



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

First Half 1033 (First Half 2008) Volume 1, Issue 15

Campaign Year Four Launch!

Blackmoor Product List

Available in print at your local gaming shop or in print or PDF at our online store:

[CMP Store](#)

Dave Arneson's Blackmoor Campaign Setting (240 pages, includes the adventure "Ties That Bind" for 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 \$14.99)

The Redwood Scar (64 pages, for character levels 2-4)

\$14.99 (PDF \$6.99)

The Wizards' Cabal (126 pages, includes the adventure "Losing Focus")

\$21.99 (PDF \$11.99)

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

\$24.99 (PDF \$16.99)

Clock And Steam (128 pages)

\$24.99 (PDF \$16.99)

Riders Of Hak (84 pages)

\$23.99 (PDF \$16.99)

The City of the Gods (108 pages)

\$24.99 (PDF \$16.99)

New Blackmoor MM&PG News

A newly updated and revised Campaign Document for 1033, an updated Campaign FAQ, the Character Rebuild Document for 2008, and a slew of new MetaOrgs have just been released for download. Several new Episodes are about to be released as well. Until then, here's a list of the most recently released Episodes from Season Three and a complete list of all currently available MetaOrgs.

Episode 34: "The Temple of The Frog" by Richard Pocklington, Chris Reed, and Harley Stroh, for character levels 4-10. Behold! The long rumored Temple of the Frog has been discovered! Evil frogkins seem to inhabit its halls once again. Vanquish them, if you dare!

Episode 45: "Communication Breakdown" by Brian Buxton and Joe Kavanagh, for character levels 4-12. Things look bleak as the Afridhi muster their forces to the west. Could the situation possibly get any worse?

Episode 52: "Root of All Evil" by Philip Slama, Greg Walker, and Mathew Tearle, for character levels 4-11. The cause of, and solution, to all of life's problems. Part Two of the Businessmen of Blackmoor Series.

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: "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 55: "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 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 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.

The following complete list of MetaOrgs includes all those just released for download.

- Blackmoor Military** - Protectors of the land
- Brothers of the Greenwood** - The Tenian Resistance to the Afridhi
- Dungeoneering Society** - Survivors of the Dungeons of Castle Blackmoor
- Eldritch Underground** - Secret society of Sorcerers
- Fairwind Circus** - Organized professional entertainment
- Gen'ri** - Cumasti Elven internal security
- Perihelion Chorus** - Bardic alliance against undead
- Sightless Sisters** - Sorority of blind warriors
- Silent Guard** - Blackmoor's secret protectors
- Skandaharian Cultural Society** - Skandaharian-themed social club
- Temple of Pacuun** - Followers of Pacuun's way
- Thieves' Guild** - We don't exist
- Topaz Eye** - Professional diviners for hire
- Trade Guilds** - Learn a valuable trade
- Uther's Coastal Defense** - Guardians of the coast
- Wizard's Cabal** - The arcane magical authority of Blackmoor

Sweet Water Village Information & Personalities

by Greg Svenson

Facts:

Population: 600 (Mixed - Human/Dwarf/Gnome/Others)
Garrison: Constable, 6 guards, 30 militiamen
Power Center: Conventional (Noble)
Power Center Alignment: LG
Constable: Top Warrior

Information:

Sweet Water is located on the north bank of the Root River along the road between Bramwald, of the Empire of Thonia, and Newgate, of the Kingdom of Blackmoor. The town owes allegiance to Uther, the King of Blackmoor, and The Great Svenny, the Baron of Newgate.

The village of Sweet Water gets its name from Sweet Creek, which passes through the village on its way from the Storm Killer Mountains to the Root River. The water of the creek has the reputation of being very pleasant to drink, although the water is better upstream of the village. The creek runs from the north, through the village and down to the Root River. There is a ridge west of the village. To the east the land gently slopes upward.

