

Episode Listing

Season 1

Episode 1 DAB – DA01 The ComeBack Inn by Dave Arneson and Dustin Clingman

For decades, the infamous ComeBack Inn has been a haven to adventurers. It is rumored that all true Blackmoorian adventurers discover themselves within its strange and mysterious walls. Though none speak of it openly, it is rumored that adventure is but a few steps away. What will you find within the ComeBack Inn? A Dave Arneson's Blackmoor adventure for first and second level PCs.

Episode 2 DAB – DA02 A Night Out Under the Stars? by Christopher Reed

Problems arise for a small town on the edge of the Redwoods. Are you big enough to help the little people in need? Especially, when the request comes from the tavern keeper who's Inn you woke up in. But weren't you just camping out under the stars last night? A Dave Arneson's Blackmoor adventure for first and second level PC's.

Episode 3 DAB – WC01 Redwood Distraction by Dawn Coakley

The southern border of the Redwoods has again become infested with orcs. The elves have dispatched hunting parties to drive them off, but with no success. A dark shadow is falling over the woods. A Dave Arneson's Blackmoor adventure for levels 1-4.

Episode 4 DAB – RP01 Blood Wind by Tad Kilgore

The High Hak is a deadly place for even its hardiest of residents. Peshwah nomads tread carefully for the land is riddled with treachery. Among these nomads, trust is not given lightly, but in this harsh environment, adventurers will quickly learn the true need for trust. A Dave Arneson's Blackmoor adventure for PCs levels 1-6.

Episode 5 DAB – WC02 The Redwood Scar by Jeffrey Quinn

Conversion of the published Dave Arneson's Blackmoor Adventure: The Redwood Scar. Recommended for characters that have played Redwood Distraction. A Dave Arneson's Blackmoor adventure for PCs levels 2-6.

Episode 6 DAB – FS-01 Losing Focus by Christopher Reed

Wizards in Blackmoor spend tireless years concentrating to earn both respect and the focus required to maintain membership in the Wizards' Cabal. Can you help one such member of the Wizards' Cabal who seems to have lost his focus? A Dave Arneson's Blackmoor adventure for PCs levels 1-6. (Part One of the Arcane Enmity series.)

Episode 7 DAB – AI01 Swamp Flies by Christopher Reed

The buzz in the village of Boggy Bottom is that folks have gone missing. Can you squash these rumors or determine where the missing have flown off to? A Dave Arneson's Blackmoor adventure for PCs levels 1-6. (Part One of the Hidden Swamp)

Episode 8 DAB – DT01 The Unwanted by Tim Barth

A plea for help arrives from The Unwanted. The call requires journey to the devastated ruins of the former Duchy of Ten. No commoner would dare set foot on that cursed soil since the invasion of the Afridhi. Will you rise to the call? A Dave Arneson's Blackmoor adventure for PCs levels 1-6. (Part One of the Fires of Discontent series.)

Episode 9 DAB –FS02 Innuendo by Dave Brainard

When the fog rolls in to Heronport, strange creatures skulk in the shadows. When the fog rolls into Heronport, strong men quake before a nameless dread. When the fog rolls into Heronport, someone dies..... A Dave Arneson's Blackmoor adventure for PCs levels for levels 1-6. (Part Two of the Arcane Enmity series.) And the Cabal Cried out, "No Hiding Place!" *

Episode 10 DAB - Special01 Dungeons of Castle Blackmoor by Dave Arneson

Conversion of the published Dave Arneson's Blackmoor Adventure: Dungeons of Castle Blackmoor. A call has gone out for only the bravest of adventurers who are foolhardy enough to enter the dungeon of Castle Blackmoor. A Dave Arneson's Blackmoor adventure for PCs levels 1-6. This event is playable only at Gen Con 2005.

