



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

October 2006 Volume 1, Issue 7

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

Character Rebuild Deadline Approaching

Last month, players of Dave Arneson's Blackmoor MMRPG were given an unprecedented opportunity: the chance to redesign their characters from the ground up.

This rebuild period lasts until October 31, 2006. Until then, you can redesign, reconfigure, or reinvent your character any way you wish. This is your chance to recreate your character, should you wish to do so, and even further embed them in the myths of Dave Arneson's Blackmoor.

Rebuilt characters keep the same name, XP and gold piece totals, and all earned certificates, but may change class, race, alignment, and other character features if desired.

The campaign rebuild documents, along with revised copies of the character creation guidelines, the campaign guidelines, and a FAQ can be found in the Official Campaign Files area of the Downloads section of <http://www.dablackmoor.com/MMRPG>.

Although certain spells, feats, prestige classes, and magic items are restricted from the rebuild, details on gaining access to these abilities is detailed in the rebuild documentation as well.

Characters may be rebuilt as often as you like during the rebuild period, with the first rebuild being free. All subsequent rebuilds cost 1TU (Time Unit) multiplied by the number of rebuilds you have made past the first one. For example, a total of three rebuilds would cost 1TU for the second rebuild and 2 TU for the third rebuild for a total of 3 Time Units to rebuild three times.

If a character does not have enough Time Units to perform the rebuild, they may go over into next campaign year's TU count.

The new Pious Lord feat (see page 2) is now an official part of the campaign and may be taken as part of the character rebuild.

For any questions pertaining to the rebuild, such as what to do with certificates or abilities that no longer apply to your newly rebuilt character, you can e-mail the MMRPG coordinators at:

rebuids@zeitgeistgames.com.

In the words of Tad Kilgore, Executive Producer of Dave Arneson's Blackmoor:

"Our goal with the redesign is to give you a chance to reconsider and reinvent who your character is. Become what you will. It is your journey. Have fun."

Upcoming Products

The Temple of the Frog
(Adventure Module)
Coming Soon!

The Riders of Hak
(Peshwah Supplement)
February 2007

Clock and Steam
(Rules Supplement)
August 2007

Upcoming Conventions

TigerCon 2006
Clemson, South Carolina
October 6 - 8, 2006

FRAGCon 10.10
Orlando, Florida
October 22, 2006

Rock-Con
Rockford, Illinois
November 3 - 5, 2006

GASPcon 7
Pittsburgh, Pennsylvania
November 4 - 5, 2006

Florida Fall Fantasy 2006
Orlando, Florida
November 10 - 12, 2006

U*Con
Ann Arbor, Michigan
November 17 - 19, 2006

The Summoning 2006
Miami, Florida
December 8 - 10, 2006

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

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

Obituaries

Jonas Larch of Blackmoor has passed on into glory. He saw 21 winters and rode the outlands righting wrongs with a strong sword arm and a righteous heart. His traveling companions report that he died valiantly in combat against marauders on the Elf Road. Had he not been strangled with his amulet of health, his friends say he most certainly would have been victorious. Services will be held tomorrow at the temple of Pacuun.

Responsibility in Bardsmanship

From the desk of Professor Markaat
University of Blackmoor

CHORUS

In the past I have been critical of bards who have engaged in exaggeration and hyperbole to such an extent that the true facts of the events about which they write are twisted and misrepresented. As a founding member of the Society for the Preservation of the Northern Record, I strive to find good examples of epics and ballads that are exciting and engaging, yet report the events accurately. The following is an example that I believe represents those criteria well. In the interest of full disclosure, my own hand penned this ballad. I was a witness to these events and assure you that this piece of the Northern Record is accurate, fair, and balanced. Perhaps, if you're in the right place at the right time, you may hear this ballad performed, as I hear it has become quite popular among the gypsy peoples.

Brother Richard turned around mid-flight
And set a tarry brand alight
He threw that brand with all his might
Them orcs gonna burn a Glendower!

The orcs all laughed at Richard's joke,
Until the woods were filled with smoke,
And they began to cough and choke,
Them orcs gonna burn at Glendower!

CHORUS

The orcs they started to perspire
The flames ate every bush and briar
The woods became a funeral pyre
Them orcs gonna burn at Glendower!

The orcs were filled with dark despair
The fires had caught them unaware
'Twas then they soiled their underwear
Them orcs gonna burn at Glendower!

