EPISODE 10: The Dungeons of Castle Blackmoor

Conversion Document

By: Dustin Clingman

The Upper Reaches: ATL 1

Note: This episode requires a retail copy of “The Dungeons of Castle Blackmoor available at fine hobby stores or online in print and PDF versions at https://rpg.zeitgeistgames.com/xcart/home.php
Preface by Dave Arneson:
One day, a little over thirty years ago, I discovered that I was bored. The campaign that I was running had become a drag. It was consumed with these long tedious battles and constant bickering over historical details. These most recently uncovered details would mess up next week’s battle. Curses on all such books! Why not just use one source and be done with it? CLICK! Graph paper, pencil, the old 20-sided dice we never used, some really poorly sculpted plastic monsters… I began to imagine a dungeon. My mind raced… I began to draw. Maybe I can fill it with critters and gold! This dungeon needs a name? Hmm, it’s a dark place in the wilds of wherever. Ahh! Blackmoor! By Sunday night the first six levels of the dungeon were done and the gaming table in the basement had been transformed into a small medieval town with a castle. A dungeon seemed like a good idea since it would keep the players from running all over the place. We still needed some more details… Ah! I drew a map of the town and the country around it. These last details took me most of the rest of the week to complete. I was really excited about this idea. Now everyone could be a hero like in a book but without a tight (and often dumb!) plot. They could do just about anything that they wanted to do, for better or for worse. In that short time, Blackmoor was born. The campaign setting now known as Blackmoor was done within the month with additional details added as needed. Both the setting and the rules continued to grow over the weeks. Most, but alas not all, the guys liked the game and wanted to keep playing. So the next few weeks were spent fleshing things out and trying to maintain the structure. In a very real way I have continued to “flesh things out” over the last thirty years.

I continue to run the Blackmoor campaign in the games I judge at conventions and in my classroom. Over the years some 5,000+ people have adventured in Blackmoor in excess of 1,500 game sessions. The roads are well traveled but the adventures never end. (Orlando, 2004)

Introduction to Blackmoor by Dustin Clingman:
Welcome to the magical world of Dave Arneson’s Blackmoor! The original Blackmoor campaign began over thirty years ago and served as the impetus for an entirely new gaming experience where every player could be both a fantastic hero and a winner. The game that would become Dungeons & Dragons relied heavily on the core discoveries made while Dave Arneson created a new gaming genre through his exploration of Blackmoor with his core group of players.

What is Dave Arneson’s Blackmoor: The MMRPG (Massively Multiplayer Role Playing Game)?:
Dave Arneson’s Blackmoor: The MMRPG is designed to allow players to participate alongside each other in groups of 4 to 6 players in the rich fantasy world of Blackmoor that Dave Arneson created over 30 years ago. The campaign allows players to travel all over the world attending conventions and game days that are running Dave Arneson’s Blackmoor events. Since the rules for the campaign are the same everywhere in the world, players can quickly jump right into the action just about anywhere people are playing without having to worry about house rules. These complete rules can be found in Dave Arneson’s Blackmoor: The MMRPG Campaign Sourcebook or by visiting www.dablackmoor.com.
Notes to the Judge:
The most important part of *Dave Arneson's Blackmoor: The MMRPG* is to have fun. Both your enjoyment and that of the players is paramount to the game. With this in mind, you may alter the episode as necessary to ensure the enjoyment of the group and accommodate any unforeseen actions of the players. However, this ability should not be construed to reward foolish actions by players. In those situations, players should earn what they deserve. We ask that you as the judge use common sense in these situations.

The complete episode should be read by the judge prior to play. The duration of the event should be approximately three and a half (3.5) hours of game play with time before and after the event for brief record keeping and preparation. When you run a *Dave Arneson's Blackmoor: The MMRPG* episode we assume that you have access to the following books: *Dave Arneson's Blackmoor*, the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. You should also have a set of dice (at least one d4, d6, d8, d10, d12, and d20), a way to track combats (such as graph paper or battle mat), some scrap paper, and a writing implement. In addition, you should be familiar with *Dave Arneson's Blackmoor: The MMRPG Campaign Sourcebook*.

The players should have fully completed Blackmoor character sheet, a character log sheet, a set of dice, a writing implement, and any other useful tools for play such as scrap paper or a miniature to represent their player character. You should have at least four players to have a sanctioned event.

Prior to beginning play, the ATL (Average Table Level) should be determined to select the appropriate level of play. To do this, the total level of all players, followers, and animals that are not "class features" are added together ("Class feature" animals are animal companions, familiars, and paladin mounts and do not affect ATL.) The total levels are then divided by six players regardless of the number of players at the table. This number constitutes the party’s ATL. The party may choose to round up or down if the particular number is not an offered ATL.

