

BLACKMOOR

LIVING WORLD

An Advanced Fighting Fantasy Campaign Guide
in the legendary Kingdom of Blackmoor

Player's book



GALFIERO RISALITI



CHIMERAE

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We welcome your feedback about your Advanced Fighting Fantasy adventures in Blackmoor and about this humble publication. That is the main thing that pushes us to publish more and, if we can, better. Please contact us at: chimeraehobbygroup@yahoo.it

BLACKMOOR SETTING INFORMATION

In Blackmoor's long and troubled history, many young adventurers have quested to find the power and riches long rumoured buried in the harsh, cold north, to become eventually true heroes. Many of them failed, but innumerable stories tell of the bravery and skill of the few that made their heroic dreams come true, putting the name of Blackmoor on the world map. Despite their best efforts, however, Blackmoor remains a troubled land. Monsters roam unchecked, terrorizing the innocent, internal enemies carry on scheming and hostile armies advance on all borders. In the meanwhile, the generation of heroes that forged and defended Blackmoor for decades is aging and they won't be able to wield their weapons for much longer. More young adventurers must become strong enough to protect their homeland as soon as possible.

The Kingdom of Blackmoor soon will have to call on its protectors to save it once again from defeat. Will you be ready to answer the call when time will come? Can you build up enough strength to help heal the wounds of this weary land?

The future of the Kingdom is in your hands.

DAVE ARNESON INTRODUCING BLACKMOOR

One day, a little over thirty years ago, I discovered that I was bored. The campaign that I was running had become a drag. It was consumed with these long tedious battles and constant bickering over historical details. These most recently uncovered details would mess up next week's battle. Curses on all such books!

Why not just use one source and be done with it? CLICK! Graph paper, pencil, the old 20-sided dice we never used, some really poorly sculpted plastic monsters... I began to imagine a dungeon. My mind raced... I began to draw.

Maybe I can fill it with critters and gold! This dungeon needs a name? Hmm, it's a dark place in the wilds of wherever. Ahh! Blackmoor! By Sunday night the first six levels of the dungeon were done and the gaming table in the basement had been transformed into a small medieval town with a castle. A dungeon seemed like a good idea since it would keep the players from running all over the place. We still needed some more details... Ah! I drew a map of the town and the country around it. These last details took me most of the rest of the week to complete. I was really excited about this idea.

Now everyone could be a hero like in a book but without a tight (and often dumb!) plot. They could do just about anything that they wanted to do, for better or for worse. In that short time, Blackmoor was born. The campaign setting now known as Blackmoor was done within the month with additional details added as needed. Both the setting and the rules continued to grow over the weeks. Most, but alas not all, the guys liked the game and wanted to keep playing. So the next few weeks were spent fleshing things out and trying to maintain the structure. In a very real way I have continued to "flesh things out" over the last thirty years.

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

MY HUMBLE INTRODUCTION TO BLACKMOOR

Above you just read Dave Arneson's preface to the Blackmoor campaign by Zeitgeist, one of the last Blackmoor official publications, the main, ideal reference for this campaign.

Blackmoor setting, the legendary First Fantasy Campaign, today is still as gritty and enigmatic as it was at the time. Its value added is comes from the generations of players and game masters that shaped it during many years with their adventures.

What in my mind is peculiar of Blackmoor is the call for everybody to become a true hero, but not from the very first day of adventuring: it takes time and effort... and often luck! The story of this country, after all, is forged by a handful of great heroes that decided to stand proudly against all sorts of challenges and perils, prevailing. In their trail, however, there are plenty of other companions, perhaps as courageous as them, that didn't make it. Better growing step by step, hungry, humble and realistic, nurturing your heroic dreams in your heart, as death comes swift. The path of the hero is a long one... and you need to be alive to walk it.

Besides respectfully dedicating this campaign to the memory of Dave Arneson, I would like to dedicate it to all the players that will discover Blackmoor through this campaign: enjoy it and, please, forgive my shortcomings.

CAMPAIGN MECHANICS

This campaign is made of independent, one-off adventures designed to be completed in a session (between 2 and 4 hours of roleplaying in real time, including potential character creation). Each tiered adventure requires between three and five players and potential exceptions will be flagged in the adventure modules. Each adventure can be played by a different group of characters and characters can move between groups between an adventure and the following one.

There is no hard and fast obligation to play all adventures in a specific order, although there may be some adventure where at least some of the adventurers must have completed a previous, connected adventure, creating a loose story arc. This will be, again, highlighted in the specific adventure modules.

The adventure modules will also highlight the experience level suggested, as it will be explained in more detail below, when characters advancement (if they somehow manage to survive, of course!) and Experience Points mechanics will be detailed.

As part of this campaign, it is not only suggested, but also encouraged to have more adventures happening at the same times in different parts of Blackmoor (that's why I am "usurping" the title of *Blackmoor Living World* for this campaign). A single player may therefore have more than one character, taking part to different adventures at the same time, in different parts of Blackmoor, with different groups. Having more than one character is also a kind of "insurance" in the not unlikely case that a character, that perhaps was developed through many adventures, dies: you will have another character ready and with a fair bit of experience already under her belt!

All adventurers taking part to this campaign are young and good-willing, looking forward to becoming eventually Heroes of Blackmoor like the Great Svenny or some other well-known and respected companion of old King Uther Andahar, all people that held high the Royal, black and silver insignia, with the Eagle of the Andahars spreading her wings over everything. This campaign is in general not suitable for "pure evil" characters, although "cheeky rascals" and "black sheeps with a golden heart" can come along with no problem. However, on some special occasion (that will be flagged) there will be the chance of playing a "baddie" in strict collaboration with the Director, in the purest Blackmoor tradition.

BLACKMOOR CALENDAR

Blackmoor calendar is not divided in weeks, but in "tendays" and there are exactly 37 tendays in a Blackmoorian year (i.e. there are 370 days in a year). Each adventure, unless explicitly stated differently, takes a (standard) tenday (this usually includes travelling, resting, healing etc. all times *out of the limelight*) so Directors and players can track this way the passing of time. This supports the overall synchronization of all adventures, making simpler for characters to move from a group to another.

Blackmoor holds to the Royal Calendar, also known as the King's Calendar, Uther's Calendar or, more often, simply the Northern Calendar (it is just a local variation of the Thonian Imperial Calendar that was imposed on Blackmoor during the Thonian occupation, but it is not polite to state this in public in Blackmoor nowadays) and the starting year of this campaign is, by default, the 1035. The Blackmoorian year consists of twelve months, with between 28 and 32 days in each month.

The months of the Northern (Blackmoorian) Calendar, with their roughly equivalent months of the Gregorian calendar (seasons follow approximately the same patterns of real life Central-Northern Europe), are as follows:

Blackmoorian month	Gregorian month	Days per month
Asum	January	32
Chrislina	February	28
Yovenouom	March	30
Nuol	April	30
Kavain	May	32
Tihumia	June	30
Fukakas	July	32
Kuilan	August	30
Dumimia	September	30
Eaiwe	October	32
Hotien	November	30
Jekumal	December	32

WHAT DO CHARACTERS KNOW ABOUT BLACKMOOR?

All the characters are young people coming of age and grown up in remote, backwater villages, so small that they are not even mentioned by the maps. They don't know much of Blackmoor and will have to learn by exploring it, adventure after adventure. The following information represents, in practice, all the characters know at the beginning of the game.

Blackmoor used to be the northernmost province of the huge and decadent Thonian Empire, but, when Blackmoor was under attack from the warlike Afridhi tribes, the Empire didn't send help at all, so the noble Baron Uther Andahar, after heroically defeating them, declared Blackmoor an independent Kingdom. The Thonian Empire then sent troops to stop the rebellion, but King Uther won and the Thonian Empire signed a truce, that still manages to hold, despite many threats.

