castle (4 - 24 Rooms, 2 - 12 Passages, 1 - 3 Levels)
- 4) Village (2 - 12 Houses, 1 - 6 Rooms, 1 - 6 Passages)
- 5) Farm (1 - 6 Buildings, 1 - 6 Rooms)
- 6) Combination of the above: 1 - 2 two above, 3 - 4 three above, 5 - 6 four above.

Defense of Area

30 - 180 Magic Points Creatures (two six-sided dice): 2) Giant; 3) True Trolls; 4) Roc; 5) Air Elemental; 6) Ogre; 7) Basilisk; 8) Goblins; 9) Ghouls; 10) Lycanthrope; 11) Balrog; 12) Dragon.

Bleakwood

This section is called Bleakwood (next to Bramwald). It was for special convention demonstrations but was only used at GenCon VIII and was then accidentally destroyed. This might give players an idea as to how to lay out their areas; Bleakwood was marked on huge hexes and used plastic and clay models to represent everything.

Bleakwood, Medieval Demographic Area ("Bannchock Scotland Baseline")

1 Tower	3 Woods
1 Monastery	3 Swamps
1 Ruins	3 High (2 contour) Hills
1 Large Bridge	3 Plateaus
1 Small Bridge	3 Low Hills
1 'Dry' Bridge	1 Hillock
17 Houses	1 River
1 Highway	2 Streams
2 Roads	Area 44 x 34

Approach to the city of Father Dragon, showing its size; the adventurers teleported themselves into the main throne room before the outside defending Balrogs could attack them, and were able to destroy the Evil device (by dropping a rock on it) and freeing the Dragons from their deep and unnatural slumber.



Magical Items Summary

01 - 65 Weaponry: Swords 1 - 55; Armor 56 - 75; Bow 76 - 90; Lightning Bolt Thrower 91 - 96; Fireball Thrower 97 - 00.

66 - 76 Equipment: Crystal Ball 1 - 5; Illusion Projector 6 - 10; Teleporter 11 - 12; Flyer 13 - 17; Skimmer 18 - 20; Water 21 - 30; Dimensional Transporter 31 - 32; Time 33; Transporter 34 - 39; Borer 40 - 44; Screener 45 - 46; Communicator 47 - 51; Tricorder 52 - 56; Battery Power 57 - 66; Medical Unit 67 - 72; Entertainer 73 - 82; Generator 83 - 87; Educator 88 - 92; Robots 93 - 98; Controllers 99 - 00.

77 - 86 Formulas and Potions: Invisibility 1 - 10; Longevity 11 - 20; Flying 21 - 25; Strength 26 - 35; ESP 36; Speed 37 - 41; X-Ray Vision 42 - 43; Animal Obedience 44 - 48; Shape Changing 49 - 53; Human Obedience 54 - 57; Heroism 58 - 69; Size 70 - 74; Food 75 - 94; Illusion 95 - 00.

87 - 00 Books, Manuscripts and Maps: Technical Manuals 1 - 20; Formula Scrolls 21 - 25; Treasure (Money) Maps 26 - 85; Treasure (Equipment) Maps 86 - 90; Treasure (Magic) Maps 91 - 00.

DRAGONS	HOME	%	WEALTH
White	(MTN. Tops)	10%	Silver, Jewels (60/40)
Black*	(Swamp & Jungle)	5%	-
Blue	Desert	15%	Jewels, Misc. (80/20)
Green	(Woods/Swamps)	5%	Silver, Goods (50/50)
Purple*	(Swamp & Jungle)	5%	-
Red	(MTN. Tops)	60%	Gold, Silver (50/50)

A) Percent chance of being in "lair" when encounters same as percentage. If in Lair, 80% chance its asleep (free chop).

B) Percent chance of talking same as percentage with 60% chance of being "Neutral" unless intruder aggresses.

C) If 1 Dragon encountered, can take from 4 - 24 Hits depending on age. Number of Hits = Number of Die divided by 3 x 1000 Gold Pieces worth of Wealth (round number of die). For attitude take number of Hits divided by 2 = Chance of being "friendly" except* which have increased chance of Neutrality. Young Dragons without wealth are very curious and impressionable especially if they can talk!

