



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

Kuilan 1032 (August 2007) Volume 1, Issue 13

Happy Merryweather!

### *Blackmoor Product List*

Available in print at your local gaming shop or in print or PDF at our online store:  
<http://zeitgeistgames.com/xcart>

**Dave Arneson's  
Blackmoor**  
(240 pages, includes the adventure "Ties That Bind" for character levels 1-2)  
\$34.99 (PDF \$17)

**The Dungeons of  
Castle Blackmoor**  
(304 pages)  
\$39.99 (PDF \$17)

**The Player's Guide  
to Blackmoor**  
(240 pages)  
\$29.99 (PDF \$12.50)

**The Redwood Scar**  
(64 pages, an adventure for character levels 2-4)  
\$14.99 (PDF \$7.25)

**The Wizards' Cabal**  
(126 pages, includes the adventure "Losing Focus")  
\$21.99 (PDF \$10.50)

**The Temple of the Frog**  
(104 pages, an adventure for character levels 5-9)  
\$24.99

**Clock And Steam**  
\$24.99

**Riders Of Hak**  
\$23.99

**First Fantasy Campaign Map**  
\$7.00

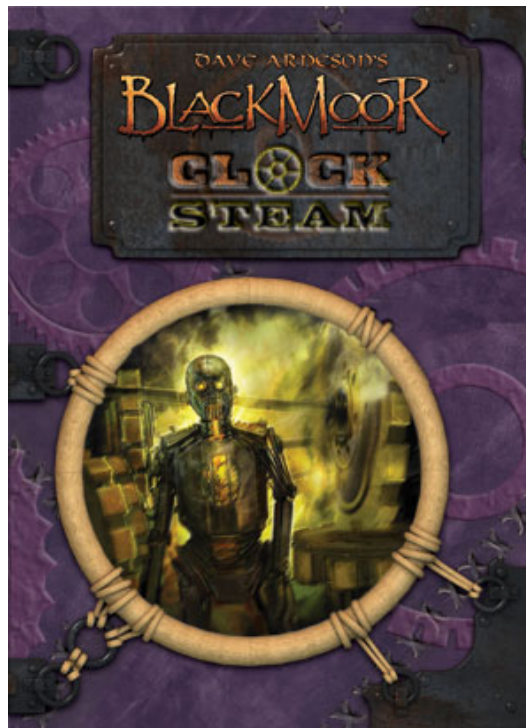
## New Blackmoor Sourcebooks Released

The new Blackmoor adventure, Temple of the Frog is now shipping! For an exclusive preview, see <http://rpg.zeitgeistgames.com/images/zgimages/frog/TemplePreview.pdf>

In addition, two new sourcebooks will be available at GenCon and are currently available through the Zeitgeist Games online store at <http://www.zeitgeistgames.com/xcart>.

**Clock and Steam** - The official sourcebook for technology in Blackmoor! Special preview available at <http://www.zeitgeistgames.com/xcart/images/CnS/CnSPreview.pdf>

**Riders of Hak** - *Not Available In Stores!* This will be a Print On Demand release only, so don't miss it! Special preview available at <http://www.zeitgeistgames.com/xcart/images/Peshwah/PeshwahPreview.pdf>



## Upcoming Products

**City of the Gods** - November 2007  
**Duchy of Ten** - 2008  
**GM's Guide to Blackmoor** - 2008

<http://www.dablackmoor.com>  
<http://www.zeitgeistgames.com/xcart>

*Blackmoor Rampart*  
Editor: Scott Moore

**Special Thanks**  
Dave Arneson, Dustin Clingman,  
James Maliszewski  
Find all your campaign needs at:  
[www.dablackmoor.com](http://www.dablackmoor.com)

## 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 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!

### Season Three (Year 1032)

**Episode 45:** "Communication Break-down" 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 53:** "What Lies Beneath" by Scott Moore, for character levels 1-8. Something unusual lies beneath the town of Southbank. Could it signal the return of a threat from Blackmoor's past?

**Episode 54:** "Crab Coast Clash" by Luis Acosta, for character levels 1-6. A hamlet outside the town of Archlis has suffered tremendous damage from a recent storm. Ships are on their way with needed goods. Will you help transport the supplies they need so direly?

**Episode 55:** "Tales from the Old Land" by Rafael San Miguel Thurn, for character levels 6-10. Since Uther's last battle against the Skandaharians, the Northern Downs have become a quiet backward realm, where the simple men of the North can lead a pleasant life. But what is that? - A vile power is rising to disturb the peace!

**Episode 57:** "Renewal" by Jeremy Vosberg, for character levels 3-10. The northernmost reaches of the Peaks of Booh are an isolated area for the common folk, but for the influential and wealthy of the lands its serves as haven to some of the most prestigious hunting lodges in the land, and within easy travel of the city of Blackmoor. But recently, strange discoveries have shattered the tranquility of this

playground of the elite, leaving mystery and death in their wake. A dark harvest has come to this region, and can anyone end it before it replenishes the strength of old foes? Second Episode in the Three R's Trilogy, and part of the Foretold Series.

**Episode 58:** "The Brass Menagerie" by Daniel Gray and David Brainard, for character levels 1-8. It is commonly believed that one should put their loved ones before themselves and their family before their work. What does one do then, when they've lost all they've loved and their work is all they have left?

**Episode 59:** "Shadow in the Dark" By: Philip Slama, for character levels 1-11. "This kingdom may have stumbled, but we ain't never fell, and if the Sorcerers don't believe that they can all go straight to hell!" Part two of the "Thicker than Water..." series.