The young kingdom had to keep fighting many more external and internal enemies, from Skandaharian raiders to the minions of the enigmatic Egg of Coots, to scheming magic users, to crazy cultists from the swamps, just to name a few. At the end, a handful of heroes made the difference and repelled all invasions. For this reason, adventurers are highly respected in Blackmoor and adventuring is actively fostered at all levels. A bit all over Blackmoor, the coming of age of young people is marked by a period of adventuring far away from home and youngsters too scared or too lazy to hit the road are not considered "marriage material".

There is also a tacit agreement between experienced adventurers not to tell too much detail to youngsters or novice adventurers, just to avoid spoiling the "fun" of their explorations and discoveries.

Blackmoor is not densely populated and is surrounded by enemies of all sort: Afridhi tribes in the west, Skandaharian raiders from the north, all sort of non-human tribes, such as orcs and goblins, raiding all over, the constant threat of the Thonian Empire from south, as it never really accepted Blackmoor independence, plus even darker enemies and faceless traitors ready to take advantage of any weakness shown by the young Kingdom and attack from inside.

The characters were sent from their native villages with a map (one, for example, can be downloaded here: <http://blackmoor.mystara.net/img/BlackmoorSmall.jpg>) and they know just a few, sparse rumours about the main settlements:

Blackmoor is an ancient settlement and formally the capital of the Kingdom. It is dominated by the spire of a black stone keep that is the formal seat of the King, but it also catalyses some weird magic (they say it is haunted) and the King passes most of his time in Vestfold.

Vestfold is a newer settlement, although it was founded over ancient ruins, and it is one of the biggest cities of the Kingdom. This is the seat of the Regency Council, that supports the King in running the country and it is also the seat of the Wizards Cabal, that is in practice the only legal Magic Users' Guild of Blackmoor. It is mandatory for all magic users to be registered with the Wizards Cabal.

Tower of Booh is where you can find perhaps the biggest Halfling and Docrae community of the Kingdom.

Maus is considered the most ancient and big city of the Kingdom. It is a very important port and trading place.

Old North Watchtower is an abandoned settlement after it was destroyed by Skandaharian raiders and Dragons choose to take it over for themselves.

Glendower is a big settlement near the lands of the Egg of Coot, so it is always ready for a new attack.

Ringlo Hall is probably the biggest Cumari Elvish settlement of the Kingdom.

Lake Gloomy is the main settlement of the Great Dismal Swamp, that is a natural obstacle on the way of the Afridhi and a place where secret cults thrive.

Newgate is the city governed by the Great Svenny, a very famous hero, loved by all Blackmoorians for his strength and courage, although he is getting a bit old, like King Uther and other heroes of old. After the Afridhi conquered the Duchy of Ten, many Tenian refugees escaped to Newgate.

Jackport is a dirty port dominated by the underworld and criminal gangs. Several Half Elves also live there.

Archlis was anciently a great city, but centuries ago the terrible Mage Wars razed it to the ground and it is now just a shadow of what it used to be.

Bramwald, together with its connected port of **Erak**, is a part of Blackmoor still occupied by the Empire of Thonia. Its governors are actually people of great honour and they are very respected by Blackmoorians as their word is very worthy, but there is also a Thonian army that is under control of some general that not many people trust.

Regent of the Mines is probably the biggest Dwarven settlement in the Kingdom.

On top of this, the characters know the names of the main local rulers:

Barony	Baron
Newgate	Great Svenny
Glendower	Bascom Ungulian
The Lakes (Lake Gloomy)	Rissa Aleford
Dragonica	Peshwar na Shepro
Archlis	Wolper Gannet
Maus	Piter Rall
Bramwald	Bram Tagus

In Blackmoor there are also other dominions, referring to Elven, Dwarven and Halfling rulers, that formally have the same dignity for their subjects that King Uther has for the men of Blackmoor. Some of them are Uther Andahar's allies and great friends, some other totally ignore the King of Blackmoor and doesn't want to have anything to do with him and his fellow men.

Title	Ruler
Lord of the Cumasti	Menander Ithamis
King of the Westryn	Unknown to the wider public
Dwarven Regent of the Mines	Uberstar Khazakhum
Regent of the Halflings of the Northern Marches	Timothy Curlytop

WHERE DO THE CHARACTERS COME FROM?

Here is a list of examples of little villages suitable as birthplaces of the characters. They can be selected depending on the race and Special Skills chosen by the players, as it will become clearer while reading their descriptions. These examples may look perhaps more suitable for Human characters, but all races may now be found in Human villages. In case, clans for Elves, Dwarves, Halflings, Docrae, etc. can be easily set up and the characters leaving their clans can be individuals that

feel curious about the society outside and willing to experiment it.

These example villages can be easily renamed and reskinned or modified as deemed most suitable by the Director.

Chalice

Chalice is a small farming village in a secluded valley of the Northern Dawns, shaped, unsurprisingly, like a Chalice. The patron of Chalice is Faunus, that protects agriculture. In Chalice there is a tradition: every year there is a big village party on the Autumn Equinox (24th Dumimia), after harvesting, when biggest farming job in Chalice are completed. After this party, the young villagers coming of age leave Chalice and go adventuring (unless they are sick or injured, in which case they will leave as soon as they fully heal). Traditionally, the first stop for young Chalice adventurers is Blackmoor City, the closest main city, at the famous ComeBack Inn. Some young adventurers will never come back, some other will be back soon, scarred and scared of the world, some other will come back years later, full of gold and glory, sometimes accompanied by companions or friends, often from different races and backgrounds. This is the reason why in Chalice you can really encounter people from every race and this is not really a big deal, as all races live peacefully together in Chalice.

Port of Crabs

Port of Crabs is a small fishing village on a small sand strip island on the east coast, north of Archlis. While during the good season the villagers can get a decent amount of food from the ocean, during winter, when the weather is not suitable for navigation with their small boats, they usually go hungry and in the mid of winter (25th Jakumal) its young novice adventurers leave the village in search of fortune. The patron of the village is Hydros. Most of the inhabitants are either Thonian or, occasionally, Skandaharian, but everybody know that sailors often go astray and sometimes come back with spouses and children from other races.

Gertrude's Haven

This is an orphanage lost in the forest, where children of all races (Half Orcs presence is significant) grow together under the tutelage of strong willed priestesses of Tsartha, that teach them to respect life in whatever shape it comes. When the orphans grow up, they leave Gertrude's Haven and need to find a way to fend for themselves in a world that is often unforgiving to the weak. Some of them come back years later with substantial donations that keep the orphanage going.

Imbyrr

This tiny fishing village on the Black Sea is on the north-west coast of Blackmoor facing Locust Hills and the evil, enigmatic Egg of Coot that is based there. This village is hidden in a very small, barely visible cove in the cliff, just a couple of steps wide. Its inhabitants live in caves dug on both sides of the creek and connected by rope-bridges. They try to be as discreet as possible, avoiding being noticed by the Egg of Coot and anybody else, strictly avoiding all magic as it could be perceived by the Egg of Coot. They fish during Summer and hunt for seals in Winter, when the Black Sea freezes. Among them there is a sizable minority of Afridhi and Skandaharians, something that makes them even more cautious and secluded. They don't have a specific time for sending young villagers to the world as adventurers, but they do it after they get a remarkable catch. The patron of the village is the enigmatic Uzu Kul.

The Nameless Clan

This is not a place, but it is a nomadic clan roaming the vast planes of Eastern Hak, trying to avoid any contact with outsiders. This clan doesn't want to be known by any name as it is thought to be cursed. In fact, it happens quite often that its youngsters become Sorcerers. Being a young Sorcerer in Blackmoor is first of all a death threat to your family, as your uncontrolled powers, for example when you dream, can cause terrible explosions or summon horrible monsters. As this is a recurring nightmare for the clan, they are quick to recognize the culprit and they take her to a desert hermit (thought to be an old clan member) that teaches the new Sorcerer how to control, at least temporarily, the dark nature of Sorcery, avoiding becoming a Chaos Mage for as long as possible. The desert hermit also teaches that there is a secret organization called the Eldritch Underground that helps Sorcerers to avoid the draconian rule of the Wizards' Cabal. Once the training is complete, the young Sorcerer is sent alone in the world, with the advice not to come back, hoping she will find her way and will be able to resist Chaos Magic. The Nameless Clan is an obvious starting place for young Sorcerers, but most other archetypes will do as well (and they will probably hate Sorcerers). Most of the clan members are of Peshwah descent, but, due to their frequent abandoning of young Sorcerer, they are keen to adopt orphans from whatever background. Unfortunately, even adopted orphans seem to become Sorcerers more frequently than anywhere else. Most clansmen worship the deceased deity Hadeen and hope that his return may perhaps lift their curse.