The village consists of a stone keep, a mill, an inn, a store, and a collection of houses and hovels. The houses and hovels are primarily along the road and up and down Sweet Creek. There is no palisade around the village. There are also no temples in Sweet Water. If the village were to be attacked by raiders the people would seek refuge in the keep until the trouble passes. If a real army were to come the residents are supposed to flee to Newgate for protection, but most would simply head north for the Storm Killer Mountains until the trouble passes as they did during the War for Blackmoor's Independence.

The village was almost totally destroyed during the War for Blackmoor's Independence due to its strategic location on the main road between Newgate and Bramwald. Armies from both sides passed through the village several times during the war and they didn't leave much standing, especially when they were re-

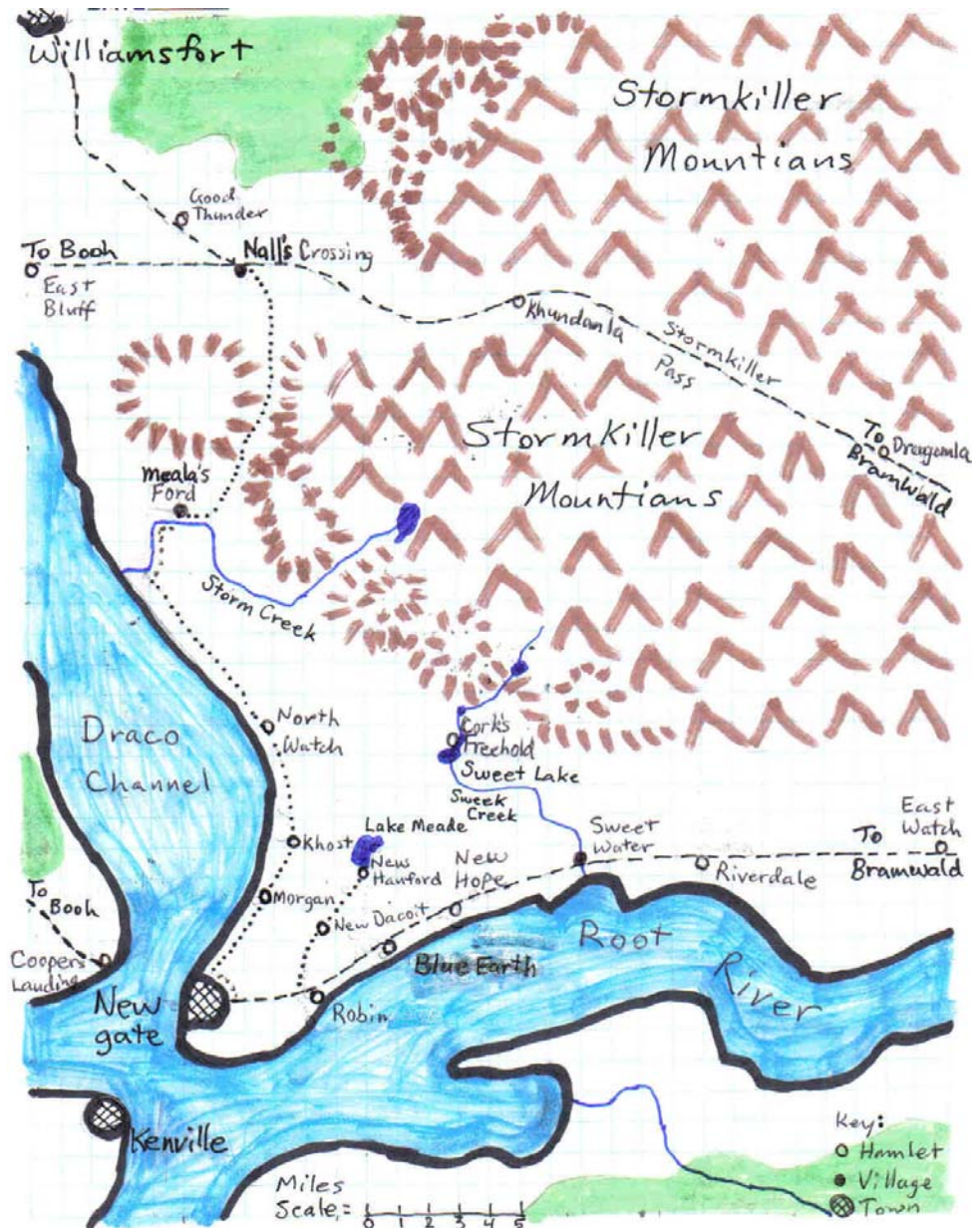
treating. As a result, almost all of the buildings are of recent construction. The keep had been ruined as well, but has been rebuilt with help from King Uther and the Regency Council. There are a number of houses and hovels that are still in ruins, where the family who owned it could not rebuild for some reason.