Episode 11 DAB – AI02 Mere Flight by Christopher Reed

While the town of Lake Gloomy lurks within the thick, dark wetland known as the Great Dismal Swamp, it is a regal place where cleanliness is taken very seriously. So why does the town seem so dirty these days? A Dave Arneson's Blackmoor adventure for PCs levels 1-6. (Part Two of the Hidden Swamp)

Episode 12 DAB - DT02 The Oktagern Affair by Joe Cirillo

The seeds of rebellion in the Duchy of Ten are beginning to take shape against Zugzul's fiery grip. Could a band of adventurers be the spark the resistance needs to truly fight fire with fire? A Dave Arneson's Blackmoor adventure set in the Duchy of Ten for PCs levels for levels 2-8. (Part Two of the Fires of Discontent series.)

Episode 13 DAB - FS03 Mountain Madness by Richard Iorio II

Though the beef stew found in Gletscherpunkt is very good; there is something wrong in the village. A Dave Arneson's Blackmoor adventure for PCs levels 1-6.

Episode 14 DAB - RP-02 Tower of Salt by Tad Kilgore and Tim Barth

The Zah are mystics. The Peshwah say their vision pierces the veil of time and flesh and penetrates past, future and spririt. Is your old friend the Chosen of Hadeen? Is he the one destined to find the artifact that unites the Twelve Tribes and leads them to victory against the Afridhi? Only a trip to the Tower of Salt to consult with the wisest of the Zah will indicate what is possible, what is true, and what your destiny might be. A Dave Arneson's Blackmoor adventure for PCs levels 2-8.

Episode 15: Stolen Kisses by Dave Brainard

The city of Blackmoor, while the heart of the realm, is a bleak and dreary place in winter. What flowers can possibly bloom among the black stone and gray ice? A Dave Arneson's Blackmoor adventure for PCs levels for levels 1-8.

Episode 16: Funeral For a Hero by Gerry Ruiz

Plumes of white smoke can be seen over the Redwood, a sign that a friend (and a hero) has passed away. The time has come to say our final farewells. But wait something is a miss!! Recommended for characters that have played The Redwood Scar, Part One of the Tome's Secret Series. A Dave Arneson's Blackmoor adventure for PCs levels 2-8.

Episode 17: Secrets and Lies by Stewart Larsen

One who was searching has himself become lost. Those in need are paralyzed with fear. The Church of Henrin seeks assistance. Can you answer the call and see through the lies? A Dave Arneson's Blackmoor adventure for PCs levels for levels 1 -8.Episode One in the Hand of Henrin Series.

Season 2

Episode 18: Kissing Day By Kris Wade

Once more Baron Hubal needs your help but this time his need is more personal. A member of the Baron's private guard has deserted him and he greatly desires to know both about his well being and the reason for the desertion. A Dave Arneson Adventure for levels 4 to 10. (Episode One in the Holidays for Heroes series.)

Episode 19: A Matter of Perspective By Philip Slama

People view things differently, while some may see a mountain as a source of wealth and prosperity, others see it as a place of safety and security. But when those two views collide who is right? What happens when innocents are caught in the middle? A Dave Arneson Adventure for levels 1-6.

Episode 20: Sorcerer's Tomb By Adam Beatie

There are secrets buried under every hill and stone in the Kingdom of Blackmoor. Uncovering one such secret has placed the halfling settlement of Pebbletown in grave danger. Will you risk the perils of the sorcerer's tomb to save the halflings? A Dave Arneson's Blackmoor Adventure for levels 2 to 8.

Episode 21: Spirit of the Moon (Intro Episode)

The wolves of the Westwood are not a trifling matter. A Dave Arneson's Blackmoor: The MMRPG Introductory Episode for first and second level PCs.

Episode 22: You Shall Know Them By Their Deeds By Tad Kilgore.

Among the Peshwah, to say a thing, is to do a thing. To break one's word is to become less than whole. To bear false witness is a mortal sin. But the Cult of Calelrin worships the Peshwah god of lies and wields deception and deceit with the same grace and skill the finest swordsmen uses with good steel. Who is their next target? Who are they? What schemes have they made? What do they plan for the Chosen of Hadeen? A Dave Arneson's Blackmoor adventure for levels 1 to 8.

