



# The Blackmoor Military

ver 1.0a by Scott Moore



## **Introduction**

To protect Blackmoor and maintain the peace, King Uther has broken his military into easily managed units that can quickly respond to trouble. Though Uther is the leader of the military, he is assisted by his war council, which is comprised of the kingdom's Barons who are each responsible for training and leading their own forces in defense of the realm.

## **Base of Operations**

The Blackmoor military has seven major bases of operation, one serving each barony under King Uther's rulership (Archlis, Dragonia, Glendower, Maus, Newgate, and the Lakes) with a seventh being the outpost at Coot's Watch. It is quite possible, however, for character members to spend little or no time at any particular base since, with the current state of hostilities, many units are actively deployed to where they are needed the most.

## **Allies/Foes**

The Blackmoor Military is generally on good terms with the Regent of the Mines and the Bramwald military, so it is not uncommon to see troops from these forces working side by side when confronted by a common enemy. This is also true of the Cumasti forces, but since they lack a standing military this situation tends to arise much less frequently.

Current foes of these military forces include the Afridhi to the west and south, the Skandaharians to the

north and east, and the forces of the Egg of Coot to the north. In addition to these major opponents, the military also occasionally deals with smaller, less organized annoyances such as the occasional pirate crew, monster den, or undead horde, while keeping a watchful eye out for Thonian forces originating from sources other than Bramwald.

## **Leadership**

King Uther is the official head of all military forces in Blackmoor. His war council, comprised of the Barons of Archlis, Dragonia, Glendower, the Lakes, Maus, and Newgate, each control their own individual force, financed through the kingdom's taxes.

The largest military unit is the garrison, which consists of 500 troops led by a commander holding the title of major who reports directly to his Baron. Each garrison is comprised of five 100 member units, led by a captain or, in his absence, a lieutenant. These units are further subdivided into groups of ten troops, each led by a sergeant.

Note: Although the Baron of Bramwald also sits upon King Uther's war council, Bramwald is still considered part of Thonia and, thus, has its own separate military force.

In addition, nobles with at least 20 nobility points also have the ability to raise their own armies. These armies, however, are still under the overall leadership of the region's baron with the noble serving as second-in-command.

## **Membership**

Membership in the Blackmoor Military is open to all citizens of the realm as well as those from allied nations (such as the Cumasti or Regent of the Mines) that wish to join. Although an individual may only belong to the military force for a single barony, King Uther has decreed that, in times of crisis, an individual may temporarily serve within another Baron's command with no loss of rank.

## **Requirements for Membership**

### ***Private***

The character's previous experience usually helps determine into which branch of service he will be assigned. If a character meets the prerequisites for more than one branch, he may select which branch he is assigned to. The requirements for each branch are as follows:

*Artillery:* Light armor proficiency and either a minimum Dexterity of 13 or proficiency with a bow or siege weapon.

*Cavalry:* At least one nobility point or 5 ranks in the Ride skill, medium armor proficiency, shield proficiency, simple weapons proficiency, and proficiency with either longsword or short sword.

*Heavy Infantry:* Medium armor proficiency and simple weapons proficiency.

*Light Infantry:* Light armor proficiency.

*Scouts:* At least one level in ranger or rogue or two ranks in both Hide and Move Silently.

### ***Corporal***

3 records or commendations.

You are required to donate at least 5,000 gp in magic and masterwork items in support of the military to achieve this rank.

### ***Sergeant***

Must meet all the prerequisites of prior level.

4 (total) records or commendations.

### ***Lieutenant***

Must meet all the prerequisites of prior level.

One (1) rank in Survival.

Must have earned an "Invitation" certificate.

5 (total) records or commendations.

You are responsible for equipping your detachment. You are required to give 10,000 gp in magic and masterwork items to equip individuals within your unit.

### ***Captain***

Must meet all the prerequisites of prior levels.

Five (5) ranks in either Diplomacy or Intimidate, with a minimum of one (1) rank in Diplomacy.

Character must have served as a Lieutenant for at least 18 Time Units.

Cannot be chaotic.

Intelligence, Wisdom, and Charisma must all be 10 or better, with at least one being 13 or better.

Proficient with all simple and martial weapons.

Proficient with all armor and shields.

Base Attack Bonus: +2.

Base Fortitude Save: +3.

### ***Major (Commander)***

This rank is currently not available to player characters.

## **Benefits of Joining the**

## **Blackmoor Military**

Any Blackmoor Military certificates earned by characters that delineate benefits different than those specified here supersede this document.

### ***Private***

All those joining the Blackmoor military at this rank gain the following proficiencies or bonus feats depending upon which group they join:

*Artillery:* Proficient with the short sword and longbow.

*Cavalry:* Proficient with all armor and shields as well as the lance and either the short sword or longsword.

*Heavy Infantry:* Proficient with heavy armor and shields.

*Light Infantry:* Proficient with medium armor and shields and simple weapons.

*Scouts:* Stealthy feat.

### ***Corporal***

All the benefits of the previous rank, plus:

You may declare that you are in service of your Baron and the King when on business and may be offered supplies (any mundane equipment from the PHB) as they are available, up to a value of  $([\text{character level} + \text{Charisma score}] \times 10)$  gp.

You receive a +2 on all checks involving social interaction with citizens of King Uther's lands.

### ***Sergeant***

All the benefits of the previous rank, plus:

Sergeants may purchase any +1 magical weapon, armor, or shield (or

upgrade an existing masterwork version of these items) at a 10% discount.

You may select either Bluff, Diplomacy, or Intimidate as a permanent class skill.

### ***OR***

You may select a single bonus feat from the following list, based on the specific military group you serve within:

*Artillery:* Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.