The people of the village make their livings primarily by farming in the valley formed by the creek. Some are lumberjacks, fishermen, and shepherds as well. The fishermen live along Sweet Creek

down near the outlet to the Root River about one half mile south of the keep, where there are three hovels. The villagers sell their surplus wood, wool, and food stuffs to traveling merchants, primarily from Newgate.

On the ridge west of the village is a monastery of the Order of Mystics. It is the largest monastery within the Barony of Newgate with ten members living there. The teacher at the monastery is Cliel Sallo.

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Sweet Water Village Information & Personalities (continued from page 2)

Troops from Newgate are deployed to the east of Sweet Water near the Red River which serves as a boundary between the Empire of Thonia and the Kingdom of Blackmoor in this area. Although these troops can prevent small raids, they are not enough to do anything more than warn the people of Sweet Water if a real army is coming.

Personalities:

Silin Walcrest, Lady of Sweet Water (High-Thonian 3rd level Noble/1st level Fighter)

Silin was born to the House of Walcrest, although not as the heir of the family fief. Her sister, Katrina Walcrest, is Sol Zvenzen's wife. She served with distinction in the Great Svenny's army during the War for Blackmoor's Independence. Svenny successfully interceded with King Uther to grant her the fief of Sweet Water after he became the Baron of Newgate. The former Lord of Sweet Water had been killed during the war and there was no heir.

She is middle-aged and of typical height although a bit heavy for a High-Thonian. She keeps herself very fit physically. Her skin is fair and her hair and eyes are dark brown. Her nose was obviously broken in combat and did not heal straight, although this seems to add to her natural beauty. She loves to dance, although she is a bit clumsy at it, and to tell her "war" stories. She is very distrustful of magic. She is considered a benevolent ruler by the residents of "her" village. She worships Henrin.

She is married to one of her cousins, Neg Walcrest. Neg is a 1st level noble/1st level Inventor who somehow managed to avoid involvement in the war and now dabbles in clockworks. They currently have five children; the oldest are nearing adulthood.

Havraad Wumnozu, Constable of Sweet Water (Dwarf 6th level Warrior)

Havraad grew up in the mountains north of Sweet Water. He settled here and became a guard for the town. He has worked up to where he is now the

Constable. When there are no issues to deal with as Constable he will go up in the hills to cut and dress stones to sell and make a little extra money. He is quite proud of his position as Constable. His most prized possessions are his magic Dwarven waraxe and magic mithral breastplate. His most notable physical feature is that he is a bit portly. He is a worshiper of Shau.

Triol Grax, Guard Leader (High-Thonian 2nd level Paladin/2nd level Noble)

Triol is a close friend of Silin Walcrest. They became companions in the Great Svenny's army during the War for Blackmoor's Independence. She lives in the keep and is responsible for protecting Silin. She is a middle-aged woman, nearly six feet tall and slender for her size, with fair skin, brown hair and brown eyes. She loves to play the fiddle and will often play for Silin while she dances. She is very proud of her family as well as her own abilities. She often wears a beautiful necklace that she inherited from her mother. She is a worshiper of Henrin.

Tray Patro, Healer (Thonian 4th level Adept)

Tray is the village's primary healer. He is a middle-aged man of average height and overweight. He has dark skin, brown eyes and no hair, as he is totally bald. He is prejudiced against elves and distrusts them. He lives in a house well to the south of the bridge, away from the center of the village, near the east bank of Sweet Creek. He has magic bracers of armor. He is a worshiper of Tsartha.