D) If 2 or more Dragons encountered, it represents a "family" unit with additional 30% chance of being in lair at time of encounter. The "Mother" is full value. There is an 80% chance with (2) Dragons that the other is the "Father" or 25% chance if more than two Dragons are present. If there are (2) (Mother and Father) and they are in their lair, then there is a 75% chance there are 1 - 6 eggs. In other cases, the young range from three to eighteen in strength and when outside the lair, may be 1 - 6 turns away from parents. When young are present, the Mother Dragon will fight at double value if the young engage in combat. The Father is not doubled. If a young Dragon is captured, badly wounded, or killed, the Mother will attack at six times normal value for six turns while the remaining young disengage (immediately) and withdraw two moves. If the Mother is killed, seriously wounded or captured, the Father will attack at double value for three turns with a 1/6 chance the young will return to the Mother. The rest of the young will flee. After two turns all remaining Dragons will withdraw. Family units will roll as one unit 6 - 36 divided by 3 x 1000 = Number of Gold Pieces and Jewels.

To Capture a Dragon, the following procedure is suggested (retail value is 10,000 times the Number of Hits it could take divided by number of Hits it has taken). F. A. Number of Hits obtained that turn compared to the number of Hits left give you the odds on your subduing the Dragon that turn. F.B. You must get a 6 - 1 to keep the Dragon captive, add 1 to your odds each turn the Dragon is subdued (the Dragon may still immolate until completely subdued).

Orcs

Red (Eye) Orcs Orcs of the White Hand
Isengarders Orcs of the Mountains

There are four groups (one in each map area) on the map and one group off the map (Orcs of Mordor). Each with special characteristics.

Isengarders: Perhaps the best organized of all the Orc Tribes with well equipped troops, fortified villages, and great treasure. Their villages (where they will be found 85% of the time) are protected by Pallisades and Ditch with one house per 10 defenders. Also roll one die per ten for wealth (1 - 2,000). With this tribe, there is a 1/10 chance per 10 Orcs that there will be a Light Catapult (round up). There is a 1% chance (per 10 Orcs) of a Wizard (30%) or fantastic (70) creature (Dragon 40%, Balrog 60%) as part of the defense. They will attempt to defend their town (when not outnumbered more than 2 - 1 numerically) and will not surrender. If caught in the open, there is a 65% chance the Orcs will be guarding a wagon train (2 - 12 wagons, with 1 - 6,000 GP value in each, guarded by 6 - 36 Orcs each).

The other intercepts (35%) will be of raiding parties (see Orc Raiding Party section). An Orc (Isengarder) can take from 1 - 3 Hits each.

*Battle with the Great
Serpent of the of the
River, one ship was
lost.*



Bandits: These wandering bands of vultures have no homes or camps so they will always be encountered while raiding. The composition of their forces range as follows: 20% Light Foot, 5% Heavy Foot, 5% Armored Foot, 10% Light Horse, 10% Medium Horse, 25% Heavy Horse (total Cavalry 50%). Generally these forces will be led by an Anti-Hero or Anti-Superhero on the following ratios: Anti-Hero 10% chance per 10 men; or a Anti-Superhero with a 10% chance per 100 men rounding down. These Bandits will carry some wealth with them (roll 2 die, multiply by 10 per Bandit).

Note: Bandits and Nomad will seek to take prisoners whenever they have a 3 - 1 numerical superiority counting a Hero as 40 men and Superhero as 80 men. There is a 15% chance that a band you intercept will have 10 - 60 prisoners per 50 raiders (round down). If there are more than 20 prisoners per 50 raiders, the raiders will seek to avoid a pitched battle unless they numerically outnumber the attacker 4 - 1+ (no Adjustment for Hero-Wizard types). In general, Bandits and Nomads have a 60% chance of ambushing anyone who encounters their raiding forces but this depends on how many persons in the party up to 60% maximum for ambushing them.