Time Units:
The Blackmoor calendar has thirty-seven (37) weeks, with each week lasting a ten-day (10). Every character is allowed thirty seven (37) time units (each unit being a week) for the *Dave Arneson’s Blackmoor: The MMRPG* campaign year (January 1 to December 31). Playing this event is a cost of one (1) time unit.
Conversion Document
To play this adventure as part of the MMRPG known as Dave Arneson’s Blackmoor requires the retail purchase of The Dungeons of Castle Blackmoor. This document adapts the published adventure for campaign play. This adventure is playable for average party member levels 2 through 4. The cost to play the adventure is one Time Unit.

Notes: As part of the MMRPG, the following changes apply to the Episode:
• The Random Encounter Tables and other Encounter Tables provided in the published adventure should not be used.
• A party may rest only once during the episode.
• A party may choose to run from an encounter, but may only do so without penalty if the party chooses to run from the Dungeon and leave the Dungeon in its entirety. This option does not allow the party to return to investigate any part of the dungeon nor return to an area to pick up valuables.
• Value of equipment provided in this conversion document supersedes the value listed in the published adventure.
• Entryways, doors, secret passages and the like that lead to any level that is not between 1-2 is removed.
• DCB is a reference to The Dungeons of Castle Blackmoor.
• The Dungeons of Castle Blackmoor is written in a very free form format and the encounters do not need to occur in the sequence that they appear in the text.
• The conversion document supersedes the published adventure if there are any discrepancies.
• The event is limited to four (4) hours of play only.

Episode Hook
Read or paraphrase the following:

Once a year, the Dungeon of Castle Blackmoor is opened for entry to any who are foolhardy enough to heed the call. You have assembled a group of like-minded individuals. You and your compatriots are here to accept the challenge that the most infamous dungeon in the realms holds. But before doing so, you head to the marketplace to make final preparations.
“Do not tread on this place we call home, or we will make you another part of our collection!”
The skull then falls inanimate exposing only the wide, dark stairway leading into the dungeon.

Level 1

Area 1-4 The Orcian Way.
The Orcian Way is closed off for this adventure. The tunnel has both the sign and the description but dead ends about 10 feet in either direction. A sign reads “CLOSED FOR REPAIRS” in common.

Finale

Read or paraphrase the following:

Cumasti elves wait at the ready to pull the heavy bolted door open. It’s unbelievable! The crowd roars as you exit the dungeon! You join the elite ranks of those who have survived the Dungeon of Castle Blackmoor.

Players may turn in their procurement items to the Wizards Cabal. They receive a favor for each item on the list they procure.

Each player that makes it out alive is given a button. See the Mementoes Section.

Experience Points:

Reward the player characters experience points for items completed below:

<table>
<thead>
<tr>
<th>Area</th>
<th>Description</th>
<th>Experience Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Area 1-5</td>
<td>Defeat Spider Swarms</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-6</td>
<td>Defeat Large Monstrous Spider</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-7</td>
<td>Defeat Ettercap</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-8</td>
<td>Disable or bypass Pit Trap</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-9</td>
<td>Defeat Kobolds</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-10</td>
<td>Defeat Kobolds</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 1-12</td>
<td>Defeat Kobolds, Defeat Shargar</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-2</td>
<td>Defeat Rat Swarms</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-3</td>
<td>Defeat Constrictor Snake</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-4</td>
<td>Defeat Zombies</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-6</td>
<td>Defeat Monstrous Centipede</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-7</td>
<td>Watch Zombie Band Perform</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-8</td>
<td>Defeat Troll Skeleton</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-9</td>
<td>Disable or bypass Poison Needle Trap</td>
<td>20xp</td>
</tr>
<tr>
<td>Area 2-10</td>
<td>Defeat Orcs</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-11</td>
<td>Defeat Orc Barbarians</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-12</td>
<td>Defeat Spiked Pit Trap</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-13</td>
<td>Defeat Orcs</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-14</td>
<td>Defeat Snargler</td>
<td>50xp</td>
</tr>
<tr>
<td>Area 2-15</td>
<td>Defeat Orc Barbarian</td>
<td>50xp</td>
</tr>
<tr>
<td>Finale</td>
<td>Good Roleplaying</td>
<td>100xp</td>
</tr>
<tr>
<td></td>
<td>Surviving the Dungeon</td>
<td>100xp</td>
</tr>
<tr>
<td>Total Available:</td>
<td></td>
<td>1,000 xp</td>
</tr>
</tbody>
</table>

Note to Judge: There is a possible 1,320 experience points available, however, the episode caps at 1,000 experience points. No more than 1,000 experience points may be awarded for completing this event.

The experience point cap shall be standard for the episode event.

Mementoes:

List by each chapter what the players may have to take away from this episode. Values provided are full market value. Items sold are redeemed at half value, while gems may be redeemed for full value. Maximum gold piece value for the episode (excluding certificates) is as follows:

- ATL 1: 1,000 gp
- ATL 3: 1,500 gp
- ATL 5: 2,000 gp

Items marked with an asterisk shall be removed or altered for the episode event. The gold cap shall be standard for the episode event.

