



"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](http://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

## New Official Rulings For MM&PG Campaigns

One of the features of a well designed "living" campaign is the ability to be dynamic; to grow and change with the needs of the players that participate within it. Dave Arneson's Blackmoor MMRPG is no exception. The following Official Rulings have been released by the Blackmoor MMRPG staff in response to inquiries and situations proposed by players of the game.

All Spell Storing Items are assumed to be empty at the beginning of each episode.

The Elven Longblade is finessable for characters of pure Cumasti extraction. This does not include half elves. Additionally, players may finesse this weapon if "they meet the feats prerequisites due to their cultural affinity with the weapon." In a nutshell, Cumasti elves that have a base attack of +1 may automatically use Weapon Finesse when they wield an Elven Longblade.

Druid characters in the MMRPG may officially wear Spidersilk armor and use Spidersilk shields since they are made from natural material.

The correct Time Unit (TU) cost for MMRPG Episode 5: The Redwood Scar is 2 TU, not 1 TU (the notes on pages 2 and 3 of the MMRPG adventure conflict).

**Diehard** replaces **Inner Sight** as a first level bonus feat option for Monks of the Fallen Star. The text should read:

*At first level, a Clan monk may select either Improved Initiative or Diehard as a bonus feat. At 2nd level, he may select either Dodge or Iron Will as a bonus feat. At 6th level, he may select either Combat Expertise or Mobility as a bonus feat. Clan monks need not have any of the prerequisites normally required for these feats to select them.*

The following feat will be included in upcoming Zeitgeist Games product and is previewed below. It is now officially active in the MMRPG.

### 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.

Also available for download is a list of cleric, druid, sorcerer/wizard, and woker spells characters can take to qualify for the new Elven Elementalist prestige class. The Qualifying Spells For Elven Elementalists can both be downloaded from the Official Campaign Documentation section of the Downloads area of:

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

A new Magic Item Creation Tracking Log has also been added to the Official Campaign Documentation section of the Downloads area.

In order for players to take maximum advantage of the wealth of new feats, equipment, spells, and options available in the newly released Player's Guide to Blackmoor and the softcover version of the core campaign setting book, the character rebuild period has been extended to January 1, 2007!

For any questions pertaining to the character rebuild period, see the Campaign Rebuild Document under Official Campaign Documentation in the Downloads section, or send an e-mail to the MMRPG coordinators at:

[rebuilds@zeitgeistgames.com](mailto:rebuilds@zeitgeistgames.com).

## Coming Soon For Home And Convention 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 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 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?

## Upcoming Products

**Temple of the Frog** - January 2007

**The Riders of Hak** - February 2007

**City of the Gods** - April 2007

**Duchy of Ten** - June 2007

**Clock and Steam** - August 2007

**Game Master's Guide to Blackmoor** -  
Late 2007

**...and coming from Zeitgeist  
Games in August, 2007:**

1776

**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. Premieres 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? Premieres 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. Premieres 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. Unable 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. Premieres 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? Premieres 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. Premieres at Anonycon, Stamford, CT, December 15-17, 2006