Episode 23: Sign of the Arcanum By: Philip Slama

The city of Jackport is a place where anything can be found...for a price. But what happens when the price is too high and the benefits not enough? Will you be able to shed light on the mystery and learn the truth behind a series of brutal murders targeting the Sorcerers of Jackport? A Dave Arneson's Blackmoor adventure for PCs levels 4-10. Part one of And the Cabal Cried Out, No Hiding Place.

Episode 24: Just Business By Tad Kilgore

When is a deal, just a deal? When does it force a compromise that taints you and who you are? When is it time to reconsider the path you are on? When is it time to change your view? When do the ends justify the means? Do you always have to hold yourself to the highest ethical standards, or sometimes, do things boil down to just business. A two round Dave Arneson's Blackmoor adventure for character levels 4 through 10.

Episode 25: Wrongs Darker than Death or Night By Philip Slama.

Jackport is a city in dire need of heroes. But what happens when a beloved hero and champion of the city turns on those they protect? Who will determine their champion's fate and the fate of all involved in these deadly wrongs that have taken place under the cover of night? A Dave Arneson's Blackmoor adventure for players levels 4-10. Part two of the series "And the Cabal Cried Out, No Hiding Place."

Episode 26: Lessons By P. Dennis Waltman

Life and Death teach different lessons. When the lost is found, can the future be saved? A Dave Arneson's Blackmoor adventure for heroes levels 1-6. Recommended for followers of Henrin. Note: Lessons contains mature themes.

Episode 27: Scaled Vengeance By: Tad L.J. Kilgore and David Brainard

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. A two round Dave Arneson's Blackmoor Adventure for heroes level 4-10. Part Four of the Epic of Hadeen series

Episode 28: Left and Disappeared By: Christopher Reed

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. The third part of the Hidden Swamp series. Recommended for players with Allurid.

Episode 29: Border Town by

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. A Dave Arneson's Blackmoor episode for PCs levels 2 to 8.

Episode 30: Blackmoor Wives Club by Jennifer Barth

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? A Dave Arneson's Blackmoor episode for heroes levels 1 through 4.

Episode 31: Mountain of Madness: Second Course By: Richard Iorio II

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? A Dave Arneson's Blackmoor episode for heroes levels 2 to 8.

Episode 32: Eyes of the Truth By: Philip Slama

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? A Dave Arneson's Blackmoor adventure for heroes levels 4-10. The third and final part of the series: "And the Cabal Cried Out, No Hiding Place."

Episode 33: Fly Paper By: Christopher Reed

Something has drawn you into sticky danger, but who or what is it? A Dave Arneson's Blackmoor adventure for heroes levels 3-10. The fourth part of the Hidden Swamp series. [It is highly recommended that player characters first play the other three parts of the series.]

Episode 34: The Temple of The Frog by Richard Pocklington

[GenCon SPECIAL EVENT] 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! A Dave Arneson's Blackmoor SPECIAL WORLD PREMIER EVENT

Episode 35: All the Egg's Men By Tad Kilgore and Dustin Clingman

A secret mission? To the Island of the Egg of Coot? Are you crazy!?!? A Dave Arneson's Blackmoor episode for heroes levels 4-10

Episode 36: Important Discovery by: Ken Austin

Episode 37: Contagion By: David Brainard

Hard times can call for harsh measures, even from those who would be heroes. When a lurking evil is revealed, can mercy survive? A Dave Arneson's Blackmoor adventure for heroes level 2-10. Recommended for well-balanced parties.

Episode 38: Equal Night by Kris Wade

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 the Curse of the Westryn series and part two of the holidays for heroes series. A Dave Arneson's Blackmoor episode for PCs levels 4 to 10

Episode 39: A Game of Skill by Shamba Warlick and Brian Buxton

How much of the games we win is truly skill and just how much is dumb luck? A one round Dave Arneson's Blackmoor episode for PCs levels 1 to 10

Episode 40: In the Company of Rogues by Gerry Ruiz

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? A one round Dave Arneson's Blackmoor episode for PCs levels 2 to 8. Part Two of the Tome's Secrets series.