Episode Hook:

Shopping Certificate: City of Blackmoor (6)
You have purchased the following items from the merchants in the City of Blackmoor: (circle the items purchased by the player; total the values and list that value for the total value of this
certificate. Shopping certificates may be traded for individual certificates at a bazaar in the same fashion that created magical items are made into individual certificates:

- Alchemical silver arrows (limit 20) – 41gp for 20
- Cold iron arrows (limit 20) – 2gp for 20
- Scroll from Table 7-23 and 7-24 from the DMG up to 200 gp each. The type of scroll and the associated cost must be chosen before the player leaves the table and noted on this certificate. (limit 3)
- Wondrous Item from Table 7-27 from the DMG up to 500 gp. The type of wondrous item and the associated cost must be chosen before the player leaves the table and noted on this certificate. (limit 1)
- Masterwork Weapon from Table 7-5 from the PHB. The type of weapon and the associated cost must be chosen before the player leaves the table and noted on this certificate. (limit 1)
- Masterwork Armor and Shields from Table 7-6 from the PHB. The type of weapon and the associated cost must be chosen before the player leaves the table and noted on this certificate. (limit 1)

Total Item Limit for the certificate is 5 items. (A set of arrows counts as one item.) Circle and list each item and its value.

Area 1-3

+1 Composite Longbow (1) This finely wrought oaken longbow appears to be a carved longneck swan. (value 2,375gp)
Noncertificate treasure 250gp

Area 1-5

Divine Scroll of Cure Light Wounds (1) (Value 25gp)

Masterwork Longbow (1) The haft of this longbow bears the elegant design of a serpent. (Value 375gp)
Noncertificate treasure 0gp

Area 1-6

Masterwork Light Steel Shield (1) This shield bears the name of House Walcrest. (Value 159gp)
Noncertificate treasure: 400gp

Area 1-7

Cursed Arcane Scroll of Daze, Glitterdust (3), and silent image (1) (Value 0gp)
Noncertificate treasure: 300gp

Area 1-9

Small Masterwork Longbow (1) This small yew carved longbow has the form of a wyrmling. (Value 275gp)
Small Composite +1 Strength Bow (1) (Value 200gp)
Noncertificate treasure: 82gp

Area 1-10

Jeweled Dagger * (1) The pommel of this dagger is peppered with chips of agates, azurites, blue quartz, malachite and obsidians. (Value 300gp)
Noncertificate treasure 84gp

Area 1-12

Potion of Cure Light Wounds (1) (Value 50gp)
Potion of Delay Poison (1) (Value 300gp)

Small Masterwork Breastplate * (1) This masterwork breastplate belonged to the Kobold King Shargar within the Dungeon of Castle Blackmoor. It is crafted of a black tinged metal. A large obsidian stone sits over the heart of the breastplate. (value 400gp)

Small Masterwork Greataxe * (1) A black wyrmling forms the handle of this finely crafted great axe.
Noncertificate treasure: 900gp

Area 1-13

Sir Fang’s Armor is removed from this episode.

Area 2-3

Masterwork Alchemist Kit (1) This kit confers a +2 circumstance bonus on Craft: alchemy checks. (Value 600gp)
Noncertificate treasure: 13gp

Area 2-6

Jeweled Ceremonial Dagger (1) This dagger is adorned with small rubies and emeralds. (Value 125 gp)

Noncertificate treasure 0gp

Area 2-7

Masterwork Drum (1) The masterwork drum can be cleaned up for sale or usage. (Value 100gp)
Noncertificate treasure 0gp

Area 2-8

Gold Ring of the Ram(1) (19 charges remaining) (Value 3,368)
Noncertificate treasure 0gp

Area 2-10

Handy Haversack * (1) (Value 2,000gp)
Sardonex (1) (Value 30gp)
Potion of Enlarge Person (1) (Value 50gp)
Noncertificate treasure 142gp

Area 2-11

Noncertificate treasure 142gp

Finale:
For returning procurement items to the Wizard’s Cabal, the players earn favors:
Favor of the Wizards Cabal * (6) Cross off all favors not earned or used. Maximum Favor 5.

For players who survive, they receive:

Button:  I visited Dungeon Blackmoor (6) This character’s name has been added to the Adventurer’s Book of Castle Blackmoor. (value 0gp)
Player Handout #1

Procurement List:

- Ettercap Silk Gland
- Eye of a Monstrous Spider
- Glowing Mushroom
- Kobold Scales
- Troll Bone
To the Commander of the Guard, Dungeon Level Two,

Due to the increase in the strength of the foul undead forces in your immediate vicinity, you are hereby ordered to immediately take your prisoners and troops back to the first level and await reinforcements. Keep careful watch for the monster once known as Sir Fang. He may try to trick you into inaction. He was once a great hero, but now the darkness has taken him. Do not submit to his orders. Flee him instantly!

Duke Uther Andahar
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