CHORUS

He doused the orcs with flasks of oil
The billows round the flames did roil
And soon their blood began to boil
Them orcs gonna burn at Glendower!

The last orcs all did kneel and pray
For deliv'rance from this judgment day
But their evil gods must have been away
Them orcs gonna burn at Glendower!

CHORUS

Not one enemy got away
And all 'twas left the following day
Was toasted orc and orc flambe
Them orcs gonna burn at Glendower!

The men began to cheer and clap
For Brother Richard's dev'lish trap
But he'd retired to take a nap
He burned those orcs at Glendower!

CHORUS

The Battle of Glendower
by Professor Markus Markaat

The orcs were moving on Glendower
The situation was looking dire
When Brother Richard was inspired
Them orcs gonna burn at Glendower!

Brother Richard donned his flying cloak,
And soared into a nearby oak,
He waved his arms and loudly spoke
Them orcs gonna burn at Glendower

CHORUS:

Always tip the serving girl,
Never cook or eat a rabid squirrel,
Don't poke a stick at a cornered skunk,
And never ever mess with a flying monk!

Well, Richard flew from tree to tree
And called to them, "Hey, come get me!
More orcs gave chase all filled with glee,
Them orcs gonna burn at Glendower!

Brother Richard called them filthy names
The orcs all chased him. What a game!
Unaware of Richard's aims
Them orcs gonna burn at Glendower!

New Official Campaign Feat: Pious Lord [General]

Your subjects see your piety as a boon to them.

Benefit: Choose either the monk or the paladin class. You may freely multiclass between noble and this other class.

Normal: Multiclassing away from paladin or monk restricts the character from returning to those professions.

New MMRPG Adventures Premiere!

The following new episode for Season Two of Dave Arneson's Blackmoor MMRPG is now available for download by logging on to: <http://www.dablackmoor.com>.

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.

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?

Coming Soon For Home And Con Play

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

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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Special Thanks

Dave Arneson
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James Maliszewski

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

The Dungeons of Castle Blackmoor

(Item# ZTG4505)

Revisit the most classic dungeon crawl of all time!

The Dungeons of Castle Blackmoor will take adventurers on a journey through the dungeon that started the roleplaying game genre!

The Dungeons of Castle Blackmoor details the 20 known levels of the dungeon including the first 10 levels as originally created by Dave Arneson himself.

Designed to scale with varying party sizes and power levels, this incredible dungeon includes adventure material for characters level 1-20.

Classic styled maps and artwork make this book a great nostalgia piece and an excellent tie in for new adventurers to Blackmoor! Take your party back to the birthplace of RPGs for an incredible adventure through The Dungeons of Castle Blackmoor!

304 Pages, Softcover



James Maliszewski Joins Zeitgeist Games

Zeitgeist Games announced that James Maliszewski is joining the Zeitgeist Games staff. James is now the Blackmoor Line Developer, and is taking over the development of Blackmoor. In addition to his duties as line developer, James will be working on a number of projects currently in development.

Before joining Zeitgeist Games, James has designed and written for Atlas Games, Green Ronin Publishing, Wizards of the Coast, and White Wolf among many others. In addition, James wrote the Hard Science column on RPG.net.

Zeitgeist Games Director of Traditional Games, Richard Iorio, commented: "James brings a wealth of experience as a writer and designer, but more importantly his passion for Blackmoor is contagious. With James at the helm of the industry's oldest setting, only good things will come. He will be a great asset to the Zeitgeist Games team."

Add More Class To Your Campaign!

After a long delay, the much anticipated *Blackmoor Paladins* is now ready for download!

So what is different about Blackmoor Paladins?

In Blackmoor, Paladins are unique in that unlike other planes of existence, most gods have holy warriors dedicated to their cause. Blackmoor Paladins do not follow the rules of alignment as presented in the PHB, but instead can have a different worldly view, more in line to their worshiped deity. The five paladins are variants from the standard paladin found in the PHB.

Also available for download is a list of cleric, druid, sorcerer/wizard, and woker spells characters can take to qualify for the new elven elemental prestige class.

Blackmoor Paladins and the Qualifying Spells For Elven Elementals can both be downloaded from the Official Campaign Documentation section of the Downloads area of:

<http://www.dablackmoor.com/MMRPG>.

New Official MMRPG Ruling: Diehard replaces Inner Sight as a first level bonus feat option for the Monks of the Fallen Star class.