Episode 41: Revival by Jeremy Vosberg

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. A one round Dave Arneson's Blackmoor episode for PCs levels 1 to 10. Part One of the Foretold Series.

Episode 42: The Confectionary King by Philip Slama and Greg Walker

Who can take your children, parade about the streets; slave them in his factory and leave nothing but the sweets? A one round Dave Arneson's Blackmoor module for players levels 4-10.

Episode 43: Look to the Hills by Tim Barth

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. A one round Dave Arneson's Blackmoor episode for PCs levels 2 to 8

Episode 44: Things to Come by Stewart Larsen

The Church of Henrin calls on you for aid. Something wicked moves against the church and against Blackmoor. 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? A one round Dave Arneson's Blackmoor Adventure for PCs levels 2 to 12 This is episode two in the Hand of Henrin series. Also of particular interest to those who seek the arrows of Hadeen.

Episode 45: Communication Breakdown by Brian Buxton and Joe Kavanagh

Things look bleak as the Afridhi muster their forces to the west. Could the situation possibly get any worse? A DAB Adventure for levels 4 through 12.

Episode 46: Cry at Dawn by Dave Brainard

The peaceful coastal town of Heronport is just the spot to relax after hard days on the road. When corpses disappear and impending danger comes to light, it becomes clear that a hero's work is never done. A *Dave Arneson's Blackmoor* adventure for characters level 1-12 (ATLs 3-9). As a companion piece to Episode Nine: Innuendo, it is recommended that episode be played prior to Cry at Dawn.

Episode 47: The Night of Goss by Gregory S. Walker & Philip J. Slama

"Remember; remember the eighth of Chrislina, the end of Wizard King Goss. I see no reason why the eighth of Chrislina should ever be forgot. Raddan Goss; Raddan Goss was his intent to kill his enemies to extinguish their threat. Three score patrols of Arcane Warriors below led by the White Mage proved his overthrow. By Henrin's mercy he was kept; from fulfilling his dream of dominance. Holler boys, holler boys, death to King! Holler boys, holler boys, our victory we sing!" –Radiah Zurren. A Dave Arneson's Blackmoor two round investigation for PCs levels 1-5 or a two-round dungeon crawl for PCs levels 7-12. The first installment in the series: "Thicker than Water..."

WARNING: This module contains UNTIERED encounters and is recommended for well balanced parties. Playing up is not recommended and can result in party death. Players enter at their own risk. **You may only participate in this adventure once.**

Episode 48: King's Day by Kris Wade

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. A one-round Dave Arneson's Blackmoor Adventure for PCs level 2 to 12. Episode three in the Holidays for Heroes series.

Episode 49: Heroes on Ice By: Tim and Jennifer Barth

Clothed by the moon / Those to be kissed by the frost shall go into bondage / Saved by the brothers / They shall face the fiery hordes / And set the fencer free A Dave Arneson's Blackmoor adventure for heroes levels 1-4.

Episode 50: Prey by Tad Kilgore

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. A one round adventure for Dave Arneson's Blackmoor, for character levels 4 through 12. Part V in the Epic of Hadeen.

Episode 51: Portents by Dennis Waltman

If a man turns down your help, one might let him die, but what if his death would cause your village to burn down? A Dave Arneson's Blackmoor episode for PCs levels 2 to 9

Season 3

Episode 52: Root of All Evil by Philip Slama, Greg Walker and Mathew Tearle

The cause of, and solution, to all of life's problems... A Dave Arneson Adventure for players level 4-11. Part Two of the Businessmen of Blackmoor.

