

DAVE ARNESON'S
BLACKMOOR™





Chapter 1: Characters

Creating a Blackmoor Character

In Blackmoor's long and troubled history, many would-be heroes have quested to find the power and riches long rumored to be present in the harsh, cold northern region. Innumerable stories tell of these great adventurers' bravery, heroism and skills. Despite their best efforts, Blackmoor remains a troubled land. Monsters roam unchecked, slaughtering the innocent. Enemy armies advance on all borders. The Kingdom of Blackmoor once again calls on its protectors to save it from complete domination. Will you answer the call? Can you find the inner strength to help heal this land of its mortal wounds? The fate of this great kingdom is in your hands.

In *Dave Arneson's Blackmoor*, characters must learn the importance of alliances and friendships as well as the value of cold steel. The numerous races and cultures of this rich world have their own histories and legends for you to learn. The character you create is your first step in writing a new chapter in the legendary world of Blackmoor.

Blackmoor was the first published fantasy campaign world for role-playing games, and therefore just about any kind of fantasy character may find a home within its borders.

Now you can take a role in this classic campaign world and help sculpt its future.

A character created using the *Player's Handbook* revision 3.5 (*PHB*) will work in a Blackmoor campaign. This chapter focuses on ways to create and tailor your player character to Blackmoor's rich world. To create a 1st-level character, refer to the *PHB* to create your character's attributes and then return to this book to select your character's race and class.

This chapter is organized as follows:

Races of Blackmoor

Many races dwell in Blackmoor. Some share the same names and attributes as their counterparts in the *PHB*. Also, a number of races have been added for Blackmoor campaigns. For example, the normal human in the *PHB* is



known as a Thonian in Blackmoor, and the Docrae are a variant race of Halflings. As a player, you can choose to use the races' established definitions or try one of the new races unique to Blackmoor.

Character Classes

The core player classes presented in the *PHB* are also found in Blackmoor. Some core classes have been modified so that they better fit into the world of Blackmoor, and this book includes a number of new classes. For example, some Blackmoor wizards can use spell foci in lieu of material spell components. These foci are challenging to create, but they are required to cast some higher-level spells.

This book presents three new basic character classes. Arcane warriors are protectors of the High Mages of the Wizards' Cabal. Nobles represent the royal lineages of Blackmoor's major races. Wokan are an ancient group of arcane spell casters defending the wilderness from continued encroachment.

This book also includes a number of prestige classes based on Blackmoor's cultural and regional expansions. Some of these classes parallel the material presented in previous Blackmoor products; others are new and expand on the world's myths and legends. These prestige classes present a wide range of specialization, which offer players many paths to which to aspire as they continue their adventures.

New Skills

Blackmoor has grown significantly over its last 400 years. Blackmoor's political climate requires the ability to use and understand a number of languages. New skills appear in this section. Skills from the *PHB* that are not replaced or modified here are also available to characters in Blackmoor.

