



"Bringing you the latest campaign news from the Tower of Midges to Maus!"

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Blackmoor Product List

Available at your local game shop or online at: www.zeitgeistgames.com (click on BLACKMOOR STORE!)

PDF Editions Available Now at ENWorld!
<http://www.enworld.org>

Dave Arneson's Blackmoor
(240 pages, softcover)
\$34.99

The Dungeons of Castle Blackmoor
(304 pages, softcover)
\$39.99

The Player's Guide to Blackmoor
(240 pages, softcover)
\$29.99

The Redwood Scar
(64 pages, an adventure for character levels 2-4)
\$14.99

The Wizards' Cabal
\$21.99

Blackmoor Map
\$7.00

Blackmoor And MMRPG Updates

Season three of Dave Arneson's Blackmoor kicks off at MEGAICON 2007, February 16-18, in Orlando Florida (www.megaconvention.com). Signup is now open at

<http://www.warhorn.net/megacon2007/>

Highlights of the event will include:

- The kickoff to Dave Arneson's Blackmoor: The MMRPG Season Three
- 8 World Premier Episodes including a massive two round Battle Interactive
- D&D Co-Creator Dave Arneson on hand answer all your questions about Blackmoor
- The Return of King Uther's Talent Contest
- **A VERY Special announcement about Dave Arneson's Blackmoor Campaign!**

Newly Updated MMRPG Ruling: Spellstoring items (such as rings), as well as rings of counterspells, are assumed to be empty at the start of each adventure.

The new MMRPG website at <http://mmrpg.zeitgeistgames.com> now offers registered users the opportunity to

create their own user pages on the site. Click the **Blackmoor UserPages** link on the main menu and you'll be able to create your own blog and webpage right on the site!

Get ready for *Riders of Hak*, a 96-page sourcebook detailing everything you ever wanted to know about the Peshwah people, the horse clans, and the Plains of Hak, coming this month from Zeitgeist Games.

Happy Kissing Day, Chrislina 16! In honor of the Blackmoor analogue for St. Valentine's Day, be sure to check out *Kissing Day* by Kris Wade, episode 18 of Dave Arneson's Blackmoor MMRPG and the first episode of season two. Once more Baron Hubal needs your help but this time his need is more personal. A member of the Baron's private guard has deserted him and he greatly desires to know both about his well being and the reason for the desertion. A Dave Arneson Adventure for levels 4 to 10. Kissing Day is the first episode in the Holidays for Heroes series.

Upcoming Products

Temple of the Frog - Coming Soon!

Riders of Hak - Coming Soon!

City of the Gods - April 2007

Duchy of Ten - June 2007

Clock and Steam - August 2007

Game Master's Guide to Blackmoor - Late 2007

Blackmoor Rampart Staff

Editor-in-Chief/Lead
Peshwan na Tim Barth

Writing and Layout
Peshwan na Scott Moore

**Dave Arneson's
Blackmoor:
The MMRPG Staff**

Executive Producer/Lead
Peshwan na Tad Kilgore

Operations Coordinator
Peshwan na Stewart Larsen

Plots Coordinator
Peshwan na Dave Brainard

Assistant Plots Coordinator
Peshwan na Ken Austin

Metagaming Coordinator
Peshwan na Justin Hamill

Marketplace Coordinator
Peshwan na Joe Kavanagh

Background Coordinator
Peshwan na Tim Barth

Convention Logistics and
Promotion Coordinator
Peshwan na Shamba Warlick

Special Thanks

Zah Dave Arneson
Zah Dustin Clingman
Zah James Maliszewski

Find all your campaign
needs at:
www.dablackmoor.com

“Professional Adventurer”?

by Sheridan M. Trife.
Glendower.

To many of those that have chosen a significantly safer profession as their livelihood, the idea of “professional adventurer” being an acceptable label of one’s occupation, much less career path, seems utterly ridiculous. Some consider it merely a softer term for “shiftless vagrant” or “unemployed”. The fact remains, however, that within this pool of self-proclaimed “professional adventurers”, one can easily find the names of great explorers, admired heroes, wealthy nobles, and even high ranking officials of the Wizard’s Cabal and the Regency Council.