Episode 53: What Lies Beneath by Scott Moore

Something unusual lies beneath the town of Southport just outside of Archlis. Could it signal the return of a threat from Blackmoor's past? A Dave Arneson's Blackmoor episode for PCs levels 1-8

Episode 54: Crab Coast Clash by Luis Acosta

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? A Dave Arneson's Blackmoor Adventure for Player Characters level 1 - 6

Episode 55: Tales from the Old Land by Rafael San Miguel Thurn

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! An adventure for PCs level 6 to 10.

Episode 57: Renewal: Written by Jeremy Vosberg

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 it 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? A one round Dave Arneson's Blackmoor episode for PCs levels 3 to 10. 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

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? A Dave Arneson's Blackmoor adventure for levels 1-8 (ATL 1-7).

Episode 59: Shadow in the Dark By: Philip Slama

"Well the North's been moving slow and the standard's been flying low and a lot of people are saying that Blackmoor is fixing to fall. But speaking just for me and some people from Lake Gloomy, we got a thing or two to tell you all. 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! We're gonna put our feet back on the path of righteousness and then Odir bless Blackmoor again!" –Aleksandr Nava, Deputy Mayor of Glendower addressing the House of Nobles. A Dave Arneson's Blackmoor Adventure for players levels 1-11. Part two of the "Thicker than Water..." series.

Episode 60: Riddles and Crossroads by Ramon Guillon.

Episode 61: The Siege! by Tad Kilgore & Tim Barth

The Afridhi have attacked up and down the length of the Swamp. Fel and Dukane still struggle under siege. Uther asks you to support and hold a border fort until help comes. Can you? A Dave Arneson's Blackmoor Special Event for Player character levels 2-12. The results of this special directly affect the outcome of the war. This episode may be played multiple times. Each time a different ATL must be played, and each time it is played it must be played with a different character.

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

Episode 63: Bug Hunt

"Two-legged creatures we are supposed to love as we love ourselves. The four-legged, also, can come to seem pretty important. But six legs are too many from the human standpoint." -- Liam Shelser, Thonian, Paladin of Henrin. A Dave Arneson's Blackmoor Dweomer Realm Adventure for player characters level 8-12.

Episode 64: Of Greed and Rainbows

What lies at the end of the rainbow? The wicked say gold. The blessed say dreams. The wise say you will find yourself. A Dave Arneson's Blackmoor Adventure for player characters level 2-8.

Episode 65: Small Problems

The diminutive Docrae have a saying: "Fear not what is larger than you, for if you give into the fear of things big, you will truly be small of character"♦. That has never been truer than right now for the Docrae Village of Windgrass. Can big adventurers help them with a small problem? A Dave Arneson's Blackmoor adventure for players level 1-10 The first installment in the series: A Matter of Perspective. ATL 1 is suitable as an introductory adventure.

Episode 66: Trouble for Noble Hearts by Jared Eaton

What torment waits for Noble Hearts? Loss and madness? Murder? A Dave Arneson♦s Blackmoor episode for ATL♦s 5-11

Episode 67: Into the Lightless Depths by Terror Inc.

In the lightless depths beneath Blackmoor an ancient evil stirs. The enigmatic Trophimus requires a group of courageous adventurers to brave the darkness and journey to the mysterious Bazaar at Darkwater Falls. Once there negotiate with the Aranea Mercantile and learn the nature and identity of the ancient evil that sought to destroy the Clockwork Village before they strike again. A two round High Level Optional Adventure for ATLS 9-13. The Second part of our high level optional series: The DWOEMER REALM. WARNING SOME UNTIERED ENCOUNTERS.

Episode 68: Big Trouble by Greg Walker

The Archmage Lich, Raddon Goss, has returned from the neitherworld and once again threatens the security of Blackmoor. The Wizard's Cabal's most learned expert on the former arch enemy of Skelfer Ard is seeking brave adventurers to aid the Cabal in it's time of need. Undertaking a journey to seek out a former associate of Radon may be many things, but one thing is for certain, it will be Big Trouble. A Dave Arneson's Blackmoor one round adventure for Players levels 5-13 The third installment in the series: Thicker than Water♦. Part 2 of the themed modules A Matter of Perspective.