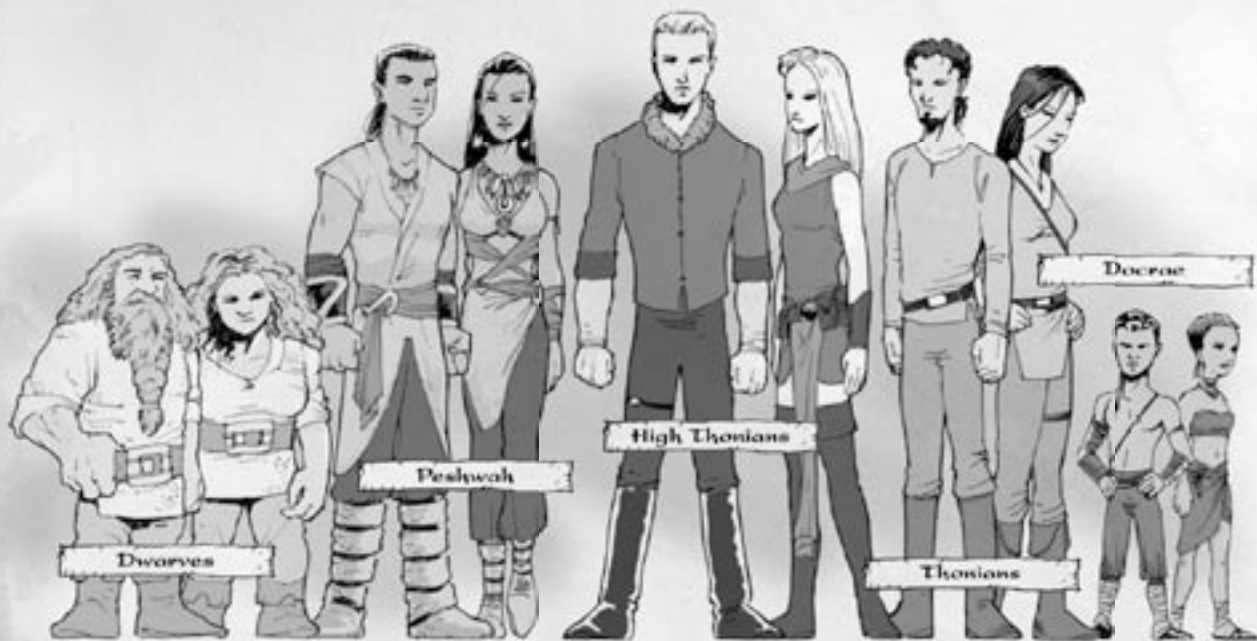
New Feats

This section focuses on new feats specific to Blackmoor. Feats from the *PHB* are also available to characters in Blackmoor.

Races of Blackmoor

Many races and empires have risen to glory and fallen into dust throughout Blackmoor's long history. The legacies of these peoples continue in present-day Blackmoor. Many races are found in the charted and uncharted areas of this enormous world, and each of these races is rich in history and lore.

The primary races that can be selected as character races are Cumasti and Westryn elves, halflings and Docrae, High Thonians and Thonians, dwarves, gnomes, half-elves, half-orcs, and Peshwah. Each race hails from a different region and their members have special abilities to aid them in their adventures. Proficiencies or skills represented in *bold italics* are described later in this chapter.



Dwarves

The dwarves of Blackmoor are an industrious and proud people. For generations they have created beautiful and awe-inspiring crafts, as well as immense cities of stone. Dwarven cities are wondrous to behold, yet outsiders seldom see them. Rumors say that the entire City of Blackmoor could fit within the Regent of the Mines' mighty stronghold.

As the chief miners in Blackmoor, the dwarves play an important role in procuring the precious metals gold, platinum, and mithral. While these metals are valuable, the dwarves also control the major locations of the raw gems needed to create spell foci. This makes the dwarves an important ally for the Wizards' Cabal, which often stations arcane warriors near dwarven settlements to keep an eye on the mines.

Dwarves in Blackmoor have also applied science to their industrious efforts. They have mastered great steam engines that assist in mining, helping them delve deep into the hearts of Blackmoor's mountains.

Personality: Dwarves are proud of their heritage as well as their handiwork. They are quick to boast about themselves and their people. Fond of good drink and fine food, dwarves are often drawn to the art of cooking. They are fiercely loyal to their kin and slow to befriend outsiders. At times, a dwarf may dub a foreign companion "Dwarf-Friend" — creating a lifelong bond between the dwarf and his ally. This bond transcends simple mortality

and often passes on to such a friend's family and heirs. It is not uncommon for dwarves to adopt the immediate members of a Dwarf-Friend's family.

Physical Description: Dwarves stand 4 to 4 ½ feet high. They are very broad and muscular and weigh as much as Thonians despite their height difference. Female

Table 1-1: Racial Ability Adjustments

Race	Ability Adjustments	Favored Class
Cumasti	+2 Intelligence, -2 Constitution	Wizard
Docrae	+2 Dexterity, -2 Strength	Fighter
Dwarf	+2 Constitution, -2 Charisma	Fighter
Gnome	+2 Constitution, -2 Strength	Rogue
Half-Elf	None	Any
Halfling	+2 Charisma, -2 Strength	Rogue
Half-Orc	+2 Strength, -2 Intelligence*, -2 Charisma	Barbarian
High Thonian	+2 Intelligence, +2 Charisma, -2 Dexterity	Any
Peshwah	+2 Charisma, -2 Intelligence*	Ranger
Thonian	None	Any
Westryn	+2 Strength, +2 Dexterity, -2 Intelligence*, -2 Charisma	Barbarian

*Starting Intelligence score is at least 3 regardless of racial modifiers.



dwarves are noticeably lighter in frame but are just as tall as their male counterparts. Dwarves in Blackmoor have many variations in their skin tones due to their proximity to wild magic; dwarf skin ranges from very dark brown to light honey. All dwarves have dark brown or black eyes.