RACES OF BLACKMOOR

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

The primary races that can be selected as character races are Humans (Thonians, High Thonians, Peshwah, Skandaharians and Afrihi), Elves (Cumasti and Westryn), Half-Elves, Half-Orcs, Halflings, Docrae, Dwarves and Gnomes. Please contact the Director if you are interested in playing other races. In general, a majority of Humans is usually expected in a generic group of adventurers.

Each race originally hails from a different region, but there are now many places where a bit all the races can be encountered and this is the case of most characters' birthplaces, as mentioned above.

Afridhi

The Afridhi are dark-skinned humans, with flaming red hair. They are slightly shorter than other humans, 5 feet on average, but with great physical power. They are a warlike race who hail from the freezing Goblin Kush Mountains. During last few generations, the Afridhi expanded their lands far away from the Goblin Kush, fuelled by rising religious fundamentalism linked to the monotheistic cult of Zugzul. During the rise of fundamentalism among the Afridhi, all of them not feeling enthusiastic about it had to run away to avoid being either killed or enslaved. Some of them escaped to the Duchy of Ten and to Blackmoor, settling down in quiet places, away from all attentions and trying hard not to be confused with the Afridhi worshipping Zugzul, for example wearing different clothes from traditional Afridhi ones, with Zugzul symbols laced all over. While they have lots of issues with racism, they are now not too different from all other inhabitants of Blackmoor, apart from the fact that they are all atheists (and therefore they can't have Priestly Powers at character creation, although they may convert later on), as a reaction to the fundamentalism they had to run away from.

Docrae

The Docrae are a race of small humanoid beings (that many humans struggle to distinguish from Halflings) with a long and troubled past. Docrae stand about 3 1/2 feet tall and weigh between 35 and 40 pounds. Their skin is very similar to that of humans, and their hair is normally black and straight. Docrae usually have black or brown eyes, though green eyes are not unknown. Old legends mark them as a race of fun-loving, curious folk,

each with the appetite of two men. Some say that they are curious and enjoy comfortable homes near their large and long-lived families. Yet these legends are mostly relics of the past. Even before the Afridhi invasion, other races preyed upon the Docrae, enslaving them and manipulating their trusting nature to their own ends. Many Docrae escaped from the main Afridhi invasion force in search of an area where they could live peacefully and separately from those who would do them harm. Today the Docrae are a hardy and wise folk who have cultivated their warrior nature from the need to protect themselves and their families from exploitation or violence. While Docrae are wary of outsiders, they have begun to open their settlements to other races again, as the Docrae have found a kindred relationship with some men of Blackmoor who have proved themselves trustworthy. These humans are welcomed in Booh, one of the areas where there are more Docraes, and given better treatment than members of other races. The Docrae have learned to make a living selling their wares, and offer lodging for travellers on the War Road. While they are willing to do business with other races, Docrae are slow to befriend them, but if a member of another race saves a Docrae's life, he becomes a member of the Docrae clan and remains so until death.

Dwarves

The Dwarves of Blackmoor are an industrious and proud people. Dwarves stand 4 to 4 1/2 feet high. They are very broad and muscular and weigh as much as Thonians despite their height difference. Female 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. Dwarves are long-lived by human standards, first reaching adulthood at age 75. Dwarves are considered elders when they approach 400 years of age. 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. As the chief miners in Blackmoor, the dwarves play an important role in procuring the precious metals gold, platinum, and mithral, but also the purest gems needed to create Foci. Dwarves are proud of their heritage as well as their handiwork. They are quick to boast about themselves and their people. 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. Dwarven dress is simple, consisting of plain woollens with little adornment.

Elves

The Elves of Blackmoor of 1035 are divided between the Cumasti elves prevalent in the eastern forests and the Westryn Elves in the west. Once a single elven culture, an alliance with humans resulted in a betrayal by them and curse that caused an irreparable divide between the elves of eastern Blackmoor, that were open to the alliance, and of western Blackmoor, that never trusted humans. Due to their low birth rates and the loss of much of their ancestral lands to Humans, Orcs, and other humanoids, Elves are dying out. The original Cumasti Elves have a long and rich history. Their race is incredibly old and is 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 eventually always betrayed them. This 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, instead retreated from the world, scarred by the human betrayal and vowing never to trust any other race again.

Cumasti are intelligent and willing to experience life in all its facets. They follow the traditions laid down for them millennia 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. 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-coloured hair, ranging from honey to ash blonde, and have eyes of rich green, deep blue, or soft brown. Their skin tones are light, even after hours in the sun. Cumasti reach maturity at 100 years old and may live for over 800 years.

The serious and rarely smiling Westryn Elves are the sourest bunch of grapes on the good races' vine. 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 — are not slight or of pale complexion like the Cumasti.

Westryn eyes range in colour from dark green to deep blue, and their hair varies from greenish-blond to shimmering raven black. 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, are blunt and brusque with other races. 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.

Gnomes

Establishing themselves as learned engineers and skilled craftsman, Blackmoorian Gnomes earn their living working cooperatively with High Thonians and Dwarven engineers. Gnomes love to solve puzzles and their mental and manual agility make them welcome company. Gnomes stand 3 to 3 1/2 feet high. Their skin is light to dark brown, depending on their current home and the amount of sunlight to which they are exposed. Gnome hair is fair, and their eyes bluish, and their men wear beards as a sign of status. They wear very practical clothing that sports pockets and belts for holding tools; they seem to be able to produce any needed item from these pockets. Gnomes are an open and trusting people whose lives revolve around their work. While generally kind to each other and their patrons, gnomes are easily annoyed by individuals who needlessly distract them from their precious work, with the definition of need of course up to the Gnome in question. As such, Gnomes are often chided for their blunt behaviour. Left to themselves and their work, Gnomes are pleasant. They work hours at a time on their precious gadgets and are driven to complete every project they start.

Half-Elves

Blackmoorian Half-Elves are relatively rare, since they come only from the union of a Cumasti Elf and a Human (as mentioned, Westryn Elves do not generate offshoots with other races). 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-coloured 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 colours 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. 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. 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. Humans use the term "Half-Elf" to describe this race. Cumasti call them Ni'ssillin ("Lost Ones") and Westryn call them Do'ria ("Cursed Blood").

Halflings

Halflings are the most welcome of visitors throughout Blackmoor. They bring stories and goods to trade and are free from other races' mistrust. Halflings stand 3 to 3 1/2 feet tall and weigh in at a portly 50 to 75 pounds. Halflings have dark hair and eyes. They wear practical and unassuming clothing to prevent provocation from those who would think to take advantage of their diminutive stature. Halflings live relatively long lives, reaching maturity at 45 and becoming elders at 175. Halflings are uniquely able to obtain secret information, a trait which has made them important friends in dangerous lands. Halflings are kind and friendly folk who love to tell stories and eat. They are known throughout the land for their ability to entertain. While they are friendly, they are also skilled traders and drive hard bargains, using their natural charisma to influence their dealings with others. Halflings are industrious and quickly adapt to the customs of the lands in which they settle.

