



# Scroll and Blade

by Jared Eaton

Additional material added by Scott Moore, July 13, 2008

## Introduction

Scroll and Blade was founded in 1005 by four highly militaristic war wizards of the Wizards' Cabal. They respected how the Cabal upheld the law, but were grated by their leadership's lack of vision. Though one capable wizard could wreak havoc upon scores of enemy troops, the Cabal rejected the notion of a combat-ready arcane fighting force. Even in the tumultuous environs of the North, the Cabal leadership saw little demand for such a group.

The four thought otherwise, however, and when they elected to part ways with the Cabal on amicable terms, they took a number of current and former students with them. From this core group of wizards more comfortable in combat than in the laboratory, an all-wizard mercenary company was formed that would move from assignment to assignment, battlefield to battlefield. Scroll and Blade was born.

Over time, the Wizards' Cabal and Scroll and Blade have worked out various agreements allowing crossover in their memberships. The Wizards' Cabal and the Arcane Inquisition have allowed their members to join the ranks of Scroll and Blade for set periods, both for the training it provides and as a way for Cabal members to earn a solid wage. Members of the Wizards' Cabal on short-term assignment with the company still need to meet the normal prerequisites for service.

Scroll and Blade maintains an impenetrable fortress in Bramwald as their headquarters. With some two hundred and fifty members, the company is a magical force to be reckoned with. It hires its members out only on a

contractual basis, but takes jobs of virtually any size, scope, and degree of covertness. While the common folk cannot afford their services, some of the wealthier noble houses have used Scroll and Blade mercenaries to fill their ranks when fighting between houses breaks out. The Wizard's Cabal has hired the company in the past to crack down on members of the Eldritch Underground while their own attention was focused on the machinations of the Egg of Coot. Even the kingdom itself has used the taxpayers' good money to take advantage of Scroll and Blade's services.

Each member of the company knows his or her role in combat and rarely deviates from it. While many wizards are known for their inflated egos, the members of Scroll and Blade focus on disciplined teamwork. As a result, the company is a devastating presence on the battlefield, even against much larger forces.

*Abjurers:* These wizards are trained to place magical wards and traps on the battlefield, keeping the advantage in their allies' favor.

*Arcane Warriors:* The arcane warriors are the front line of the Scroll and Blade. These fighters protect the wizards of the company while they wreak havoc on the battlefield. The arcane warriors are also tasked with finding and eliminating opposing spellcasters.

*Conjurers:* Conjurers are used primarily to summon ferocious creatures in the midst of enemy units on the battlefield. They are also used to strategically place specific spells to hamper the enemy (magic fogs, walls, clouds, and so on.)

*Diviners:* The diviners of Scroll and Blade provide essential defensive support in combat, whether pointing out invisible scouts, detecting traps and magic, or scrying the movements of the enemy.

*Enchanters:* Instead of using brute force to interrogate a captured prisoner, enchanters can quickly and painlessly obtain needed information.

*Evokers:* Evokers are the bread and butter of Scroll and Blade, and their destructive spells have always given this mercenary company its edge.

*Illusionists:* Scroll and Blade's illusionists are the masters of deception on the battlefield. Whether targeting *phantasmal killer* at an enemy leader or using illusion to simulate additional troops or a fleet of ships, their potential to create havoc in the midst of battle rivals the destructive power of the company's evokers.

*Necromancers:* While the school of necromancy is frowned upon by much of society, the necromancers of Scroll and Blade apply their talents to turn the tide of battle. Few things are as intimidating or demoralizing as having to face their own fallen comrades raised from the dead.

*Transmuters:* The transmuters of Scroll and Blade work closely with the Arcane Warriors of the company, applying spells such as *enlarge person*, *haste*, and *stoneskin* before a battle.

*War Wizards:* The war wizards are the big guns of the Scroll and Blade. Though a war wizard is normally feared by an enemy, the war wizards of the

Scroll and Blade work together seamlessly and have caused many of their opponents to flee the battlefield simply by being spotted.

## Membership Requirements and Benefits

Members are broken down into two specialty groups. The first group is composed of arcane spellcasters and wizards and is known as the Scrolls. The second group is comprised of the front line fighters known as the Blades. Each group has its own set of requirements for advancing.

Initiates spend much of their time training and will have some small missions. Second tier members are given more difficult missions as well as the responsibility for commanding the initiates in missions that require more than one member. Third tier members form the leadership of the individual schools. These members are the ones who communicate between the different schools and establish who to send out on missions. These members are also responsible for training the junior members.

There is also a third elite group made up of members from both specialty groups that further specialize in moving around the battlefield quickly on horseback. They are known simply as the Riders.