*Cavalry:* Born Rider [PG], Mounted Archery, Mounted Combat, Ride-By Attack, Trample.

*Heavy Infantry:* Great Fortitude, Hold The Line [PG], Weapon Focus.

*Light Infantry:* Dodge, Hold The Line [PG], Martial Weapons Proficiency (your choice), Weapon Focus.

*Scouts:* Alertness, Athletic, Believable [PG], Camouflage [PG], Endurance, Mountaineer [PG], Robust [PG], Track.

### ***Lieutenant***

All the benefits of the previous rank, plus:

You are given command of a detachment of infantry.

As you are able to consult with individuals in your command, you gain a +5 bonus on all Knowledge (local) checks pertaining to the barony you are responsible for defending as well as one additional Knowledge skill of your choice (unless the specific Knowledge skill is already specified on an earned military-related certificate). This specific Knowledge skill must be selected at the time the rank of Lieutenant is gained and may not be changed.

At this level you are a respected

member of the army and as such the Baron will always have your remains retrieved unless they are totally destroyed. If destroyed, the Baron will arrange a *resurrection*.

If on official business for the Kingdom of Blackmoor, the Baron will pay half the cost of a *raise dead* or up to the same value if a *resurrection* is needed.

Starting at this rank, should you choose to willingly leave your command and permanently transfer to another military command, you lose one rank (in this case, becoming a sergeant) and have to earn your next rank all over again. You may never return to a command you have previously left.

### ***Captain***

All the benefits of the previous rank, plus:

Captains may purchase any +2 magical weapon, armor, or shield (or upgrade an existing masterwork version of these items) at a 20% discount.

You bestow a +1 morale bonus on all saving throws and a +2 morale bonus to attacks to all those under your command (including any cohorts but not including other PCs) within 30 feet of you.

You gain the Leadership feat.

### ***Major (Commander)***

This rank is currently not available to player characters.

## **NPCs**

Bascom Ungulian, Baron of Glendower (DAB softcover, pages 170-171)

The Great Svenny, Baron of

Newgate (DAB softcover, pages 175-176)

King Uther Andahar, the Rectifier, Black Uther (DAB softcover, pages 178-179)

Peshwah na Sherpo, Baron of Dragonia (DAB softcover, page 183)

# DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

*Dave Arneson's Blackmoor: The MMRPG:*

## Blackmoor Military

Any Blackmoor Military certificates earned by characters that delineate benefits different than those specified here supersede this document.

Each rank retains all benefits earned at the previous rank.

**Private** Date Joined: \_\_\_\_\_

GM Signature: \_\_\_\_\_

- All those joining the Blackmoor military at this rank gain the following proficiencies or bonus feats depending upon which group they join:
- *Artillery*: Proficient with the short sword and longbow.
- *Cavalry*: Proficient with all armor and shields as well as the lance and either the short sword or longsword (circle one).
- *Heavy Infantry*: Proficient with heavy armor and shields.
- *Light Infantry*: Proficient with medium armor and shields and simple weapons.
- *Scouts*: Stealthy feat.

**Corporal** Date Joined: \_\_\_\_\_

GM Signature: \_\_\_\_\_

- You may declare that you are in service of your Baron and the King when on business and may be offered supplies (any mundane equipment from the PHB) as they are available, up to a value of  $([\text{character level}] \times [\text{Charisma score}] \times 10)$  gp.
- You receive a +2 on all checks involving social interaction with citizens of King Uther's lands.

**Sergeant** Date Joined: \_\_\_\_\_

GM Signature: \_\_\_\_\_

- You may select either Intimidate or Diplomacy as a permanent class skill.
- Purchase any +1 magical weapon, armor, or shield (or upgrade an existing masterwork version of these items) at a 10% discount.
- You may select Bluff, Diplomacy, or Intimidate as a permanent class skill.

OR

- You may select a single bonus feat from the following list, based on the specific military group you serve within (Circle one):
- *Artillery*: Far Shot, Point Blank Shot, Precise Shot, Rapid Shot.
- *Cavalry*: Born Rider [PG], Mounted Archery, Mounted Combat, Ride-By Attack, Trample.

- *Heavy Infantry*: Great Fortitude, Hold The Line [PG], Weapon Focus.
- *Light Infantry*: Dodge, Hold The Line [PG], Martial Weapons Proficiency (your choice), Weapon Focus.
- *Scouts*: Alertness, Athletic, Believable [PG], Camouflage [PG], Endurance, Mountaineer [PG], Robust [PG], Track.

**Lieutenant** Date Joined: \_\_\_\_\_

GM Signature: \_\_\_\_\_

- You are given command of a detachment of infantry.
- You gain a +5 bonus on all Knowledge (local) checks involving the barony you are responsible for defending as well as a +5 bonus to one Knowledge skill of your choice as you are able to consult with individuals in your command.
- At this level you are a respected member of the army and as such you will be brought back from the dead if your remains can be secured. Note that your Baron will always have your remains retrieved unless they are totally destroyed. He will pay half the cost of your *raise dead* if you die while on official business of the army. If necessary, the army will arrange a *resurrection*.
- Starting at this rank, should you choose to willingly leave your command and permanently join another military command, you lose one rank (in this case, becoming a sergeant) and have to earn your next rank all over again.

**Captain** Date Joined: \_\_\_\_\_

GM Signature: \_\_\_\_\_

- You bestow a +1 morale bonus on all saving throws and a +2 morale bonus to attacks to all those under your command (including cohorts but not including other PCs) within 30 feet of you.
- Purchase any +2 magical weapon, armor, or shield (or upgrade an existing masterwork version of these items) at a 20% discount.
- You gain the Leadership feat.