Half-Orcs

On the Blackmoor frontier's far reaches, Orcs raid Human settlements in search of wealth and food. These raids have in turn generated offspring in the form of half point Orcs. Half-Orcs stand between 6 and 7 feet tall and weigh between 210 and 270 pounds. They have greyish skin tones and large skulls with protruding foreheads that highlight their orc heritage. Half-Orcs who do not exhibit clear and distinct human traits are often allowed to remain within the Orc culture, however, Orcs usually slaughter those who are obviously part human or who anyway fall out of favour. Some Half-Orcs manage to escape and spend the remainder of their lives hunted by both men and Orcs, which forces many Half-Orcs to live away from civilization, in small bands or on their own. Often they seek some sort of belonging with others and adventure for the respect and acceptance that can come from the skilled use of a battle axe. Half-Orcs have little patience with others, a trait that may be the result of years of abuse and rejection. They love to fight and greatly value what friendship they can find. They enjoy good food and drink and are always open to revelling. They tend to overcompensate for the lack of positive attention they received over the course of their segregated, hunted lives.

High Thonians

The High Thonians are members of the highest, most powerful human social caste within Blackmoor's borders. High Thonians stand 5 to 6 feet tall and weigh from 135 to 265 pounds, with men noticeable taller and heavier than women. Their skin is fair; their hair tends to be blond or brown. To demonstrate their excellent grooming, most High Thonian men do not wear beards. High Thonians are long-lived by human standards, with life spans reaching well over 100 years. Some attribute this longevity to breeding, but others suspect a magical source. While High Thonians tend to come from advantaged backgrounds, not all of them have the stomach for politics or fighting. Many use their family names and backgrounds to pursue science and other academic matters. Several teachers at the University of Blackmoor are High Thonians from important families. High Thonians are studious people and excellent entertainers. They spend their time learning and finding new and interesting ways to entertain themselves and their wealthy friends. Noble Thonians spend their money freely to impress others or to purchase necessary parts for their inventions. They are kind and gentle to others but are venomously possessive of their expansive libraries and eccentric inventions.

Peshwah

Not so long ago, a group of humans settled the Plains of Hak, bringing their horses with them. This group is known as the Peshwah, that literally means "Persons". Peshwah people in fact typically introduce themselves as "Peshwan na...", that means "Person known as..." followed by their name, then they sometimes add the name of their clan and tribe, depending on how formal is the context. The Peshwah are traditionally gentle and nomadic, although very proud souls who enjoy the feel of life from the back of their horses. Until they met the Afridhi, they knew no war or serious conflict. As the Afridhi drove these peaceful people in front of them across the plains, spilling their blood and killing their fathers and sons, the Peshwah grew hard and fierce, proving that even a horse will turn to face the lion. After the Afridhi's advance was halted, the Peshwah once again settled into their windswept homeland. This time though, they have a purpose: the vengeance pounding in their collective heart. After riding across the wind-swept Plains of Hak for generations, the Peshwah have become a dark-skinned people. Though of Human stock, Peshwah are shorter and stockier than their northern Blackmoor brethren. Their features are hard, and culminate in large, straight noses. Their hair is dark brown or deep red, curly hair is uncommon. Peshwah are a well-meaning people. They have pleasant natures and are willing to help their own kind without asking for anything in return. Peshwah mistrust outsiders, including the other human races, but they are rarely

hostile toward them. The burning racial anger they hold in their hearts is for the Afridhi alone.

Skandaharians

Skandaharians are a Human race of tall, pale-skinned, blue-eyed, blond-haired sea rovers that for long ages sailed from the frozen north in long ships to raid the coasts of the Thonian Empire. In more recent years, they have concentrated on Blackmoor instead, which they unsuccessfully tried to invade during Blackmoor's rebellion against the Empire and on several other occasions. However, some Skandaharians and their descendants settled in quieter parts of Blackmoor (very often near the coast) and started a new life in the Kingdom. In Blackmoor, people can't really say the difference between pure blood Skandaharians and the native inhabitants of Frisia, that is an icy cold land between Blackmoor and the proper land of Skandaharians, that is further north, so Frisian descendants are called Skandaharians as well in Blackmoor. Skandaharians are usually stereotyped for their greed, destructiveness, and cruelty, to the point that they are often compared unfavourably with Orcs in this regard. However, Skandaharians (and Frisians) hailing from Blackmoor are not that different from any other Blackmoorian.

Thonians

Thonians are the everyday citizens in Blackmoor and its surrounding vicinity, including the Duky of Ten and the Ducky of the Peaks. Thonians stand 5 to 6 feet tall and weigh 125 to 250 pounds, with men noticeably taller and heavier than women. Their skin is dark, and their hair is black or brown. Thonians do not share the longevity of their High Thonian rulers. They achieve adulthood at age 16 and when they live into their 70s they are considered long lived. Thonians are very much normal Humans, making up the majority of the Blackmoorians. They are family-loving people who try to better themselves. They are well-tempered but sometimes show disdain for their lot in life: Thonians do not share in the privilege or money that they see all around them as their nobles are mostly High Thonians and Thonians anyway can't join the nobility, regardless of their financial status, without a direct appointment from the King.

DEITIES OF BLACKMOOR

In Blackmoor, most people respect a wide pantheon of deities, but Blackmoorians in general are not religious fanatics at all. They are rather tolerant and religion for them is not exceedingly important, but some of their enemies, such as, for example, the Afridhi, are definitely fanatics. Each settlement has a specific patron (or more, if it is particularly big), while individuals typically worship the whole pantheon and pray even well-known dark deities, begging them to be spared (although temples dedicated to dark deities would be very objectionable, especially in big settlements) and only occasionally they choose a single patron, even if they may have favourites. Priestly characters are instead required to worship a single patron and going astray can be very dangerous for them.

See below some of the most known deities in Blackmoor (the Worshippers indication mentions the kind of persons that would worship exclusively or preferably that deity):

Aeros

Symbol: a cluster of intricate lines, beginning at a common point and spreading outward. Portfolio: Air, knowledge, time. Worshippers: Elves; farmers, knowledge seekers, sailors.

Baldin

Symbol: a harp superimposed on a sun. Portfolio: Light, music, poetry, the sun. Worshippers: Bards, poets, musicians.

Brr'bb't

Symbol: a toad. Portfolio: Transformation and destruction. Worshippers: Amphibians, swamper.

Calelrin

Symbol: A dagger piercing an open eye. Portfolio: Assassination, dark places, evil, lies, and secrets. Worshippers: Peshwah; assassins, greedy merchants, evil rogues, and evil arcane spellcasters.

Chamber

Symbol: A black, wingless dragon coiled around a large black sword. Portfolio: Invention, fire, and secrets. Worshippers: Dragons and dragon cults.

Charis

Symbol: A candle-like, little flame in the darkness. Portfolio: Invention, intelligence, insight. Worshippers: Gnomes.

Dealth

Symbol: A black veil. Portfolio: Magic, travel, tricks. Worshippers: Elves; those seeking to avoid misfortune or wish misfortune on others, wizards.

Dhumnon

Symbol: A gold coin split by a sword. Portfolio: Commerce, contracts, nobility. Worshippers: Dwarves; adventurers, merchants, nobles.

Elgath

Symbol: Entwined chimera heads on a disc crossed by three arrows. Portfolio: Archers and the hunt. Worshippers: Archers, hunters, and religious wokan.

Faunus

Symbol: A crown of thorns (often simplified as a circlet of ivy). Portfolio: Plants and animals. Worshippers: Elves; farmers, hunters, rangers, some wokan.

Ferros

Symbol: An anvil. Portfolio: Creation, strength, and metal. Worshippers: Elves; inventors, smiths, miners.

Fiumarra

Symbol: A lit candle. Portfolio: Fire. Worshippers: Elves; anyone dealing with fire, wizards.

Fronaus

Symbol: A white kite shield crossed by two blue longswords and capped by a golden crown. Portfolio: Justice, law, and nobility. Worshippers: High Thonians; knights, lawyers, paladins, petitioners.

Gorrim

Symbol: An open eye made of carved black stone. Portfolio: Death, earth, the underworld, wealth. Worshippers: Dwarves, Gnomes; death cults, murderers, and thieves.