Nomads: Found in the deserts these Nomadic peoples will rarely be found encamped (15%) but more often (85%) as a raiding force. Raiding forces will be composed of one standard type of Cavalry, 65% Horse Archers, 25% Medium Cavalry, 10% Heavy Cavalry. Each force will have a Chieftan leading it or several Chieftans for a larger force. A ratio of 10% chance of a Hero-type per ten raiders and 10% per 100 for Superhero. Each Nomad carries his personal wealth with him (0 = 1, 100 = 2, 200 = 3, 300 = 4, 400 = 5, 500 = 6) and can take from 1 - 6 Hits. Prisoners may be sold as Slaves. In the rare times when a Nomad camp is found (15% of the time), more wealth will be found in the camp (100 - 600 GP per defender) with a mixed Cavalry/Infantry force; 5% Light Foot, 5% Heavy Foot, 5% Armored Foot, 55% Horse Archers, 20% Medium Horse, 10% Heavy Horse. Roll 2 die per 5% of types to gain number of men. Roll 5 for Hero and Superhero types as with raiding force. For each defender, there are 1 - 6 non-combatants which may also be captured and sold if camp is taken. Each Nomad Hero and Superhero type has a 10% chance of wielding a Magic Weapon. In the desert sand storms, Nomads fight at double value and can prevent forces they maintain contact with from finding water.

Trolls and Ogres: These creatures are worth 18 points (or Hits) with variations. Elves get double value Hits while Hero types and Magic Weapons get Hits times six. Generally these creatures are encountered as raiders but about 1/6 of the time, they will be in their lairs. At "Home", they will have from 6 - 36,000 GP value in loot, etc. with protection similar to a "Gatehouse" and Gate in their underground lairs entrance. Will take prisoners on raids for food.

Wights (and Ghouls): Take from 1 - 6 Hits. Found 80% of the time in abandoned places (Graveyards 50%, Tombs 30%, Castles 20%, Houses 10%, "Wild Places" (old battlefields, etc.)). If wandering around, it will be night (100%) and if at home (65%) will be at night. They rarely guard wealth (35% possibility, 1 - 6,000 GP) but guard Magical Items (45%). Those touched by them and not unfrozen will become Ghouls and Wights themselves (40%) or "eaten". Will appear after battles (1 - 6 days) at night in fairly large numbers (10 - 200) cleaning up.

Both: Both these groups will make sorties into "civilized" areas for prisoners. They are of little value as P.O.W. (Trolls and Ogres 1 - 6 GP) and Wights and Ghouls are uncapturable.

True Trolls: Always alone. 36 - 72 Hits and regenerate 3 Hits every turn they are not attacked. Must be burned or dumped in acid to kill permanently. Wealth 1 - 6,000 GP and 1/3 chance of carrying Magical Weaponry.

Rocs: Since their nests are only on the very highest peaks, thus, only in mountain squares, there is a 1/6 chance of finding such a nest. If a nest is found, there is a 40% chance the 1 - 3 eggs are hatched with 2 - 12 value for the Flightless fledglings. The adult Rocs will range in value from 4 - 24 points. 60% chance of them remaining Neutral, 20% Hostile, and 20% Friendly (not too friendly); captures as with Dragons (although he may carry off an equivalent amount of points if you fail to hold him - 1/4 chance). Capture value 10 GP times point value. Tarns have same value.

Tarns: Same as Rocs but larger in some cases (War Tarn 10 - 60 points, Cargo 5 - 30 points, Racing Tarn 2 - 12 points).