Cliel Cork, Teacher (Thonian 5th level Monk)

Cliel is a teacher of the Order of Mystics. She is the head of the monastery on the ridge west of the village. She is a middle-aged woman of average height and weight. She has dark skin, brown eyes, and black hair. She prizes her magic Kama. It is easy to recognize her when she walks by from her perfume, which she always wears as it is very distinctive. She can be very obsequious when she is dealing with someone. She is a worshiper of Khoronus.

Liveer Quig, Entertainer (Thonian 4th level Bard/2nd level Warrior)

Liveer settled in Sweet Water after serving in Lord Blackmoor's army during the War for Blackmoor's Independence. She loves to dance and sing and performs nightly at the Sweet Water Inn to make her living. She has a house near the road northeast of the bridge over Sweet Creek (the center of town). She is tall and slim. She has black hair, brown eyes, and dark skin. She is unmarried and men think she is quite beautiful. She is known to be a hot tempered woman, however. She is also a member of the local militia. She is a worshiper of Baldin.

Peshwah na Bika am-Bortai, Guide (Peshwah 3rd level Druid/1st level Ranger)

Bika is of the Peshwah Bortai clan. When Afridhi raiders attacked his haksoja he was knocked unconscious and when he awoke they were all gone. He has been searching for them ever since. He has been living near Sweet Water for some time, now, and has gained the reputation as an expert in the wilderness and as a guide for explorers. He is short and stocky with very long black hair, dark skin, and brown eyes. He is easy to spot when he is in the village because of his distinctive mottled brown Spidersilk armor and scimitar. He is truthful to a fault. He lives in a hovel in the hills to the north of the village. He was originally a worshiper of Hadeen, but now worships Hak. His grayish-brown horse is named Shadaska which roughly translates as "steel heart".

Bellow Ramble, Miller (Thonian 6th level Expert/3rd level Warrior)

Bellow is the village miller. His mill serves the entire region east of Newgate. His family has owned the local mill for generations. During the War for Blackmoor's Independence he served in Uther's army. He is a small man with dark skin, black hair, and green eyes. He is a key member of the local community and relatively wealthy for the people of this area, but he has a tendency to spend his money foolishly. He is a member of the local militia and a worshiper of Sol-lus.

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Sweet Water Village Information & Personalities (continued from page 3)

Rundusk Artulvar, Wizard (Cumasti 2nd level Wizard)

Rundusk is an Illusionist who currently lives in Sweet Water. He has been here for several months renting a house near the Sweet Water Creek bridge. He is in the area doing personal "research". He is a little taller and heavier than a typical elf with pale skin, black hair, and green eyes. He tends to focus so much on what he is doing that he appears to be careless to anyone who might be observing him. When he speaks in Common he is very careful to speak clearly so as not to be misunderstood. He has a "pet" hawk. He is a worshiper of Death.

Dengle Trader, Merchant (Thonian 2nd level Merchant/2nd level Sorcerer)

Dengle is the village merchant. He has been quite successful, having purchased the village's general store during the reconstruction era. He lives in the apartment above the store. He is a handsome man in his 30's, with dark skin, brown hair, and blue eyes. His leg was injured as a young man and now he walks with a limp. He is very careful to hide the fact that he is a natural sorcerer. He is an Evoker and can not do Abjuration or Transmutation spells. He totally avoids alcoholic drinks. He is a worshiper of Volketh.

Awna Dable, Carpenter (Thonian 8th level Commoner)

Awna is the best carpenter in the Newgate region. She also makes musical instruments. She is a middle-aged woman of average height and weight, with dark skin, black hair, and brown eyes. She is very intelligent for a peasant and is

curious about many things, although she is highly distrustful of magic. She enjoys playing the flute for relaxation. She also hunts with her sling to supplement her diet when funds are short. Her hovel is on the road west of the mill. She is a worshiper of Tsartha.