Hadeen

Symbol: A stylized composite bow. Portfolio: Archery and nobility. Worshippers: Peshwah; archers and nobles. *Note that Hadeen is a deceased deity and therefore doesn't grant priestly powers anymore.*

Hak

Symbol: A horse riding through the night sky. Portfolio: Harvest, horses, the sky, stars, and wind. Worshippers: Peshwah.

Hella

Symbol: A crumbling black tower over a red skull.
Portfolio: Death and the underworld. Worshippers: Evil priests, the power-hungry, and evil death cults.

Hemgrid

Symbol: An axe splitting a mountain. Portfolio: Earth, mountains. Worshippers: Dwarves, Gnomes; miners, soldiers.

Henrin

Symbol: A silver longsword thrust into the ground.
Portfolio: Guards, loyalty, the military. Worshippers: Thonians; the downtrodden, peasant knights.

Hersh

Symbol: A pair of dice on a silver coin. Portfolio: Communication and luck. Worshippers: Gamblers and thieves.

Hydros

Symbol: A crashing wave. Portfolio: Water. Worshippers: Elves; farmers, healers, sailors, anyone afraid of bad weather.

Id

Symbol: The void. Portfolio: The dark and ancient forces of Chaos. Worshippers: Deformed and mutated creatures.

Insellageth

Symbol: A gold, wingless dragon coiled around a crystal ball. Portfolio: Dragons, magic, mystical power, and knowledge. Worshippers: Dragons and dragon cults.

Kadis

Symbol: A large pick dug into a mountain. Portfolio: Earth and the mountains. Worshippers: Tenians; miners and smiths.

Kela

Symbol: A gold compass and a rolled parchment.
Portfolio: Crafts, smithing. Worshippers: Dwarves; craftsmen, explorers, merchants, smiths.

Khoronus

Symbol: A gold longsword crossing a silver lance.
Portfolio: Courage, strategy, and tactics. Worshippers: Tenians; commanders and soldiers.

Koorzun

Symbol: A white warhammer on an open black book.
Portfolio: Home, magic. Worshippers: Dwarves; sages, wizards, some woked.

Med-a

Symbol: A golden dragon coiled around a steep, black mountain. Portfolio: Wisdom, power, domination over the unwise. Worshippers: Dragons and dragon cults.
Note: very mysterious deity, thought deceased.

Mieroc

Symbol: Three differently shaped gears. Portfolio: Engineering, smithing, war. Worshippers: Dwarves; inventors, engineers, generals.

Mwajin

Symbol: A white cloud raining coins. Portfolio: Commerce, sea, and the wind. Worshippers: Adventurers, merchants, sailors.

Odir

Symbol: A shortspear wreathed in motes of magical energy. Portfolio: Knowledge, magic, and war. Worshippers: Any.

Ordana

Symbol: An outstretched female hand. Portfolio: Knowledge and protection. Worshippers: Elves; midwives, mothers, protectors, teachers.

Pacuun

Symbol: A bastard sword over a yellow sunset. Portfolio: Light, sun, and travel. Worshippers: Adventurers, travellers, undead slayers.

Pathmeer

Symbol: Three wavy lines emanating from an open mouth. Portfolio: Knowledge, secrets, travel. Worshippers: Dwarves; rogues and spies.

Phellia

Symbol: A red spider spinning a magic web around a black heart. Portfolio: Love, magic, and vanity. Worshippers: Wizards, witches and wisewomen, some woked.

Raelralataen

Symbol: A black disk with a white balance. Portfolio: Death, law, and justice. Worshippers: Peshwah; knights, lawyers, nobles.

Sacwhyne

Symbol: A blue longsword crossing a white buckler made of ice with a golden crown. Portfolio: Duels, ice, and war. Worshippers: Blackmoorians; duellists, nobles.

Shau

Symbol: A dwarf holding a greataxe. Portfolio: Tactics, trust, war. Worshippers: Dwarves; females, guardians, warriors.

Sollus

Symbol: A brown scythe on a field of red wheat. Portfolio: Agriculture, fertility, harvest, the sun. Worshippers: Blackmoorians; farmers, some woked.

Sylvian

Symbol: A tree branch. Portfolio: Wild places. Worshippers: Elves; hunters, lumberjacks, woodcrafters.

Temrin

Symbol: A hourglass. Portfolio: Time. Worshippers: Blackmoorian traditionalists. *Note: Temrin is a deceased deity and therefore doesn't grant priestly powers anymore.*

Terra

Symbol: A mountain. Portfolio: Law and earth. Worshippers: Elves; explorers, judges, miners, stone-carvers.

Thanatos

Symbol: A diseased hand grasping for the moon. Portfolio: Decay, disease, famine, time passing. Worshippers: Beastmen, cults of disease and famine, evil wizards.

The Pygmalion

Symbol: A triangle pointing down. Portfolio: Peace, abundance, happiness. Worshippers: The (very secretive) cult of The Pygmalion. *Note: it is debated if she is deceased very long time ago or if she was only temporarily trapped. It is unknown if she actually grants priestly powers. It is often considered to be just another face of Phellia.*

Tilla

Symbol: A blue short sword surrounded by a yellow halo. Portfolio: Docrae civilization. Worshippers: Docrae.

Tsarthra

Symbol: A wingless, gray dragon coiled around an oak leaf. Portfolio: Healing, justice, compassion and motherhood. Worshippers: Dragons and dragon cults.

Tyrhm

Symbol: An axe covered in ice. Portfolio: Cold and war. Worshippers: Skandaharians, Frost Giants; conquerors, hunters.

Uzu Kul

Symbol: A trident, sometimes a Kraken. Portfolio: Oceanic abyss. Worshippers: Sailors, Skandaharians.

Volketh

Symbol: A black dagger piercing a heart. Portfolio: Thieves, trickery, and murder. Worshippers: Assassins, spies, thieves.

Yoosef

Symbol: A red owl perched on a yellow book. Portfolio: The earth, enlightenment, and protection. Worshippers: Peshwah; mystics, rangers, sages, wizards.

Zugzul

Symbol: A flaming eye wreathed in a circle of woven axes. Portfolio: Conquest, death, fire, and war. Worshippers: Afridhi.

ADVANCED FIGHTING FANTASY RULESET IN BLACKMOOR

The original Blackmoor campaign is associated with the development of Dungeons & Dragons, but in time it was played with lots of different rulesets.

As I hope this campaign might be a decent introduction to Blackmoor for players that don't know this setting yet, I also hope it might be a decent introduction to Advanced Fighting Fantasy for players that don't know this ruleset yet.

What I really like in Advanced Fighting Fantasy 2nd edition (a.k.a. AFF2) is that it is a simple, quickstart ruleset that doesn't require long time to learn it and to create a character (in fact these take typically between 5 and 10 minutes in total) and that it is easily customizable, open to house rules and variations without breaking the game itself. For this reason, I will not follow strictly AFF2 ruleset, but I will use simplified rules for character generation, specially adapted to Blackmoor. I also propose one specific house rule in combat: while melee attacks require opposed rolls (as per standard ruleset), ranged attacks will not require opposed rolls, but instead rolls against a standard target (that is always 15) after adding or subtracting relevant bonuses or penalties due to distance, partial cover, etc. Once hit, armour is to be managed as per standard rules. If there is no distance for ranged attacks, melee rules (i.e. opposed rolls) should be of course used instead. Other minor deviations from the standard ruleset will be highlighted below.

While the Director needs to be knowledgeable of the full AFF2 ruleset to run this campaign (Director, by the way, is the name of the Game Master in AFF2), the players should be able to start playing this campaign with no problem using just the Quickstart Guide that is freely available to download at this website address: http://www.drivethrurpg.com/product/108092/Advanced-Fighting-Fantasy-Quickstart?src=hottest_filtered

The Quickstart Guide provides just a small selection of Special Skills and Wizardry spell, ignoring other magic styles. Talents aren't very detailed either. Players willing to have a broader access to these very interesting details will have to access the full ruleset instead of just the Quickstart Guide. Character Creation is not mentioned either, but a different procedure is proposed below, so it is not strictly necessary.