Facial hair is a source of tremendous pride in dwarven culture. Males wear full beards, grooming them in elaborate braids and decorating them with rings and pendants. Females do not normally have facial hair. Male and female dwarves wear their hair simply. Dark red hair is common, brown slightly less so. The occasional dwarf has black hair; this is more frequent among females than males.

Dwarven dress is simple, consisting of plain woolens with little adornment. Dwarves are long-lived by human standards, first reaching adulthood at age 75. Dwarves are considered elders when they approach 400 years of age.

Alignment: Dwarves hold dwarven law to be the only true law. Within their underground realm, dwarves see themselves as lawful. However, because they care very little for the laws of non-dwarves, most outsiders view them as a neutral race. Dwarves tend toward good.

Relations: Dwarves are leery of other races, seeing them as possible threats until proven otherwise. However, dwarves get along well with gnomes, who share their love of earthly living as well as a fascination with treasures. Dwarves and gnomes are also both interested in machinery. They often live symbiotically in this regard, as gnomes have the fine dexterity to craft and manipulate small mechanical parts for the dwarves' large iron machines. On the other hand, dwarves have a strong distrust of Cumasti and Westryn elves. Dwarves believe that elves take advantage of other races and try to exert their power over others. Dwarves also have a fiery hatred of orcs and goblins and attack them out of hand. Orcs and goblins are ancient dwarven enemies that continue to threaten dwarven settlements to this day. A dwarf must summon great control to restrain himself from attacking such enemies.



Dwarven Lands: Wherever mountains stand in Blackmoor, dwarves are found. Some barren mountains may not currently be inhabited, but proof of prior dwarf residency is certain to be evident. Dwarves seek out riches below the mountains and construct giant cities in their depths.

The dwarves' main settlement is the Halls of the Regent of the Mines near Mount Uberstar in Eastern Blackmoor. The Regent united and controls the dwarf clans. Within the dwarven strongholds, all clans are sworn to the service of the Regent. The dwarves have a nominal king, but that title holds no value among them. In fact, dwarven kingship is actually a mark of insult thrust upon a particularly lethargic or unproductive dwarf. Many times this so-called "King of the Dwarves" is sent out to negotiate with those with whom the dwarves have no real interest in dealing.

Dwarven Culture: Dwarves are born into clans. They are given their names by their clan leaders and then required to live out their lives in the service of their clan and the Regent. Dwarves willingly lay down their lives to protect their clans and their Dwarf-Friends. The number of dwarf clans in Blackmoor is too numerous to list. Traditionally, dwarves have been a male-dominated society, but that ancient tradition may be in jeopardy as the number of female births is rumored to have steadily declined. This has caused a rise in the role of females in the culture and threatens to advance females to higher positions of power within the clan structure.

Religion: Dwarves have their own pantheon of deities. Most worship Dhumnon, lord of the dwarven gods. Large underground temple complexes are devoted to the greater dwarven deities Hemgrid, Koorzun, and Gorrim.

Language: Dwarves speak their own language and use a runic script. They also speak Common, as they trade frequently with humans. Dwarves understand Gnome, as well as the languages of many of their enemies.



Names: A dwarf has a given name and a clan name. The clan name has a bearing on the dwarf's standing in society. Dwarves are quick to defend their clan's honor when it is challenged.

Male Names: Grond, Havraad, Korm, Kudgum, Nordu, Odo, Ornurgam, Rordum, Zomdu.

Female Names: Aussa, Bavmin, Dawonor, Dewna, Kumna, Okrozu, Vamna, Vorra.

Clan Names: Benodond, Dragun, Gorduhendo, Grubumd, Khundan, Nokvorm, Wumnozu.

Adventurers: Dwarven adventurers are usually misfits or have embarked upon family quests to restore honor or protect some famous dignitary. Dwarven culture rewards and praises creation, so dwarves often see adventurers as lazy or dishonorable since they search for riches that they did not mine or create. Most dwarven adventurers are fighters or warriors, but with the close proximity to so many magical energies some dwarves have found magic to be as useful a tool as a pick or battleaxe.