Patrice Winslo, Innkeeper (Thonian 3rd level Expert)

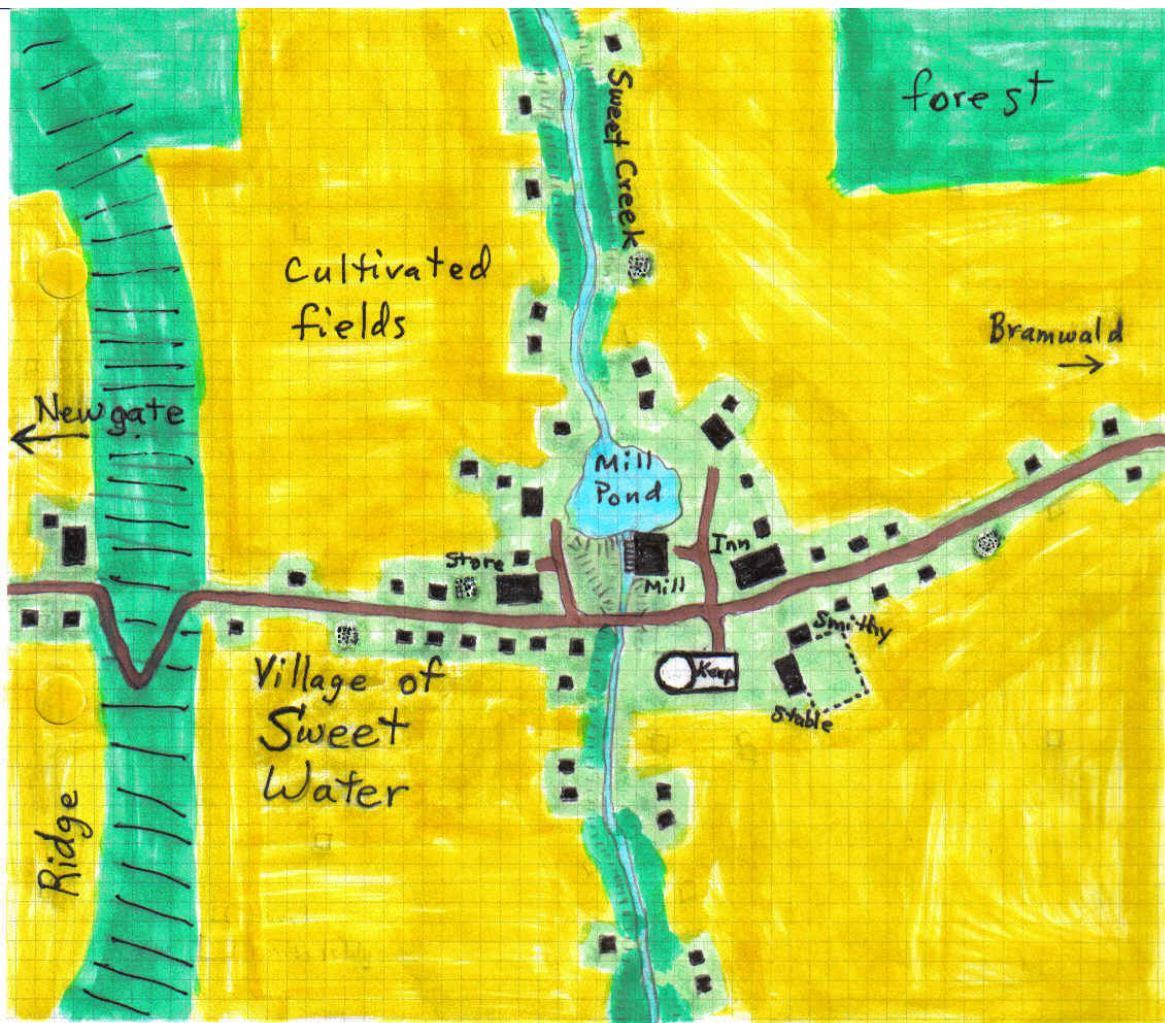
Patrice owns and operates the Sweet Water Inn. She took over about five years ago. While she is not very pretty, she has a reputation as a good cook. She is a tall and lanky woman, with dark skin, black hair, and brown eyes. She can become aloof when she is dealing with anyone whom she does not consider her social equal or superior. She enjoys telling stories, mostly about her adventures as an innkeeper and her most unusual customers. She is a worshiper of Sollus.