## Upcoming Conventions

**Pentacon**  
Fort Wayne, Indiana  
November 3 - 5, 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

**MACE 2006**  
High Point, North Carolina  
November 10 - 12, 2006

**TusCon XXXIII**  
Tucson, Arizona  
November 10 - 12, 2006

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

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

**Anonycon**  
Stamford, Connecticut  
December 15 - 17, 2006

**Janus Jubilee**  
Orlando, Florida  
Dec. 29, 2006 - January 1, 2007

**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!

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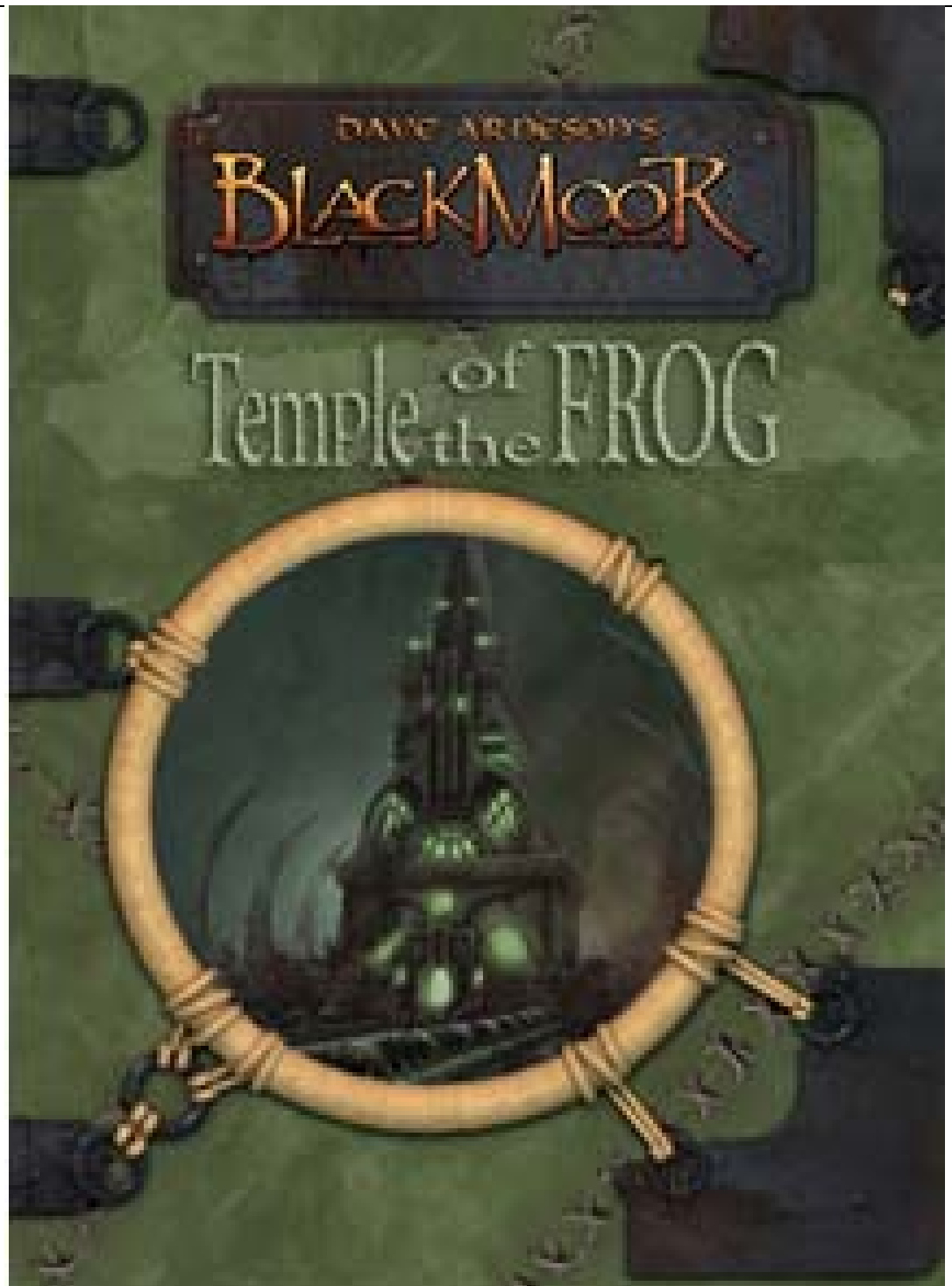
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***Special Thanks***

Dave Arneson  
Dustin Clingman  
James Maliszewski

Find all your campaign  
needs at:  
[www.dablackmoor.com](http://www.dablackmoor.com)



**For Sale or Trade:**

Variety of dragon scales...all shapes and sizes. Some big enough for shields, others could be fashioned into armor. Willing to trade for casting of *true resurrection* spell or sell to highest bidder. Contact Lefty at the Splendid Eagle tavern in Bramwald.

**Wanted:  
Reputable Adventurers**

Looking for reliable, honorable adventurers to escort my daughter from Blackmoor to Sul Peshwan. Paladins, rangers, wizards (Cabalists only, please) and fighters should apply in person at the temple of Pacuun in Blackmoor. Please bring references and ask to speak to Gretal. The successful candidates will receive a handsome salary, clerical potions and all gear necessary for the journey supplied to them. No sorcerers need apply.