Dwarven Racial Traits

- +2 Constitution, -2 Charisma. Dwarves are tough but tend to be surly and gruff.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is in black and white only, but it is otherwise like normal sight, and dwarves can function fine with no light at all.
- Stonecunning: Dwarves have a sixth sense about stonework, and this innate ability gets plenty of use in their underground homes. This stonecunning ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. This also includes material that is not stone but that is disguised as such. A dwarf who comes within 10 feet of unusual stonework can use the Search skill to find stonework traps as a rogue can. Dwarves can also intuit depth, sensing their approximate depth underground as naturally as humans can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons rather than exotic weapons.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to armor class against monsters of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks related to stone or metal items.
- +2 racial bonus on Craft checks related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Bestial, Giant, Gnome, Goblin, Orc, and Terran. Dwarves are familiar with the languages of their enemies and their subterranean allies.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Elves

The Cumasti elves and the Westryn Elves comprise Blackmoor's elven population. Once a single elven culture, an alliance with humans resulted in a betrayal and curse that caused an irreparable divide between the elves of eastern and western Blackmoor. Numerous efforts have been made to restore the culture to a single elven race, but to no avail.

Blackmoor's elves are as diverse and changing as the many tribes of man. Due to their low birth rates and the loss of much of their ancestral lands to humans, orcs, and other humanoids, elves are beginning to die out. They have begun looking into magical avenues to extend their race's longevity and to help slow their attrition rate.

Cumasti Elves

The Cumasti elves have a long and rich history. Their race dates back to prehistory as one of the first good races to walk the world. They possess an inspirational ability to perform great works of magic, art, and music. Until modern

humans came to the world, elves ruled the lush forests and plains. The elves aided men in establishing themselves as a good race but the humans ultimately betrayed them.

The betrayal of the Cumasti split their society into two opposing factions. Cumasti loyalists sought to mend the wounds left by the human betrayal, believing that humans choose their paths as individuals, not as a collective race. The other elves, later to be called the Westryn elves, retreated from the world, scarred by the human betrayal and vowing never to trust any other race again.

Personality: Cumasti are intelligent and willing to experience life in all its facets. They follow the traditions laid down for them so many centuries ago by the first elves to walk the world. They love nature and all that it offers.

Cumasti are trusting and friendly, living to experience the diversity of the peoples with whom they share. They hold no hatred for any good race, though they find dwarves too dirty and crass for their refined sensibilities. They view each person as an individual whose deeds are weighed on a scale larger than the elf's ability to judge.

Physical Description: Cumasti elves are short and slender. They stand between 4 1/2 and 5 1/2 feet tall and weigh between 80 and 130 pounds. Cumasti men are typically heavier and taller than Cumasti women. Cumasti have light-colored hair, ranging from honey to ash blonde, and have eyes of rich green, deep blue, or soft brown. Other races view Cumasti as nearly ethereal — hauntingly beautiful and graceful. Cumasti skin tones are light, even after hours in the sun. Cumasti reach maturity at 100 years old and live for over 800 years. All other physical attributes of the Cumasti mirror the *PHB* elf racial entry (see the *PHB*, Chapter 2: Races, "Elves").

Alignment: Cumasti revel in the freedom of nature and indulge in the heady wine of life. They are neutral toward the struggle between law and chaos, with a good-aligned outlook toward those around them.

Elven Lands of the East: Most Cumasti live in the Forest Kingdoms of the East. These lands are made up of the Elven Forest and three smaller forests. The four Forest

Kingdoms of the East are Redwood Court (located in the Red Woods, with its capital city of Ringlo Hall), Potter's Down (found in Potter's Forest, south of Dirk's Cove), the Noris Kingdom (located in the Noris Wood, south of the Root River and north of the Crystal Peaks), and the Wurmthrone (found in the Wurmwood, west of the Black Hills and south of the Regent of the Mines).

Religion: Cumasti worship the goddess Ordana, patron of elves and all sylvan creatures. They also worship the Six Elemental Lords and Faunus, the King of the Divine Forest. Because of their close ties to nature, it is not uncommon for Cumasti clergy in some remote villages to be druids.