**Episode 60:** "Riddles and Crossroads" by Ramon Guillon, for character levels 1-6. What is behind the elven merchants of Ringlo Hall complaint of theft and intrigue. Part one of the Faerie Arch.

**Episode 61:** "The Siege!" by Tad Kilgore & Tim Barth. The Afridhi have attacked up and down the length of the Swamp. Fel and Dukane still struggle under siege. Uther asks you to support and hold a border fort until help comes. Can you? A Dave Arneson's Blackmoor Special Event for Player character levels 2-12. The results of this special directly affect the outcome of the war. This episode may be played multiple times. Each time a different ATL must be played, and each time it is played it must be played with a different character.

**Episode 62:** "Where Angels Fear to Tread". The Church of Odir asks for your assistance. To the south the darkness grows. Can you bring the light? A Dave Arneson's Blackmoor adventure for player characters level 4-10

*Continued on the next page.*

## New MMRPG Adventures... (continued)

**Episode 63:** "Bug Hunt". "Two-legged creatures we are supposed to love as we love ourselves. The four-legged, also, can come to seem pretty important. But six legs are too many from the human standpoint." -- Liam Shelser, Thonian, Paladin of Henrin. A Dave Arneson's Blackmoor Dweomer Realm Adventure for player characters level 8-12.

**Episode 64:** "Of Greed and Rainbows". What lies at the end of the rainbow? The wicked say gold. The blessed say dreams. The wise say you will find yourself. A Dave Arneson's Blackmoor Adventure for player characters level 2-8.

**Episode 65:** "Small Problems". The diminutive Docrae have a saying: "Fear not what is larger than you, for if you give into the fear of things big, you will truly be small of character". That has never been truer than right now for the Docrae Village of Windgrass. Can big adventurers help them with a small problem? A Dave Arneson's Blackmoor adventure for players level 1-10 The first installment in the series: A Matter of Perspective. ATL 1 is suitable as an introductory adventure.

**Episode 66:** "Trouble for Noble Hearts" by Jared Eaton. What torment waits for Noble Hearts? Loss and madness? Murder? A Dave Arneson's Blackmoor episode for ATLs 5-11.

**Episode 67:** "Into the Lightless Depths" by Terror Inc. In the lightless depths beneath Blackmoor an ancient evil stirs. The enigmatic Trophimus requires a group of courageous adventurers to brave the darkness and journey to the mysterious Bazaar at Darkwater Falls. Once there negotiate with the Aranea Mercantile and learn the nature and identity of the ancient evil that sought to destroy the Clockwork Village before they strike again. A two round High Level Optional Adventure for ATLs 9-13. The Second part of our high level options series: The DWOEMER REALM. WARNING SOME UNTIERED ENCOUNTERS.

**Episode 68:** "Big Trouble" by Greg Walker. The Archmage Lich, Raddon Goss, has returned from the neitherworld and once again threatens the security of Blackmoor. The Wizard's Cabal's most learned expert on the former arch enemy of Skelfer Ard is seeking brave adventurers to aid the Cabal in it's time of need. Undertaking a journey to seek out a former associate of Radon may be many things, but one thing is for certain, it will be Big Trouble. A Dave Arneson's Blackmoor one round adventure for character levels 5-13 The third installment in the series: Thicker than Water.... Part 2 of the themed modules A Matter of Perspective.

## Episode 10 Update

Unlike most adventures, MMRPG Episode 10 (the MMRPG conversion of the Dungeons of Castle Blackmoor) can be played up to three times, each at a different ATL (ATL 1, 3, and 5). In addition, a GM who does not play the adventure may earn a *You Ate An Episode!* Certificate for each ATL they run GM, up to a maximum of three. The ATL should be written on the *You Ate An Episode!* certificates.

## In Memoriam

Alleria the adventurer passed away recently. Details were sketchy at press time, but apparently the well-liked and respected adventurer ran into some Big Trouble.

## Upcoming Conventions

**FRAGCon 11.8**  
Orlando, Florida, August 12

**GenCon**  
Indianapolis, Indiana, August 16-19

**AnimeFest**  
Dallas, Texas,  
August 31-September 3

**DragonCon**  
Atlanta, Georgia,  
August 31-September 3

**CARP Gameday**  
Lansing, Michigan, September 8-9

**G-Kon2**  
Arlington, Texas, September 28-30

**The Pig And Roast**  
Gainesville, Florida, October 5-7

**CARP Gameday**  
Lansing, Michigan, October 6-7

**AnCon (AnotherGameCon)**  
Hudson, Ohio, October 26-28

**MillenniumCon X**  
Austin, Texas, November 10

**CARP Gameday**  
Lansing, Michigan, December 8-9

Visit the *We're Running Blackmoor!* section of the DaveArneson's Blackmoor forums to find more conventions and Blackmoor MMRPG events near you!

## Ask the Egg!

Coming soon! Your opportunity to ask the Egg of Coot himself (herself? itself?) a question! An exclusive interview opportunity arranged by the Blackmoor Rampart staff. Keep watching this space!

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

Executive Producer: Tad Kilgore  
Assistant Executive Producer: Jared Eaton

Operations Coordinator: Stewart Larsen  
Plots Coordinator: Dave Brainard  
Assistant Plots Coordinator: Ken Austin  
Metagaming Coordinator: Currently  
Open

Marketplace Coordinator: Joe Kavanagh  
Background Coordinator: Tim Barth  
Assistant Background Coordinator:  
Carrie Neuman  
Convention Logistics and Promotion:  
Shamba Warlick