Unarguably, there are plenty of eager barely-an-adults who line up outside the doors to the dungeons beneath Castle Blackmoor every year, eagerly bearing their overstuffed backpacks filled with iron spikes, tinderboxes, and, undoubtedly, journey cakes made by Mom. They dream of defeating some horrible dragon and carrying off its entire hoard, becoming a loved and admired folk hero in the process, immortalized by bards who write ballads telling of their great exploits. Surely, this must be a far more glorious life than working on the family farm, running a store, or training within the artisan’s guild, they think.

Most of them, of course, never come back out of the dungeons.

Those that do generally retire from adventuring, work on the family farm, run a store, or apprentice themselves to a local artisan’s guild.

These are not the “professional adventurers” of whom I speak.

I refer to the type of character you are likely to encounter at a place such as the Comeback Inn in Blackmoor. Older, seasoned veterans, who appear more like mercenaries than explorers. Those whose notches on their sword hilts number nearly as many as the scars on their weathered faces. These brave souls travel time and again into areas where more civilized folk fear to tread. Encountering horrible nameless things that the common folk pray exist

only within nightmares, and vanquishing them time and again. Keeping us, and all that we own, safe from dangers much more frightening than mere sea raiders to the north or advancing Afridhi raiders to the southwest. They protect us from the very stuff of our nightmares. All in the slim chance of obtaining enough gold to buy a meal, obtain a night’s lodging, repair or replace their damaged equipment, and pay for travel to the next place they may be needed.

These brave souls that endure the hardships and uncertain future of what they do serve as a silent guard, making us safer through their efforts, even though we remain, for the most part, blissfully unaware.

They do not deserve our disdain. They deserve our respect and our thanks. Next time a dusty old man wearing dented plate mail and carrying a battleaxe slung over his back walks into your local bar, don’t ignore him. Buy him a drink and thank him.

Even if he isn’t a professional adventurer, being on good terms with the guy who walked into the bar with a battleaxe is always wise.

Upcoming Conventions

CARP Gameday
East Lansing, Michigan
February 3, 2007

MegaCon (Season 3 Premiere!)
Miami, Florida
February 16 - 18, 2007

CosCon 9
Butler, Pennsylvania
March 9-11

StellarCon 31
High Point, North Carolina
March 9-11

ConClave 4
Clearwater, Florida
April 13-15

UBCon
Amherst, New York
April 13-15 (MMRPG on 13-14)

EerieCon 9
Niagara Falls, New York
April 20-22 (MMRPG on 21)

Visit the *We’re Running Blackmoor!* section of the D.A. Blackmoor forums to find more conventions and Blackmoor MMRPG events near you!

New MM&PG Adventures Coming Soon For Convention And Home Play

The following new MMRPG adventure episodes will soon be available from <http://www.dablackmoor.com> for home and convention play.

Season Two (Year 1031)

Episode 33: "Fly Paper" by Christopher Reed, for character levels 3-10. The fourth part of the "Hidden Swamp" series. Something has drawn you into sticky danger, but who or what is it?

Episode 34: "The Temple of the Frog" by Harley Stroh and Richard Pocklington. Behold! The long rumored Temple of the Frog has been discovered! Evil froglin seem to be inhabiting it's halls once again. Vanquish them, if you dare!

Episode 38: "Equal Night" by Kris Wade, for character levels 4-10. Darkness and light. Temple of good. Ruins of evil. Victorious heroes and cursed victims. Life and unlife. Celebration and failure. At a time when night and day are equal the seekers must choose. But first they must overcome. Part Two of both the Curse of the Westryn series and the Holidays for Heroes series. Premiered at FFF, Orlando, FL, November 10-12

Episode 39: "A Game of Skill" by Shamba Warlick and Brian Buxton, for character levels 1-10. How much of the games we win is truly skill and just how much is dumb luck? Premiered at MACE, High Point, S, November 10-12