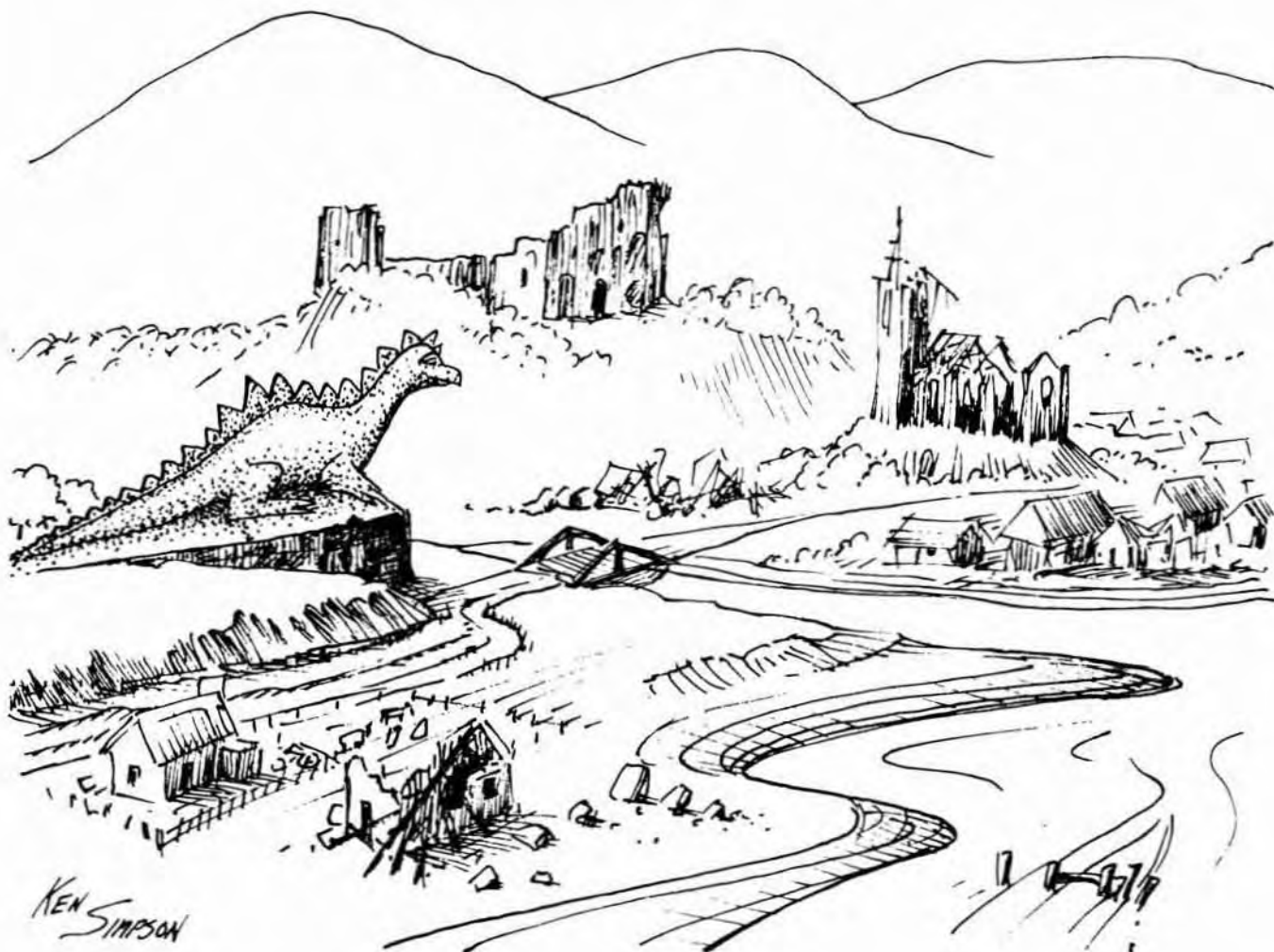
Both: Should the largest member of the attacking be killed, the whole group will break off for one turn and take a morale throw.

Basilisk: Wealth 4 - 24,000 per Basilisk encountered in it's lair. There is a 1/6 chance that it (they) will be encountered outside it's lair and then it will always be alone.

Balrog: 1/3 chance it is in it's lair and an additional 1/3 chance it is guarding something. 60% Magical, 40% Wealth. The general Magical and Wealth tables apply. Same capture procedure as Dragons but Balrogs are ALL full value.

Giants: These creatures carry their wealth with them and vary in size. Wealth ranges from 2 - 12,000 Gold Pieces and from 12 - 72 Hits with those over 36 getting double attack value with 3/2 Missile and 3/2 Movement. In Woods 8 - 48 Hits; 3 - 18,000 Gold Pieces in Mountains. In groups of Giants, only one may be over 36. However, total Gold for Giants over 36, or travelling with one, is increased by 3/2. 1/5 chance of being encamped when encountered resulting in: 1) Double Gold; 2) Triple number of Giants (females and children) Non-Combatants that will flee if attacked; 3) Palisade and Ditch around village (as curtain wall for Siege); 4) Building (as square towers) one per two Giants. Captured as Dragons, 1000 x point value for worth.