CHARACTER CREATION

Please note that the following character creation indications are NOT the standard AFF2 character creation rules, but an adaptation to Blackmoor setting. If you want to create a character strictly according AFF2 ruleset, you need to refer to the books published by Arion Games.

Characteristics

Every novice adventurer starts with the following values in their Characteristics:

SKILL 5

STAMINA 6

LUCK 8

MAGIC 0

those starting Characteristics, that represent a common Blackmoorian, are then increased from a pool of 8 characteristics points, representing the difference from a normal, untrained and unfit person versus a young adventurer, with the following caveats:

SKILL: maximum 2 points can be added

STAMINA: maximum 5 points can be added, and each point added increases STAMINA by 2

LUCK: maximum 3 points can be added

MAGIC: maximum 7 points can be added

After adding up the Characteristic points as mentioned above, add the following racial modifiers:

Humans, Halflings and Docrae: +1 LUCK

Dwarves, Gnomes and Half-Orcs: +2 STAMINA

Elves (Cumasti and Westryn) and Half-Elves: +1 MAGIC

To play with other races, please contact the Director for approval of the race for playing characters and for the related modifier.

Talents

Every character can choose ONE Talent chosen from the published ruleset (if the ruleset is not available, the Director can provide some guidance). See below a few Talents that have been modified to adapt them to the Blackmoor setting as described in this publication:

Dark Seeing: you can see at night and underground (monochrome and up to 20m). *This Talent is not available to Humans.*

Focus: to get this Talent you need to be able to cast spells, but not Sorcery nor Chaos Magic, that are totally incompatible with this Talent. You can endow a "suitable" item (a gemstone or something that includes a gemstone) by permanently sacrificing up to three points of MAGIC to your spellcasting Focus and receive up to +3 bonus to all spellcasting attempts and associated rolls (including casting failures and catastrophic outcomes) when casting while using your Focus. You can progressively sacrifice more MAGIC point to get a progressively stronger Focus. Sacrificed MAGIC points can not be recovered magically, but only by getting more Experience Points. Creating a Focus takes time (a tenday for each MAGIC point sacrificed) and you can have only one Focus at the time. Your Focus is personal and using somebody else's Focus requires passing a test of LUCK or going straight to the Oops table. Foci are highly considered in Blackmoor as their use was invented by Skelfer Ard, the White Wizard, to end the Mages Wars long time ago.

Lucky: you can repeat one failed LUCK roll every day, spending a single LUCK point for both of them. Second roll must be accepted. *This Talent is available only to Humans.*

Natural Mage: you need at least one point of Magic - Wizardry or of other styles of magic, apart from Magic - Sorcery or Chaos Magic, that are too difficult to control and are totally impervious to this Talent. You don't need to roll to cast a spell that has a cost lower than your points in the relevant Magic special skill.

Status and Knighted are not allowed to newly created characters, as they are all coming from humble backgrounds. They must be acquired later, after acquiring some experience.

Special Skills

You can choose one Special Skill at (2) and two Special Skills at (1). Special Skills can increase up to (6), but can never raise above half the related main characteristic, rounded down. For example, if your SKILL is 9, a related Special Skill, such as *Jump*, can be at most (4). A Special Skill at (1) indicates a basic training, at (2) shows full training, at (3) you are an expert, at (4) you are a master. Higher scores indicate masters of superior levels.

You can choose your Special Skills from the published ruleset, although quite a few are described in the Quickstart Guide as well. See below a few Special Skills that have been modified to adapt them to the Blackmoor setting as described in this publication:

Igneolite (Firepowder) Hand Weapons: for the sake of clarity, fireweapons are explicitly mentioned amongst the weapons that **can** be encountered in Blackmoor.

Sneaking: used to avoid being seen and heard. Wearing a metal armour or carrying heavy weight while trying to sneak causes the following penalties:

Sneaking impediment:	Penalty:
Carrying heavy weight (over 200 coins)	-2
Carrying very heavy weight (over 400 coins)	-4
In chain armour	-2
In plate armour	-4

Combat Whistles: it is a secret code that is communicated by whistling and is battle oriented. *It is traditionally taught only to Afridhi.*

Terrain Lore: a specific environment linked to the place where the adventurer grew up or where she trained and lived continuously for at least one year (Forest Lore, Desert Lore, Mountain Lore, Sea Lore, Underground Lore, etc.) – you can't get Terrain Lore in an environment where you didn't live continuously for at least one year. Very short trips (like a couple of days) away from that environment can be allowed once per month or less.

Secret Signs: use of a secret code of used by underground societies. It can be talked, communicated with body signs, handshakes or marks. *It is normally shared between Sorcerers and Chaos Wizards (Eldritch Underground), but occasionally also thieves and assassin can access it at some point of their career.*

Smoke Signals: use of a secret code of distance communication through smoke puffs. *It is traditionally taught only to Peswah.*

Please note that Knowledge Special Skills related to specific local knowledge (specific lands, cities, people, etc.) are not available, as all that the characters know at the beginning of the game is written in the Setting Information section and can be expanded only by first-hand exploration and experience. For the very same reasons, Religion Lore is available only to characters that possess also Magic – Priestly Special Skill, while other characters know just what is written on the *Deities of Blackmoor* chapter.

Languages: all civilized beings in Blackmoor speak the same common language (Thonian) and they get this Special Skill "for free" at (4) on top of the others (you don't even need to add it to the character sheet as it is implicit

for everybody in Blackmoor and nearby nations), but other intelligent races (such as Elves, Dwarves, Halflings, Docrae, Gnomes, etc.) have a unique language as well (half races, such as Half-Elves or Half-Orcs of course don't have a specific language but can choose Elvish or Orcish etc.) and the related racial language at (4) can be chosen instead of a Special Skill at (1) as humanoids grown up in a Human settlement often forget the language of their ancestors. Peshwah, Skandaharians and Afridhi have their own languages as well, but if they hail from Blackmoor their "standard" language is the common language (Thonian) and, if they want to speak also their specific languages, they have to acquire the associated Special Skill exactly as mentioned above for non Human races. It is recommended that Elves choose Elvish language, Gnomes choose Gnomish language etc. but it is not mandatory, and this can be justified by the character background.

Magic Special Skills require a general introduction: all magic users in Blackmoor are supposed to get registered at the Wizards' Cabal, although the Cabal never achieved 100% registrations. Several magic users are therefore illegal, including the characters at the beginning of the game. They may hurry and swear their allegiance to the Wizards' Cabal or not (it is easy, free and an office where this can be done can be found in all towns of the Kingdom, but not in little villages like the ones where the characters grew up). See below the words of the oath:

I swear to remain loyal to the Wizard's Cabal and to obey its laws and precepts in all things.

I swear to abide by the orders of my superiors save when they stand contrary to the precepts of the Cabal.

I swear to respect the laws of the common man to obey them as any citizen must and to violate them only when necessary to fulfil my duties to the Cabal.

I swear to give all my effort and, yes, even my life to stand between the common man and those who would use magic for evil.

I swear to destroy all who sully the image of magic in the eyes of the common man and who practice without the lawful writ of the Cabal.

All these things I swear lest I be judged by my brethren and condemned to die as yet another common criminal swept under by the Cabal's good justice.

Magic is life. Life is magic.

Let me live, let me die in the service of both.

Please note that most detail related to these special skills (including spell lists etc.) can be found only in the full ruleset, making magic users most suitable for players that can fully access it. The Quickstart Rules, however, cover sufficiently Magic - Wizardry, that is also the most practical magic style for novice players. The following comments about the various magic styles cover some aspects that are additional to AFF2 ruleset.

Magic - Minor: the number of cantrips initially known is equal to three times your initial Magic Minor Special Skill points.

Magic - Priestly: please note that priestly powers users are exempt from registering at the Wizards' Cabal (unless they practice also other magic styles, of course). Choose a deity from the Blackmoor Setting Information section as a patron and then check the conversion table below that shows, for each Titan deity, which Blackmoorian deity grants the very same priestly powers. The detail associated to each priestly power can be found in full detail in the AFF2 ruleset.

