



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

September 2006 Volume 1, Issue 6

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
(for levels 2-4)
\$14.99

The Wizards' Cabal
\$21.99

Blackmoor Map
\$7.00

Blackmoor MMRPG Offers A "Do-Over" !

You have a great opportunity in front of you. It's time to rebuild!

For the next 60 days, we are letting you redesign, reconfigure, re-imagine and reinvent your character. Why are doing this? Because of the nature of MMRPG style play, and because of the nature of how we share our story, we very much believe in giving you a chance to stop, consider where your character is, and adjust.

We do not tell you what to do. We do not tell you how to have fun. Our redesign is remarkably unrestrictive. You can completely alter your character if you want. It is up to you. However, we want you to consider your journey. We want you to consider what you have experienced. We want you to consider what you will become.

At its base, we trust you. We have consciously kept our campaign documents as simple as we could. We have given you guidelines and trusted you to operate within them and to keep the best interests of the campaign and our collective story in mind in all that you do. So far, you have all done that and we have grown rapidly. I thank you for that.

As you redesign your character, I ask you to consider this. We are on a journey together. We tell each other stories. We get, for a brief time, to be more than just the day to day. We become the stuff of legend. At least on paper we do, if only for a little while.

Rebuild your character with that in mind. You know the journey you have been on. Ask yourself who you wanted to be. Ask yourself if the character you made allowed you to be the person you wanted to be in the place called Blackmoor. When you started this journey, you did not know this place and its people. Now you do. Embrace the chance to place yourself within it.

You have the ability to use new materials from Zeitgeist's new products. I encourage you to do so if that fits the character you envision for yourself. My ultimate advice is this: you have a chance to be more than you were before—embrace it. Be Blackmoor.

Uther Once and Always

Tad Kilgore

Editor's note: The campaign rebuild documents, along with revised copies of the character creation guidelines, the campaign guidelines, and a FAQ, can be found in the files section of the DAB-Campaign yahoo group (<http://games.groups.yahoo.com/group/DAB-Campaign/>). - Tim

New Metaorgs Coming Soon

Sightless Sisters by Paige Leitmann
Silent Guard by Scott Moore
The Guild of the Topaz Eye by Adam Beattie

Details coming soon!

Controversy Surrounds Blackmoor Clock Tower

Happy Endings Bakery

Specializing in pies and pastries

Come in and enjoy our warm hospitality and tasty treats! Conveniently located in Pebbletown.

Hanha and Morris Littlefeet,
Proprietors

Ella's Notions

Come in and experience the best in perfumes and gifts for the lady in your life.

Offering a wide selection of accoutrements from scents to scarves to jewelry for that special occasion.

Design services available

Come and experience the best that Blackmoor has to offer

Open daily and by appointment

Tannery

Come to Jackport for all your leather needs
Waterskins * Belts *
Pouches * Backpacks

If you kill it, Master Ruffulo can tan it!

Pebbletown Pub

Come home to comfort at the Pebbletown Pub!

Serving bountiful meals seven times daily with a full drink menu

Private rooms for let and hospitality so much like home you won't want to leave!

Catering to small and big folk alike.

Adda says, 'Next time you're in Pebbletown, come in and see us!'

From the desk of Professor Markaat
University of Blackmoor

It was with much excitement and a bit of controversy that the University of Blackmoor trustees voted to build a clock tower onto the north end of the administrative building. Clockwork is one of the University's primary lines of inquiry, so it seems only natural that we would construct a showpiece of the extensive work that has been conducted here by many individuals since His Majesty founded us not so very long ago.

One of the points of contention was that it reminded one of the vast vanity of the Thonian empire, who erects massive structures and edifices to suit the Emperor's vast ego. Something more subtle - perhaps small clocks placed around campus on posts would better suit Northern tastes, some argued.

Those in favor of the tower pointed out that a tall spire would be visible from all over the city of Blackmoor, thus serving as a much needed standard for all business and a beneficial tool for the citizenry. (Building a clock small enough to be carried on one's person has been a challenge for the University, although much progress has been made.)

The latter of the two arguments garnered the most support, but it was a discussion that followed that proved to be heated and scathing.

The suggestion was made that the tower would be large enough to house a large musical instrument such as tuned bells or gongs, or even a massive dwarven klarn k'dor. And that every hour, on the hour, the instrument could play a short series of tones or even a simple melody. All were enthusiastic about the new proposal. But when the floor was opened for discussion on what tune should be played, thick Northern fur began to fly.

"Broke 'Em at the Neck" was the first to be suggested. "Stalwart Men of the North" by Alwyn Morland was next, then "Battle of Glendower" by Nitsua R'nek. The suggestions came faster and louder until everyone was shouting at once and no one was being heard. I had never heard such passion and vitriol in the faculty chamber as I did that day. It seems peculiar that a group of scientists and magicians so well known for their open minds should be so opinionated when it comes to matters musical.

Ever the voice of reason, Fletcher William, Dean of the University, called for silence and suggested nominations and a vote. I raised my hand and suggested that we commission a new composition for the clock tower by a composer of King Uther's choosing. This was met with uncertain murmuring, but no one wanted to appear disloyal to our most generous benefactor and lawful lord and slowly everyone nodded their assent. We all knew that Uther would choose Alwyn Morland for the job, but that was a small price to pay, I believed, to prevent a complete breakdown in relations among our faculty.