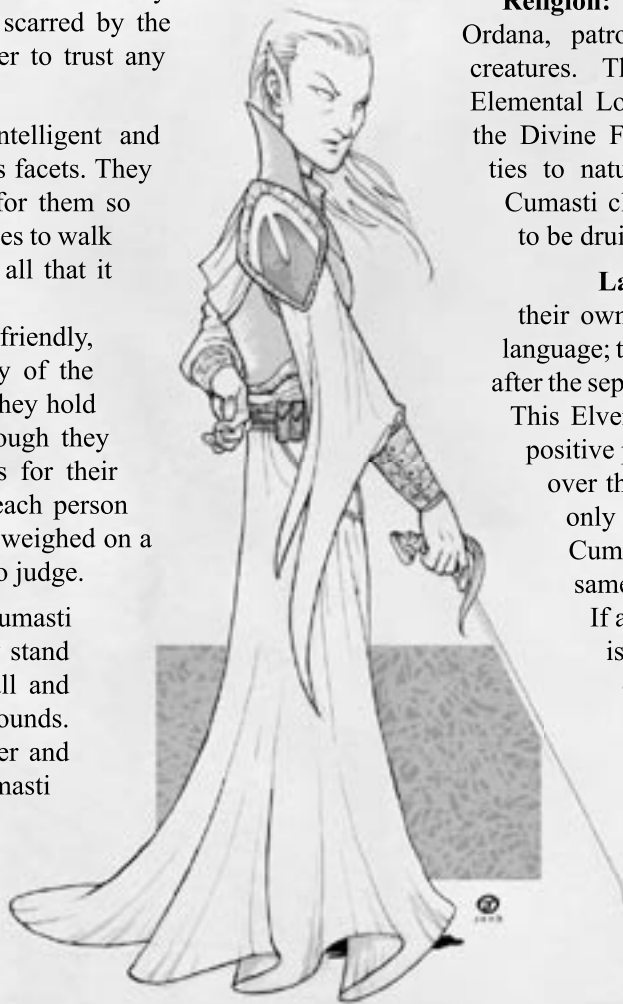
Languages: Cumasti speak their own derivative of the Elven root language; the Cumasti tongue was formed after the separation from their Westryn kin. This Elven dialect promotes the use of positive phrases and ideologies, having over thirty words to denote love and only three to portray hatred. The Cumasti's written form uses the same root alphabet as base Elven. If a character can speak Elven, he is able to understand nearly 80% of spoken or written Cumasti, and vice versa.

Male Names: Baetho, Dundin, Elvan, Giiran, Hathrik, Kyvaryn, Maiele, Mede, Mithgilivyr, Mylaeth, Nyrndyr, Rhylin, Rundusk, Seneralos, Soddil, Strast, Tothraern, Uhlmar, Uvynglos, Zanyll.

Female Names: Claen, Elune, Fhaeress, Geladyl, Ghilula, Holaline, Hylone, Ista, Itaarel, Itera, Jhiilira, Liathloen, Luoranyl, Mallune, Milshera, Nadynilue, Polinyra, Throrthryra, Tinnaryll, Yrnyriah.

Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, Narth, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

Adventurers: Cumasti are born to be explorers. They leave home on personal quests in search of the strangest objects and treasures. These quests can be as