Sted Winslo, Smithy (Thonian 3rd level Expert/3rd level Warrior)

Sted operates the Smithy and Stable in Sweet Water. He is Patrice's brother. He is tall and swarthy, with dark skin, hair, and eyes. While it isn't true, people think he is a bit hard of hearing because he talks unusually loudly. As a young man he served in Uther's army and is now in the local militia. He worships Odir.

Nall Fogle, Farmer (Thonian 4th Commoner)

Nall is the farmer with the highest reputation in the village. He lives on the west side of the creek north of the mill pond. He is a hard worker and very dependable. He is short and stocky with dark skin, long brown hair, and gray eyes. He is considered to be a bit clumsy. He enjoys playing a drum for fun. He is a worshiper of Tsartha.



Sweet Water Village Information & Personalities (continued from pg. 4)

Classes & Level:

- Noble: 1-3, 1-2, 6-1
- Adept: 1-4, 2-2, 7-1
- Arcane Warrior: 1-3, 1-2, 3-1
- Bard: 1-4, 2-2, 4-1
- Commoner: 1-8, 2-4, 4-2, 450-1
- Druid: 1-3, 1-2, 3-1
- Elderkin: 1-2, 2-1
- Expert: 1-6, 2-3, 2-2, 21-1
- Fighter: 1-1
- Idolator: 1-2, 2-1
- Inventor: 1-1
- Merchant: 1-2, 2-1
- Monk: 1-5, 1-3, 2-2, 5-1
- Paladin: 1-2, 2-1
- Ranger: 1-1
- Rogue: 1-3, 1-2, 3-1
- Sorcerer: 1-2, 2-1
- Warrior: 1-6, 2-3, 2-2, 24-1
- Wizard: 1-2, 2-1

Return To The City Of The Gods

Code Monkey Publishing and Zeitgeist Games have released the latest adventure for the Dave Arneson's Blackmoor Campaign Setting: *The City of the Gods*.

This 108-page adventure, updated to 3.5 by Harley Stroh, is intended for characters of 9th-10th level and revisits one of Blackmoor's most iconic locations, last visited over twenty years ago back in TSR module D&3, in 1987.

Also included with this adventure are tons of new monsters, equipment, and magic items, as well as new items for use in a d20 Modern/d20 Future game.

The City of The Gods is now available in print (\$24.99) and PDF (\$16.99) formats.

Late Breaking News

The following Season Three episodes are in the process of being finalized for release and should (hopefully!) be available for download in the next several weeks:

Episode 57: "Renewal", for levels 3 to 10. [NOW AVAILABLE]

Episode 59: "Shadow In The Dark", for levels 1-11. [NOW AVAILABLE]

Episodes 61, 63-69, and 71-74.

A free web enhancement for *The City of The Gods* adventure has been released. Entitled *Sandfolk of the Valley*, it is downloadable from [Code Monkey Publishing](#) by clicking on Free Downloads and then Web Enhancements.

The MMRPG campaign is in need of volunteer cartographers to help update and design some of the MMRPG episode maps. For more information, look [here](#).

Upcoming Conventions

Origins 2008 Game Fair
Columbus, Ohio
June 25-29

Gen Con Indy 2008
Indianapolis, Indiana
August 14-17

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

Submissions Wanted!

The Blackmoor Rampart is looking for submissions. Please send use your in-character advertisements, obituaries, want ads, Blackmoor fiction, upcoming convention information, Blackmoor-related web links, or questions for Ask The Egg! by sending a Private Message to Sheridan on:

[MMRPG Forums](#)

Other, Once And Always!

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Assistant Meta-Org Coordinator:
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Greg Svenson, Scott Moore

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