Episode 40: "In the Company of Rogues" by Gerry Ruiz, for character levels 2-8. One of the most prominent members within the Wizards Cabal is in need of your assistance. Are you willing to take on the task of saving someone who is in dire peril? Part Two of the Tome's Secrets series. Premiered at FFF, Orlando, FL, November 10-12

Episode 41: "Revival" by Jeremy Vosberg, for character levels 1-10. An estate belonging to a noble family with a long history has recently been plagued by strange occurrences and sightings. Un-

able to discover the cause of the happenings, the family has decided to find outside assistance to investigate and end them. However, sometimes it's better to leave sleeping ghosts lie. Part One of the Foretold Series. Premiered at U-CON, Ann Arbor, MI, November 17-19

Episode 42: "The Confectionary King" by Philip Slama and Greg Walker, for character levels 4-10. Who can take your children, parade about the streets; slave them in his factory and leave nothing but the sweets? Premiered at The Summoning, Miami, FL, December 8-10, 2006

Episode 43: "Look to the Hills" by Tim Barth, for character levels 2-8. For years the dragons from the Dragon Hills have raided into Dragonia. Now, the attacks have gotten worse and a dwarven trade caravan has gone missing. Peshwah na Shepro asks for your help. Premiered at Anonycon, Stamford, CT, December 15-17, 2006

Episode 44: "Things to Come" by Stewart Larsen.

Season Three (Year 1032)

Episode 45: "Communication Breakdown" by Brian Buxton, for character levels 2-12. Things look bleak as the Afridhi muster their forces to the west. Could the situation possibly get any worse?

Episode 46: "Cry at Dawn" by Dave Brainard, for character levels 3-7. The Egg thinks captured prisoners make some magically tasty treats! Tasty.

Episode 47: "The Night of Goss" by Greg Walker, P.J. Slama and Carlos Ramos. A two round episode for character levels 4-12. Skelfer's bloodline ends with Gwendolyn Ard, an initiate of Tsartha. She has disappeared, apparently kidnapped. What foul fate awaits her? Can she be saved? An investigation worthy of Blackmoor's greatest heroes.

Episode 48: "King's Day" by Kris Wade, for character levels 4-11. Uther's heralds

proclaim, "Tournament!" and the greatest Knights of the Realm come for Joust. However, nothing is as it seems. Hubal says there are Afridhi afoot. Episode three in the Holidays for Heroes series.

Episode 49: "Heroes on Ice" by Tim and Jennifer Barth, for character levels 1-4. Clothed by the moon/Those to be kissed by the frost shall go into bondage/Saved by their brothers/They shall face the fiery hordes/And set the fencer free.

Episode 50: "Prey" by Tad Kilgore, for character levels 4-12. In the Wolf Wood, rival clans of wolfs and men war, each side seeking dominance and absolute power over the other. Between the two groups, has long dwelled a tribe of xenophobic Westryn, seeing the werewolves as the purest incarnation of humankind. But the Elves must confront their own darkness and their own taint. Something twisted dwells within their heart and spreads among them like a plague. Peshwah na Sulla calls upon you to travel with him into this land, and seek the fallen arrows of Hadeen. Part five in the Epic of Hadeen.

Episode 51: "Portent" by Dennis Waltman, for character levels 2-9. If a man turns down your help, one might let him die, but what if his death would cause your village to burn down?

Episode M2: To Arms! For Uther! For Ten! For the Hak! SPECIAL EVENT TO RUN ONLY AT MEGACON by A Company of Heroes. A two round episode for character levels 2-12. Blackmoor Interactive: Year 2 Fel and Dukane are savaged to the north by rampaging Afridhi. Uther struggles to lift the siege. A young band of adventurers brings rumors of an excavation in the Woods called the Eaves. The Heart of Zugzul might be forged anew. The Brothers of the Greenwood and the Peshwah forged a fragile alliance last spring. It is time to put it to the test. The Afridhi move across the plains and their supply train stretches a thousand miles. It is time to strike. War horns split the sky with their harsh greeting.