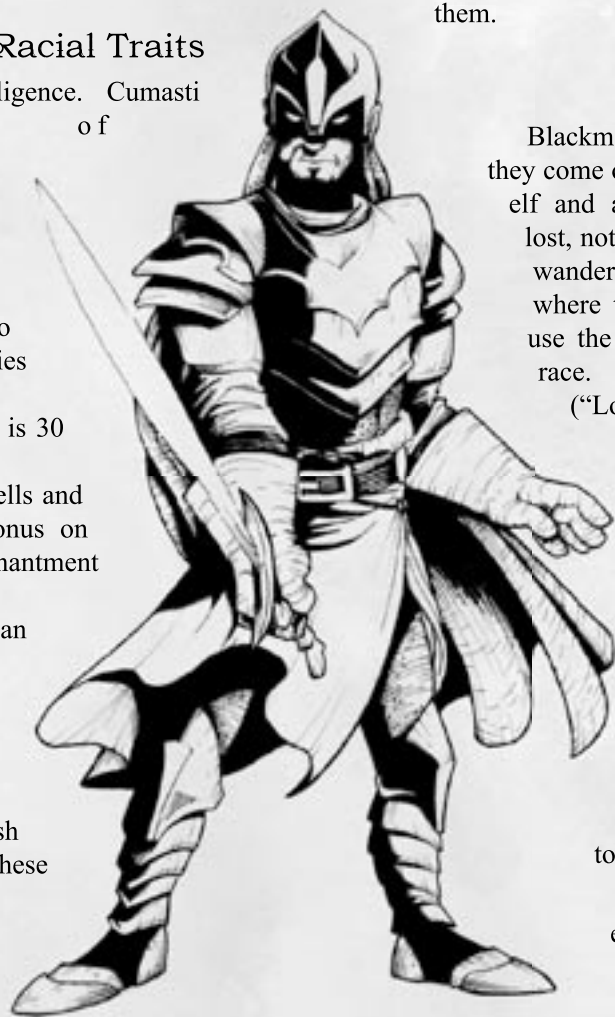
ambitious as discovering a lost elven artifact, as mundane as visiting strange foreign cities, or as unusual as finding one of the fabled orange phantom fungi of the Wood of the Revenant. Cumasti adventurers generally work well in mixed-race groups but enjoy antagonizing dwarves for their supposedly unrefined manners. They openly distrust half-orcs.

Cumasti Racial Traits

- -2 Constitution, +2 Intelligence. Cumasti are fragile but quick of mind. Their incredible intellects make Cumasti excellent sages and wizards.
- Medium: As Medium creatures, Cumasti have no special bonuses or penalties due to their size.
- Cumasti elf base land speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial bonus on saving throws against enchantment spells and effects.
- Low-light Vision: Cumasti can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to distinguish color and detail under these conditions.
- Proficient with the *elven longblade* and rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow. Cumasti train from their youth in the arts of swordplay and archery, so all are proficient with these weapons.
- +2 racial bonus on Listen, Search, and Spot checks. A Cumasti who simply passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it, as if he had been actively looking for the door. Cumasti senses are sharp enough that other races believe these elves to be clairvoyant.
- Automatic Languages: Common and Elven (Cumasti). Bonus Languages: Draconic, Elven (Westryn), Gnoll, Gnome, Goblin, Orc, and Sylvan. Cumasti may come

from the Forest Kingdoms, but they travel extensively. They know the languages of their allies and enemies, as well as Draconic, the language of magic.

- Favored Class: Wizard. A multiclass Cumasti's wizard class does not count when determining whether he suffers an XP penalty for multiclassing. Sorcery and arcane magic run in the veins of the Cumasti elves, and ranger/wizards are especially common among them.



Half-Elves

Blackmoorian half-elves are rare since they come only from the union of a Cumasti elf and a human. Half-elves often feel lost, not knowing where they fit in. They wander the world, looking for a home where they can live in peace. Humans use the term "half-elf" to describe this race. Cumasti call them *Ni'ssillin* ("Lost Ones") and Westryn call them *Do'riaa* ("Cursed Blood").

Personality: Half-elves are a very accepting people. They do not judge individuals, even half-orcs, by their race. They realize that circumstances can sometimes create strange outcomes. Because of this, they tend to take their time when making decisions and are outwardly slow to warm up to others.

Physical Description: A half-elf has the same basic height and weight as her human parent but exhibits the fine features of her elven parent. She has light-colored hair and skin, but not to the same extent as her Cumasti parent. Half-elves are built like humans, appearing in a similar array of body types. Their slightly slanted eyes are a feature unique to half-elves, and their eye colors range from blue to brown and always contain flecks of gold or silver. Their ears are slightly pointed, but their other features are soft and rounded.

Alignment: Half-elves can be of any alignment, and are as diverse as humans.



Religion: Half-elves worship any number of human and elven gods, though they rarely find the desire to look to the heavens except in their most desperate hours. During these times, half-elves call out to any deity that listens.

Languages: Half-elves speak both the Cumasti dialect of Elven and the Common tongue of man. They are gifted linguists and can learn any language with ease.

Names: Half-elves may be named according to human or Cumasti traditions, though half-elves commonly have elven names.

Male Names: Anvodrim, Bellow, Berurthane, Braddle, Calarg, Garodrarg, Glad, Glormak, Gramgel, Imanak, Imginarg, Imgudrune, Korodrand, Kuhisheth, Lorard, Urthim. Yest, Karn.