Further discussions produced additional interesting ideas: that once per day a story or vignette be acted out by clockwork figures at the base of the clock's face. Another suggested that magical illumination be provided so that the faces would be visible at night. And one of the more practical minded among us observed that the winding of such an enormous spring as would be required for this device would be best assigned to students interested in work-for-study opportunities. A clock tower committee was formed to address such details, and the faculty adjourned with our unity intact.

It is expected that construction begin on the tower as soon as plans are finalized and the necessary elementals recruited for such a large undertaking - perhaps as soon as the fall semester. And despite the fact that I shall very probably be assaulted daily by one of Alwyn Morland's harmless melodies, I must admit that I am excited about the project. It might very well come to be known as an iconic representation of the great city of Blackmoor, recognized across the North as a sign of ingenuity and ability - an idea whose time has come.

Upcoming Products

The Temple Of The Frog
Coming Soon!

The Riders of Hak
(Peshwah Supplement)
February 2007

Clock And Steam
August 2007

Coming Soon For Home Play

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

Episode 27: "Scaled Vengeance" by Tad L.J. Kilgore and David Brainard, for character levels 4-10. Part four of the "Epic of Hadeen" series. Knowledge as old as the land can offer guidance, but can also corrupt. The answer to one question forces the proffering of a second, taking the inquisitive places sometimes dark and strange. Desperate Peshwah have searched a great many years for the knowledge to restore their fallen god Hadeen. Peshwah Na Sulla now calls upon you again to walk a dangerous path in search of answers.

Episode 28: "Left and Disappeared" by Christopher Reed, for character levels 1-8. The third part of the "Hidden Swamp" series. You are asked to go to the town of South Pim to locate a father's missing son, who has ventured far from the city walls on the advice of his friend. Are the two young men lost, feverish or just mad? Guess you'll need to investigate to find out. A Dave Arneson's Blackmoor adventure for heroes levels 1-8.

Episode 29: "Border Town", for character levels 2 to 8. Someone has let slip the location of a hideout of the Eldritch Underground, and the Wizard's Cabal is rushing to take prisoners. The Eldritch Underground has sent a force to intervene. It's only a matter of time until they meet with explosive results.

Treasures Wanted

The Archlis chapter of the Skandaharian Cultural Society is looking to acquire any items pertaining to the Skandaharian culture including:

Authentic Weapons
Nautical Gear
Tools
Clothing (in good condition)
Household Items
Literature

Contact Sigurd Thorsif,
at the Wet Whistle Inn.

Episode 30: "Blackmoor Wives Club" by Jennifer Barth, for character levels 1-4. Hell hath no fury like a woman scorned... Or even worse, a group of women who are all working together. Can testosterone filled heroes save themselves?

Episode 31: "Mountain of Madness: Second Course" by Richard Iorio II, for character levels 2-8. The events of last year, still fresh in your minds, you arrive in a small town that has a big problem--pestilence. What is the source of these strange sicknesses? Is there someone from your past responsible?

Episode 32: "Eyes of the Truth" by Philip Slama, for character levels 4-10. The third and final part of the "And the Cabal Cried Out, No Hiding Place" series. Internal strife and politics are forcing a large divide between different factions within the Wizards' Cabal. Some believe they are destined for power and greatness while others feel that protection of the land and its people is the Cabal's first priority. As a darker power prepares itself for an attack will the Cabal be able to resolve its problems and save itself from destruction?

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 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 35: "All the Egg's Men" by Tad Kilgore and Dustin Clingman, for character levels 4-10. A secret mission? To the Island of the Egg of Coot? Are you crazy!?!?

Episode 36: "Important Discovery" by Ken Austin

Episode 37: "Contagion" by David Brainard, for character levels 2-10. Hard times can call for harsh measures, even from those who would be heroes. When a lurking evil is revealed, can mercy survive?

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Find all your campaign needs at:
<http://www.dablackmoor.com>

Second Time Around?

Special certificates are now available for characters that have been the target of a *raise dead*, *reincarnation*, or *resurrection* spell. See the downloads section of:

www.dablackmoor.com.

Blackmoor MMRPG, Season 2

Looking for more?

Your looking has ended.

Why?

The Player's Guide to Blackmoor is released.

Does it have more?

Yes.

More Classes.

More Options.

More of everything you need to make your character a part of Blackmoor.

Available now in stores everywhere.

The following Season Two episodes for the Dave Arneson's Blackmoor MMRPG are now available for download by logging in to: <http://www.dablackmoor.com>.

Episode 18: "Kissing Day" by Kris Wade, for character levels 4 to 10. Part one of the "Holidays for Heroes" series.

Episode 19: "A Matter of Perspective" by Philip Slama, for character levels 1 to 6.

Episode 20: "Sorcerer's Tomb" by Adam Beatie, for character levels 2 to 8.

Episode 21: "Spirit of the Moon" by Richard Pocklington and Joe Kavanagh, an introductory adventure for character levels 1 to 2.

Episode 22: "You Shall Know Them By Their

Deeds" by Tad Kilgore, a two round adventure for character level 2 to 7. Part three of the "Epic of Hadeen" series.

Episode 23: "Sign of the Arcanum" by Philip Slama, for character levels 4-10. Part one of "And the Cabal Cried Out, No Hiding Place" series.

Episode 24: "Just Business" by Tad L. J. Kilgore and David Brainard, a two round adventure for character levels 4-10.

Episode 25: "Wrongs Darker than Death or Night" by Philip Slama, for character levels 4-10. Part two of the "And the Cabal Cried Out, No Hiding Place" series.

Episode 26: "Lessons" by P. Dennis Waltman, for character levels 1-6.