*A single overview shot of the town where the Tomb of the Grey Dragon is located in Glendower.
This set-up was used down at the local hobby shop several times for semi-outdoor town adventures.*



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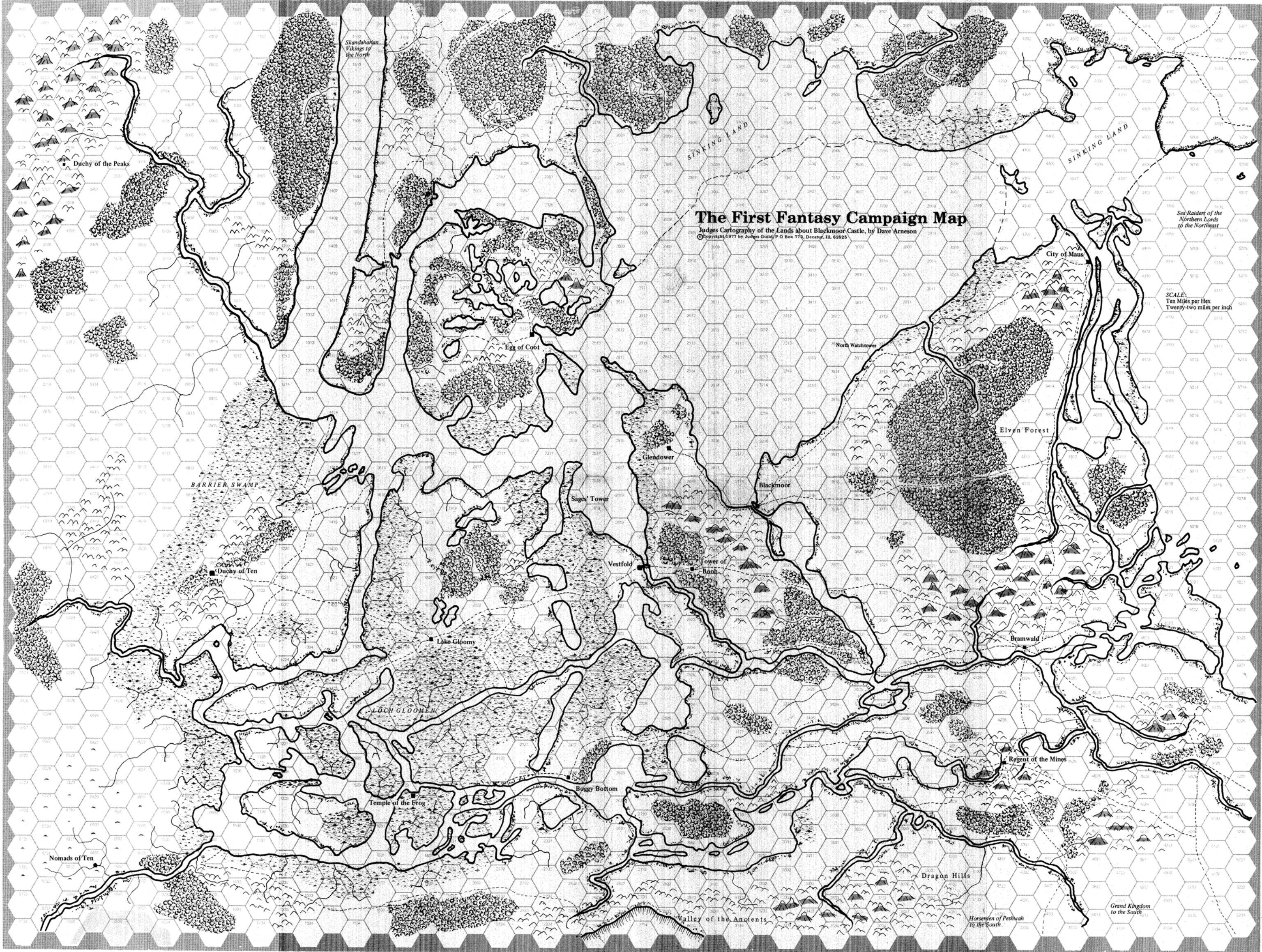
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SCALE
Ten Miles per Hex
Twenty-two miles per inch





Duchy of the Peaks

Skandharan
Vikings to
the North

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Sea Raiders of the
Northern Lords
to the Northeast

SCALE
Ten Miles per Hex
Twenty-two miles per inch

Egg of Coot

North Watchtower

City of Maus

Elven Forest

BARRIER SWAMP

Duchy of Ten

Glendower

Blackmoor

Sages' Tower

Vestfold

Tower of
Booth

Lake Gloomy

Bramwald

LOCH GLOOMEN

Boggy Bottom

Temple of the Frog

Regent of the Mines

Nomads of Ten

Dragon Hills

Valley of the Ancients

Grand Kingdom
to the South

Horsemen of Peshwah
to the South