Female Names: Bagolim, Bimber, Celadrog, Ceridrone, Glind, Glosmorn, Harangrath, Ibonarg, Imgirkine, Ingak, Itrak, Lathith, Lireth, Lumikorn, Patrice, Robin, Shyla, Thashangrarg, Thomitrim, Thongrak, Ungarthorn, Vorin, Vosagorn, Zovorn.

Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, NARTH, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

Adventurers: Because of their generally nomadic ways, half-elves are natural adventurers. They quest for their entire lives, looking for pieces of their lost past.

Half-Elven Racial Traits

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial bonus on saving throws against enchantment spells and effects.
- Low-light Vision: Half-elves can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain their ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have a Cumasti's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of Cumasti elves.
- +2 racial bonus on Diplomacy and Gather Information checks. Half-elves can get along with all races.
- Cumasti Blood: For all effects related to race, half-elves are considered Cumasti elves. This makes them as vulnerable to certain special effects as their elven

parents, and they can use magic items that are only usable by elves. If an item is sub-race specific, half-elves can use it if it is usable by Cumasti elves.

- Automatic Languages: Common and Elven (Cumasti). Bonus Languages: Any (other than secret languages, such as Druidic). Half-elves are versatile and share many experiences with their human ancestors.
- Favored Class: Any. When determining whether a multiclassed half-elf suffers an XP penalty, his highest-level class does not count.

Westryn Elves

Once part of the greater elven race, the Westryn elves have branched away from their Cumasti cousins since the Black Queen's fall and her father's curse on the Forest Realms of the West.

The "Black Curse," as the Westryn call it, has made it impossible for the Westryn to produce viable offspring with any other race. This fact coupled with a policy of isolation has alienated them from other races and cultures.

Personality: The serious and rarely smiling Westryn elves are the sourest bunch of grapes on the good races' vine. Westryn elves have large chips on their shoulders and are extremely xenophobic. They rarely trust any race outside of other elves, and those few individuals that they do trust have won that prize only after a hard-fought struggle. Westryn are quiet but quick to anger and are blunt and brusque with other races.

Physical Description: Westryn are slightly taller than their Cumasti cousins. They stand between 5 and 6 feet tall, with no difference in height based on gender. They are powerfully built and swarthy — they are not slight or of pale complexion like the Cumasti. Westryn eyes range in color from dark green to deep blue, and their hair varies from greenish-blond to shimmering raven black.

All other physical attributes of the Westryn mirror the *PHB* elf racial entry (see the *PHB*, Chapter 2: Races, "Elves").

Alignment: Westryn elves do not care for the activities of any other race, save those of their Cumasti cousins. They are indifferent towards most good races but act with open suspicion toward humans and dwarves. Orcs, goblins, and ogres are the Westryn's bitterest living enemies, battling them in the Peaks of Booh and the Gargoyle Hills. Yet of all creatures that roam the world, Westryn reserve their deepest hatred for undead. Westryn, especially those from the Wild Realm near the Duchy of Ten, consider it their personal duty to destroy all undead creatures.

Because of these unique feelings, Westryn are considered neutral in alignment.

Legal Information

This PDF preview of Dave Arneson's Blackmoor is done under version 1.0a of the Open Game License; version 5.0/4.0 of the d20 System Trademark License and d20 System Trademark Logo Guide; and the Revised (v.3.5) System Reference Document, by permission from Wizards of the Coast. Subsequent printings of this book will incorporate final versions of the license, guide, and document.

The contents of this preview are based on the original Blackmoor setting, associated character and places owned by Wizards of the Coast, Inc. Used with permission, all rights reserved ©1975 Wizards.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1: Arcane Warrior, Blackmoor, Skelfer, Úvae

The following text is designated as Open Game Content: Spell descriptions in Chapter 3: Magic pages 83-95

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Dave Arneson's Blackmoor by Dave Arneson, Dustin Clingman, Jeffrey Quinn, Richard Pocklington, Copyright 2004 Zeitgeist Games, Inc. (contact info@zeitgeistgames.com, or see www.zeitgeistgames.com). Published by Goodman Games (contact goodmangames@ mindspring.com, or see www.goodman-games.com).