



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

Fukakas 1032 (July 2007) Volume 1, Issue 12

Remember Ten's Day

Blackmoor Product List

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

[https://
rpg.zeitgeistgames.com/xcart/
home.php](https://rpg.zeitgeistgames.com/xcart/home.php)

Dave Arneson's Blackmoor

(240 pages, softcover, includes the adventure "Ties That Bind" for character levels 1-2)
\$34.99 (PDF \$17)

The Dungeons of Castle Blackmoor

(304 pages, softcover)
\$39.99 (PDF \$17)

The Player's Guide to Blackmoor

(240 pages, softcover)
\$29.99 (PDF \$12.50)

The Redwood Scar

(64 pages, softcover, an adventure for character levels 2-4)
\$14.99 (PDF \$7.25)

The Wizards' Cabal

(126 pages, softcover, includes the adventure "Losing Focus")
\$21.99 (PDF \$10.50)

The Temple of the Frog

(104 pages, softcover, an adventure for character levels 5-9)
\$24.99

First Fantasy Campaign Map
\$7.00

New MMRPG Adventures Released

The following new adventures were just released for the MMRPG campaign and are now available for download and ordering.

Also be sure to check out the newly updated Episode Guide and Episode Guide By Plot (which shows how individual MMRPG Episodes are related) at

<http://www.dablackmoor.com>

Episode 10: "The Dungeons Of Castle Blackmoor" by Dave Arneson, for character levels 1-6. A call has gone out for only the bravest of adventurers who are foolhardy enough to enter the dungeon of Castle Blackmoor. This MMRPG conversation of the published adventure can be played up to three times; once at each ATL (1, 3, and 5).

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 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. Premiered 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? Premiered 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. Premiered 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. Part One of the Foretold Series. Premiered 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? Premiered 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. Premiered at Anonycon, Stamford, CT, December 15-17, 2006

Episode 44: "Things to Come" by Stewart Larsen, for character levels 2-12. The Church of Henrin calls on you for aid. The village of Black Oak was infected with a foul and noxious rot. Can you seek out the cause of the infection and purge it from the land? This is episode two in the Hand of Henrin series. Also of particular interest to those who seek the arrows of Hadeen.

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

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James Maliszewski

Find all your campaign
needs at:
www.dablackmoor.com

Preview of the Upcoming "Riders of Hak"

Courtesy of Dustin Clingman, here's a preview of some of the feats to be found in the upcoming Peshwah sourcebook, Riders of Hak. The following feat has already premiered in the MMRPG campaign.

Wheeling Mount (Fighter)

You are well-trained in using your mount's movement to avoid attacks.

Prerequisites: Ride 5 ranks, Mounted Combat
Benefit: While you are mounted on a horse that has moved at least 20', you gain a +2 dodge bonus to AC.

Special: A Fighter may select this feat as a bonus feat.

In addition, here are a few additional feats to wet your appetite. Note that the following two feats are not yet cleared for MMRPG play.

Mounted Caster

You have practiced the art of casting spells from horseback in battle.

Prerequisites: Ride skill, Mounted Combat, Con 13+

Benefit: You never need to make Concentration due to the movement of your mount. During any round in which your mount has attacked an enemy, you do not provoke attacks of opportunity for casting spells.

Beloved of Horses (Racial)

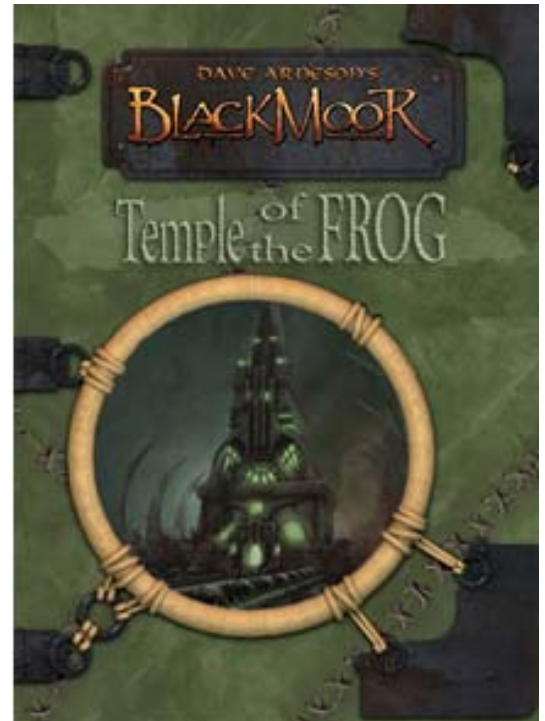
Your tie to Hak's children is particularly strong, and they do their best to protect you.

Prerequisite: Horse Bond

Benefit: Horses will not attack you; enemies mounted on horses must make a Ride check (DC 20+your Cha mod) as a move action to attack you in melee.

New Website Feature

The campaign website at <http://www.dablackmoor.com> has recently been updated to include a "Episode Guide by Plot" link from the main page which allows you to easily search for MMRPG adventures by related plotlines, making it easier than ever to plan out multi-part epic adventures for your gaming group or convention!



Upcoming Conventions

OGC Con '007

Nahusa, New Hampshire, July 27-29

AnimeFest

Dallas, Texas, August 31-September 3

G-Kon2

Arlington, Texas, September 28-30

The Pig And Roast

Gainesville, Florida, October 5-7

AnCon (AnotherGameCon)

Hudson, Ohio, October 26-28

MillenniumCon X

Austin, Texas, November 10

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

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.

Upcoming Products

Temple of the Frog - Available now through the online store! See an exclusive preview at <http://rpg.zeitgeistgames.com/images/zgimages/frog/TemplePreview.pdf>

Riders of Hak - Coming Soon via Print On Demand, so watch <http://www.dablackmoor.com> for your chance to pre-order. Don't miss it! See special preview on page 2.

Clock and Steam - GenCon, August 2007

City of the Gods - November 2007

Duchy of Ten - 2008

GM's Guide to Blackmoor - 2008