## Scroll Initiate Requirements

- Because of the physical demands of the job, characters must have a Strength score of 10 or higher.
- 4 Time Units (TU) for initial training. During this training, each member learns how to work

as a team with the other wizarding schools and arcane warriors.

- 2 TUs each year after the first for additional training.
- Cannot be of Chaotic alignment.
- Additional requirements as determined by your specialization (see below).
- To obtain second tier membership in the Scrolls, you must have been a member of the first tier of the Scrolls for at least 9 TUs, be able to cast third-level arcane spells, and know at least three third-level spells from your specialty school.
- To obtain third tier membership in the Scrolls, you must have been a member of the second tier of the Scrolls for at least 9 TUs, must be able to cast fifth-level arcane spells, and know at least three fifth-level spells from your specialty school.

#### Abjurers

- Must be specialized in Abjuration.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Abjuration.
- Must have the Spell Focus (Abjuration) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of history, nature, nobility and royalty, and the planes may no longer be considered class skills for the character.

#### Conjurers

- Must be specialized in Conjunction.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Conjunction of at least 1<sup>st</sup> level.
- Must have the Spell Focus (Conjunction) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, dungeoneering, geography, history, nature, and nobility and royalty may no longer be considered class skills for the character.

#### Diviners

- Must be specialized in Divination.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Divination
- Must have the Spell Focus (Divination) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, dungeoneering, history, and nature may no longer be considered class skills for the character.

#### Enchanters

- Must be specialized in Enchantment.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Enchantment.

- Must have the Spell Focus (Enchantment) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, dungeoneering, geography, history, and the planes may no longer be considered class skills for the character.

#### Evokers

- Must be specialized in Evocation.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Evocation.
- Must have the Spell Focus (Evocation) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, geography, history, and nobility and royalty may no longer be considered class skills for the character.

#### Illusionists

- Must be specialized in Illusion.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Illusion.
- Must have the Spell Focus (Illusion) feat.
- Illusionists spend much of their training in perfecting the illusions they create. Unlike the other specialist schools, they only lose access to the Knowledge skills of history and

nobility and royalty as class skills.

#### Necromancers

- Must be specialized in Necromancy.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Necromancy.
- Must have the Spell Focus (Necromancy) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, dungeoneering, geography, history, nature, and nobility and royalty may no longer be considered class skills for the character.

#### Transmuters

- Must be specialized in Transmutation.
- Must have at least three 1<sup>st</sup> level or higher spells from the school of Transmutation.
- Must have the Spell Focus (Transmutation) feat.
- Most wizards within the Scroll and Blade spend most of their time training for the battlefield rather than in a library studying tomes. As a result, the Knowledge skills of architecture and engineering, dungeoneering, geography, history, nature, and nobility and royalty may no longer be considered class skills for the character.

#### Benefits

- Scrolls gain the Martial Weapon Proficiency with a weapon of their choice.
- Some missions require stealth as much as firepower. For every Knowledge class skill lost, the Scroll Initiate may select one of the following as a replacement class skill: Climb, Disguise, Hide, Listen, Move Silently, Spot.
- +2 competency bonus to the Profession (mercenary/soldier) skill. This bonus increases to +4 at the second tier of membership and +6 at the third tier of membership.
- Because of the teamwork enforced within the Scroll and Blade, members gain a +1 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade. This bonus increases to +2 at the second tier of membership and +3 at the third tier of membership.
- Upon reaching the third tier of membership, the character also gains their choice of any one of the following feats: Leadership, Skill Focus (Diplomacy), Skill Focus (Profession (teacher)).
- Must have the Weapon Focus feat with a weapon of their choice.
- To obtain second tier membership in the Blades, you must have been a member of the first tier of the Blades for at least 9 TUs, have a Base Attack Bonus of +6, and have at least 9 ranks in any one of the following skills: Climb, Disguise, Hide, Listen, Move Silently, Spot.
- To obtain third tier membership in the Blades, you must have been a member of the second tier of the Blades for at least 9 TUs, have a Base Attack Bonus of +10, and have at least 9 ranks in any one of the following skills and 13 ranks in another: Climb, Disguise, Hide, Listen, Move Silently, Spot.

### **Benefits**

- Some missions require stealth as much as firepower. The Blade Initiate may select one of the following skills as a new permanent class skill. In addition, the Blade Initiate may opt to drop Craft and/or Diplomacy from their class skill list and additionally select one of the following as a replacement class skill for each one dropped: Climb, Disguise, Hide, Listen, Move Silently, Spot.
- +2 competency bonus to the Profession (mercenary/soldier) skill. This bonus increases to +4 at the second tier of membership and +6 at the third tier of membership.
- Because of the teamwork enforced within the Scroll and Blade, members gain a +1

## **The Blades**

### **Requirements**

- Must have at least 1 level of arcane warrior.
- Must spend 4 TUs for initial training. During this training the arcane warriors learn to work together as a team along with the wizards of the organization.
- Must spend 2 TUs for additional training every year after the first.

- circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade. This bonus increases to +2 at the second tier of membership and +3 at the third tier of membership.
- In addition to the above bonus, arcane warriors gain an additional +1 attack bonus while flanking an opponent with another member of the Scroll and Blade. This bonus increases to +2 at the third tier of membership.
  - Upon reaching the third tier of membership, the character also gains their choice of any one of the following feats: Leadership, Skill Focus (Diplomacy), Skill Focus (Profession (teacher)).

## The Riders

### Requirements

In addition to the requirements to join their respective specialization (Scrolls or Blades), the Riders must also meet the following:

- Must have 4 ranks in the Ride Skill.
- Must have 4 ranks in the Handle Animal skill.
- Must have the Mounted Combat feat.
- To obtain the second tier of membership in the Riders, you must meet all the requirements of the first tier, obtain the second tier in either the Scrolls or the Blades, spend 2 additional TU for training, have 6 ranks in the Ride skill, have 5 ranks in the Handle Animal skill, and increase your BAB by +1 since achieving the first tier in the Riders.

- To obtain the third and highest tier of membership in the Riders, you must meet all the requirements of the second tier, obtain the third tier in either the Scrolls or the Blades, spend 2 additional TU for training, have 8 ranks in the Ride skill, have 6 ranks in the Handle Animal skill, and increase your Base Attack Bonus by +1 since achieving the second tier in the Riders.

### Benefits

In addition to the benefits they receive from being a member of Scroll and Blade, Riders gain the following benefits:

- You may take your horse as a familiar when you take the Improved Familiar feat.
- For each tier achieved in the Riders, you may select one of the following feats for free, provided you meet the specified prerequisites for it: Mounted Acrobatics, Mounted Archery, Mounted Casting, Ride-By Attack, Spirited Charge, Trample, Wheeling Mount.

# DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

*Dave Arneson's Blackmoor: The MMRPG:*

## Scroll and Blade

### Scroll

Initiate: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- Scrolls gain the Martial Weapon Proficiency with a weapon of their choice.
- For every Knowledge class skill lost, the Scroll Initiate may select one of the following as a replacement class skill (circle the appropriate skills):  
Climb    Disguise    Hide    Listen    Move Silently    Spot.
- +2 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +1 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.

Tier Two: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- +4 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +2 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.

Tier Three: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- +6 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +3 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.
- Members gain one of the following feats for free (circle one):    Leadership    Skill Focus (Diplomacy)    Skill Focus (Profession (teacher)).

### Riders

Tier One: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

Tier Two: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

Tier Three: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- You may take your horse as a familiar when you take the Improved Familiar feat.
- For each tier achieved in the Riders, you may select one of the following feats for free, provided you meet the specified prerequisites for it (circle):  
Mounted Acrobatics    Mounted Archery    Mounted Casting    Ride-By Attack    Spirited Charge    Trample    Wheeling Mount.

Value: 0 gp - May not be sold or traded

# DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

*Dave Arneson's Blackmoor: The MMRPG:*

## Scroll and Blade

### Blade

Initiate: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- The Blade Initiate may select one of the following skills as a new permanent class skill. In addition, the Blade Initiate may opt to drop Craft and/or Diplomacy from their class skill list and additionally select one of the following as a replacement class skill for each one dropped (circle the appropriate skills):  
Climb    Disguise    Hide    Listen    Move Silently    Spot
- +2 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +1 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.
- Arcane Warriors gain an additional +1 attack bonus while flanking an opponent with another member of the Scroll and Blade.

Tier Two: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- +4 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +2 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.

Tier Three: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- +6 competency bonus to the Profession (mercenary/soldier) skill.
- Members gain a +3 circumstance bonus to attack rolls when fighting within 30 feet of at least one other member of the Scroll and Blade.
- Arcane Warriors gain an additional +2 attack bonus while flanking an opponent with another member of the Scroll and Blade.
- Members gain one of the following feats for free (circle one):    Leadership    Skill Focus (Diplomacy)    Skill Focus (Profession (teacher)).

### Riders

Tier One: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

Tier Two: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

Tier Three: Date Joined: \_\_\_\_\_ GM Signature: \_\_\_\_\_

- You may take your horse as a familiar when you take the Improved Familiar feat.
- For each tier achieved in the Riders, you may select one of the following feats for free, provided you meet the specified prerequisites for it (circle):  
Mounted Acrobatics    Mounted Archery    Mounted Casting    Ride-By Attack    Spirited Charge    Trample    Wheeling Mount.

Value: 0 gp - May not be sold or traded