Titan deity	Blackmoorian deity
Pangara	Aeros
Baldin	Baldin
The Beast Lord of Toads	Brr'bb't
Arhallogen	Calelrin
Kilanirax	Chamber
Verlang	Charis
Logaan	Dealth
Fourga	Dhumnon
Hamaskis	Elgath
The Beast Lords of Various Animals	Faunus
Verlang	Ferros
Filash	Fiumarra
Libra	Fronaus
Death	Gorrim
N/A	Hadeen
The Beast Lord of Horses	Hak

Decay	Hella	Sukh	Uzu Kul
Verlang	Hemgrid	Slangg	Volketh
Telak	Henrin	Hamaskis	Yoosef
Sindla	Hersh	Lorodil	Zugzul
Hydana	Hydros	<p><u>Magic - Sorcery</u>: due to the unstable nature of magic in Blackmoor, Sorcerers are very feared. They do not learn how to harness the magical energies that flow through the world, but are instead born to such energies. From an early age, these people exhibit signs of their ill-fated heritage (it is therefore impossible learning from scratch Magic-Sorcery if it isn't chosen at character creation, but of course Magic-Sorcery special skill level can be improved later on, by spending experience points). Some are born with marks on their bodies in the shape of powerful beasts or dragons, others with pupil-less white eyes that still see. When a sorcerer reaches early adolescence, a great explosion of power manifests around: such manifestations can easily destroy entire villages. Moreover, the sorcery spell ZED (7) is said to have even worse effects on the very fabric of reality, with destabilizing ripple effects. Because of this unpredictable power, sorcerers are feared and hunted, even by their own families and friends. Sorcerers don't choose their condition and they are not necessarily evil (although the majority are, or become evil due to their persecution), but when they fail to cast a spell, they have to pass a LUCK test to avoid becoming Chaos Wizards, cause a disastrous release of energy and inevitably turn evil (if their attempt is a critical failure, Oops table can be used directly before progressing to Chaos Magic, with no LUCK roll). For these reasons, choosing this Special Skill for a playing character can be very challenging and there always a risk that the character will be taken over by the Director if she turns into an evil Chaos Mage.</p> <p><u>Magic - Mask Magic</u>: uncommon style in Blackmoor.</p> <p><u>Magic - Conjuraton</u>: relatively uncommon style in Blackmoor.</p> <p><u>Magic - Tattooining</u>: uncommon style in Blackmoor.</p> <p><u>Magic - Battle Magic</u>: uncommon style in Blackmoor.</p> <p><u>Magic - Enchanting</u>: relatively uncommon style in Blackmoor.</p> <p><u>Magic - Naval Sorcery</u>: uncommon style in Blackmoor, although more popular among Skandaharians and their descendants. See Magic - Sorcery for side effects.</p> <p><u>Magic - Wizardry</u>: this is the only magic style easily accessible in practice to players using only the Quickstart Guide. The initial total number of spell levels known at the beginning is equal to MAGIC characteristic score and,</p>	
Disease	Id		
Kilanirax	Insellageth		
Throff	Kadis		
Verlang	Kela		
Telak	Khoronus		
Hamaskis	Koorzun		
Kilanirax	Med-a		
Telak	Mieroc		
Solinthar	Mwajin		
Fourga	Odir		
Galana	Ordana		
Glataanka	Pacuun		
Fulkra	Pathmeer		
Asrel	Phellia		
Libra	Raelralataen		
Farigiss	Sacwhynne		
Telak	Shau		
Galana	Sollus		
Galana	Sylvian		
N/A	Temrin		
Throff	Terra		
Death	Thanatos		
Asrel	The Pygmalion		
Usrel	Tilla		
Kilanirax	Tsartha		
Farigiss	Tyrhm		

if you don't have the full ruleset, you can choose among the spells described at page 16 of the Quickstart Guide (in doubt contact the Director). Your MAGIC POINTS at character creation are equal to twice your MAGIC characteristic + Magic Wizardry Special Skill score.

Weapons and Armour

You start the game with ONE weapon of your choice (even if you have the Talent *Ambidextrous*), appropriate for your character and related Special Skills. If you want it, you can start the game with the best armour that you can wear with no penalties, but only an armour OR a shield can be selected. They are all present from your fellow villagers as you take the road of adventure.

Pocket money and other equipment

You weren't sent adventuring out in the cruel world by your fellow villagers without due equipment: you carry with you a substantial amount of gold (50 GP, so you won't need to fight to death for a blanket or a glass of warm milk as you start adventuring), suitably comfortable clothes, a backpack and a bedroll. You start the game with enough food for three meals and a waterskin that you can refill at the wells on the road. This is a handsome equipment and lots of money for the standards of your village. The gold, in particular, comes from the village treasure and you know you are expected to return at least twice as much when you will be back. This way, younger adventurers coming of age after you will be able to leave the village without fear of starvation on the way as you did. You have also a map of Blackmoor: <http://blackmoor.mystara.net/img/BlackmoorSmall.jpg>

Your backpack can contain up to ten "bulky" objects (scrolls, rings and similar light and small objects do not count towards the ten objects, as they don't add any significant weight, but every meal, for example do count). The pouch that you use for your coins can contain up to 50 coins and it does count towards the ten objects as well (for this reason it is considered that an adventurer can carry up to 500 coins, i.e. ten pouches completely full of coins). You can of course carry over ten "bulky" objects with the *Packhorse* Talent.

GROWING YOUR CHARACTER

Experience Points (XPs) earned adventuring (indicatively, you may earn something like 50 XPs per adventure, if everything goes really well) can be "invested" in character improvements (time and teachers are required to turn

experience in personal improvements) as explained in AFF2 ruleset. However, no matter how many experience points are earned, one Hero may not have more than 12 SKILL, MAGIC or LUCK points. Similarly, STAMINA may not exceed 24 points, regardless of race. Special Skills may not exceed (6) and may not be higher than half the characteristic they refer to (rounded down).

Once you have sufficient Experience Points, improving your characteristics or Special Skills will take a tenday for each point improved, three tendays for getting a Talent. Please double check this with the Director every time you spend your XPs on improvements as times may change or you may need to find (or hire and pay with gold or other favours) a teacher, especially if you approach higher levels or you choose to learn a rare discipline.

Characters with no Experience Points are considered *Novice* adventurers. Adventure modules with a number preceded by a "N" (N1, N2, etc.) are designed for them.

Characters with 1 to 300 Experience Points are considered *Low-experienced* adventurers. Adventure modules with a number preceded by a "P" (P1, P2, etc.) are designed for them.

Characters with 301 to 1000 Experience Points are considered *Mid-experienced* adventurers. Adventure modules with a number preceded by a "E" (E1, E2, etc.) are designed for them.

Characters with 1001 to 5000 Experience Points are considered *High-experienced* adventurers. Adventure modules with a number preceded by a "V" (V1, V2, etc.) are designed for them.

Characters with over 5000 Experience Points are considered *Living Myths*. Adventure modules with a number preceded by a "M" (M1, M2, etc.) are designed for them.

SOCIAL SCALE AND LIVING "OUT OF THE LIMELIGHT"

Being an adventurer in Blackmoor is the most powerful, although risky, social mobility opportunity. At the end of each adventure, you may (or may not) be "promoted" by the Director to an upped social class, depending on your achievements and how your fame is rising. This will be even more relevant if and when you will start thinking about joining the ranks of nobility. Be aware that you may also go down in the social scale, depending on the situation, your behaviour and your decisions.

Social level	Example positions
0	Beggar, mercenary or criminal
1	Peasant or soldier. <i>Novice adventurers (XP=0) are assumed to start at this social level</i>
2	Farmer or watchman. <i>Low-experienced (XP=1-300) adventurers are typically at this social level or above</i>
3	Craftsman, sergeant, merchant or monk.
4	Clerk or witch. <i>Mid-experienced (XP=301-1000) adventurers are typically at this social level or above.</i>
5	Master craftsman or physician.
6	Town mayor, captain, priest or head of a minor guild. <i>High-experienced (XP=1001-5000) adventurers are typically at this social level or above.</i>
7	Knight, senior priest or head of a major guild
8	Lord or high priest
9	Prince or Baron. <i>Living myths (XP=over 5000) are typically at this social level.</i>
10	King.

Please note that your time of course is in part *under the limelight*, i.e. in the thick of an adventure, that can last probably few hours or few days, and in part *out of the limelight*, for example travelling, resting, learning new skills, healing, etc. As most adventures take a fixed tenday time unit, all the extra days that are needed to make up the tenday after you completed the adventure are considered times *out of the limelight*.

If you decide that you want to pass these days in (reasonably safe) wilderness, you don't need to spend any money for your upkeep, but either you bring with you enough food for two square meals a day, either you need the Survivor Talent (or Hunting Lore Special Skill, etc. as appropriate). If you pass your time *out of the limelight* in the wilderness, you normally can't make any social progression.

If you instead decide that you want to pass your time *out of the limelight* in a civilized area, you need to pay for your food, accommodation, etc. in a socially acceptable way (for example, if the high priest wants to save money by begging and shoplifting, this will definitely tarnish his

reputation, while for a peasant or a criminal this won't be further detrimental).

To keep things simple and straightforward, your "standard" upkeep will be one gold piece per day for each level in the social scale (all other expenses, from mounts to clothing, from dominion upkeeps to weapons, are on top of this). If you fail to pay for your "social upkeep" in full, you fall to the social level associated to the amount that you pay. If you want to re-gain your previous social rank, you have to pay to the level of your original rank for thrice the time you passed at a social level beneath you. You can also *pretend* that you are at a social level above you by spending more money. In this case test for LUCK, adding all relevant social modifiers that you can persuade the Director to accept on that specific circumstance (Etiquette, Con, Silvertongued, Heraldry Lore, etc.) and subtracting twice the number of extra social steps you are trying to "climb". If the roll is successful, everybody around you will believe that you come from a higher social class than you effectively are, otherwise they will laugh at you. This is because if you spend money, it doesn't mean that you have the good taste to spend them appropriately as a higher social status person would do. Anyway, whatever the result of the roll, for that tenday you will play your adventure with a point of LUCK missing, due to the LUCK roll taken.

SQUANDERING YOUR LOOT

Some of the most well-known adventurers, instead of hoarding the riches they acquire while adventuring or maybe building castles, prefer squandering them in debaucheries. The most well-known adventurer under this point of view is the legendary Marfeldt the Barbarian, a fearsome warrior, able to turn the tide of great battles single-handedly, but also as unrivalled in debauchery once the adventures and the battles were over. Perhaps unsurprisingly, squandering your loot can improve your social status and can also increase your Experience Points!

When you want to squander your treasures, you organize a great party of debauchery and invite everybody in the whereabouts. Decide how much you want to squander (multiples of 100 gold coins, up to 1,000) and where (in a village you can squander up to 200 gold coins, in a town up to 400 gold coins, in a city up to 600 gold coins, in a capital up to 1,000 gold coins in a single night), then roll 2d6. The morning after you wake up with a bad hangover and discover the outcomes of the party by checking out the chart below:

Roll	Result
2	You caused a fire that spread wide! You wake up in stocks, all your belongings confiscated. Your social status goes to 0 and you lose a number XPs equal to the amount you squandered / 10.
3	You have been caught cheating while playing cards with the Mayor (Baron, Abbot, etc.)! Your social status goes to 0 and you lose a number XPs equal to the amount you squandered / 20.
4	You got married with an unsavoury spouse! Your social status loses 2 points and you have to deal with new relatives.
5	Pregnancy! Your social status loses 1 point and you have to deal with it.
6	You started a mass fight! Your social status loses 1 point and you lose a number XPs equal to the amount you squandered / 100.
7	After all it turned out quite a boring party. Your fame as party organizer takes a dent, roll for next party with one point of penalty.
8	You lost track and you spent twice as much as planned (if you don't have enough coins, now you have a debt!), but everybody will remember this party as a great one! Your social status increases by 1 point and you earn a number XPs equal to the amount you squandered / 50.
9	Great party! Your social status increases by 1 point and you earn a number XPs equal to the amount you squandered / 20.
10	In your pockets you find a treasure map (or a declaration of property of land, ship, etc.) and you don't remember how you acquired it! Your social status increases by 1 point and you earn a number XPs equal to the amount you squandered / 20.
11	You gambled hard and now you have four times as much as you intended to squander! Your social status increases by 1 point and you earn a number XPs equal to the amount you squandered / 10.
12	Some legendary personality of Blackmoor (the King himself? the Great Svenny? Marfeldt the Barbarian?...) participated to the party in disguise and had great fun!

Eventually they dropped their disguise and it was a glorious end of the party! Your social status increases by 2 points and you earn a number XPs equal to the amount you squandered!!!

Indulging in such debauchery forces even most party-hardened Heroes to rest for a tenday afterwards, taking care of the hangover.

Directors are advised to let creativity to roam and allow squandering treasures in the most fantastic ways, such as charity to support bizarre religious or political causes (such as the Bishop of the Church of the Facts of Life, who is the administrator of the Doctrines of Whatever and interpreter of the Great Commentaries of Wishy-Washiness, that was very upbeat quite some years ago but is now considered mostly odd), or to pursue strange forms of spiritualism for some time, crazy hobbies (lead soldiers, anyone?), buying questionable pieces of artwork or performances of famed singers, etc. At the end, there should be similar chances of success and failure, with similar consequences on social status and XPs, as in previous chart.

RULESET CONVERSIONS

One of the most interesting opportunities of this campaign is to open its arms to characters that were part of other official or unofficial adventures and campaigns in Blackmoor and want to transfer them across. For this reason, this campaign starts on 1035NC, that is after the end of most published Blackmoor adventures (not considering time travel, of course). As a good share of the other Blackmoor adventures were written for D&D or were provided with conversion guidelines to D&D, it makes sense pointing to some guidelines for converting D&D to AFF as well.

There is an official way to convert D&D characters and monsters to AFF, and it is detailed in *Warlock, The Fighting Fantasy Magazine #9*, published by *Games Workshop* in 1986. It is all in the article *Monsters Conversions* by Graeme Davis, at pages 8 and 9. I believe that this article is not of public domain, so you need to find a second hand copy of *Warlock #9* (apart from this article, there are other cool contents, including *The Ring of Seven Terrors*, a great AFF adventure, and *Fortress Throngard*, a solo Fighting Fantasy mini-adventure).

There is also a fan conversion guide by Skinny Orc, that can be downloaded from Titannica by following this link: http://fightingfantasy.wikia.com/wiki/File:AFFModuleConversion_0.5.pdf



In Blackmoor's long and troubled history, many young adventurers have quested to find the power and riches long rumoured buried in the harsh, cold north, to become eventually true heroes. Many of them failed, but innumerable stories tell of the bravery and skill of the few that made their heroic dreams come true.

The Kingdom of Blackmoor soon will have to call on its protectors to save it once again from defeat. Will you be ready to answer the call when time will come? Can you build up enough strength to help heal the wounds of this weary land?

The future of the Kingdom is in your hands.

Blackmoor Living World is a campaign set in the legendary Kingdom of Blackmoor and in its neighbouring lands, with an ad hoc adaptation of Advanced Fighting Fantasy 2nd Edition as the chosen ruleset. The campaign mechanics are focussed on a succession of one-off adventures that may be more or less interlinked in story arches and on allowing multiple groups to play adventures during the same in game dates. As part of this campaign, it is therefore not only suggested, but also encouraged to have more adventures happening at the same times in different parts of Blackmoor. A single player may therefore have more than one character, taking part to different adventures at the same time, in different parts of Blackmoor, with different groups.

