

- Update on Charles Oliver O'Kane
- Knights of the Lady choose a Commander
- Interview with Lady Lauren DeVillars

- Editor-in-Chief: Fred Faber (RD Ravens@AOL.COM)
- City News: Clio Hesperin (McClurkinL@AOL.COM)
- Society Editor: Jacinth Moonspring (Cateyes01@AOL.COM)

The Trumpeter



The Newsletter of
Ravens Bluff
Volume 1 • Issue 3
May 1997



Mayor O'Kane's Amazing Recovery

Held hostage by Myrkyssa Jelan for over nine months, he was almost dead when rescued

by Jacinth Moonspring

It was a pleasure to speak at length with dear Charles, it had been such a long time without his company. Charles has been recovering since his amazing discovery at the estates of Raven, the renegade Red Wizard of Thay (*played by John Harnes of MA*). I had a chance to sit down and speak with Charles, he is doing better and has begun to eat more. Soon I hope he will regain that handsome figure that every woman in the city pursued.

The mayor spoke about his capture and actually of the valiant effort that Deputy Mayor Belanor had made in attempting to rescue him from the fiends grappling him early last summer. It was difficult explaining the circumstances that lead to Belanor's imprisonment and conviction. Amazingly O'Kane showed some of the spirit he was famous for, disputing the possibility that Belanor would willingly betray the city. Obviously, he thought Belanor was inferior as a warrior, however, Charles explained that Belanor showed him many aspect of rule and leadership that he was unaware. I was amazed at the loyalty that Charles showed towards Belanor. However, he was adamant about this. I did not go into much more detail as dear Charles was still recovering physically and the priest of Lliira who is tending to the mayor warned me about over stressing the dear mayor.

I am happy to say that the mayor's prospects look good and he should have recovered from the awful tortures of Myrkyssa Jelan and her troops before long. He is expected at a gathering being held by

Lady Lauren DeVillars later this week. For the latest scoop on dear Lauren see my next interview.

Interview with The Lady

Recently I spoke with Lady Lauren DeVillars about the end of the war, her current status in the city, and the overall recovery of the city's social standards. Lady DeVillars was a dear and invited me to a grand brunch up at her estate. She was entertaining that afternoon but still found the time to speak to dear little me.

She spoke of the war with great sorrow. There was "little joy" in the slaughter of so many and so "little profit" to be gained. The prosperity of only a few was increased and the depths of despair that others reached were incredible. She was saddened by the fate of many of the Lord's of the city. So many lost all their lands, and many of the sons and daughters were also lost. As I reported last month, four hereditary seats on the Council of Lords were lost to upstart Merchant Lords. Of those seats, one was the hereditary seat of House Raphiel, once headed by our previous Lord Regent, Thomas Raphiel. House Raphiel is not gone, many of the sons and daughters have moved to other areas of the Realms. However, of those that remained in Ravens Bluff, only four still survive. The oldest is 23 year old Argent Raphiel who distinguished himself many times during the war. Unfortunately, the Raphiel holdings were the scene of many major battles including *The Stand-off at Orkob's Mountain*. The fortune of the local family

is gone and dear Argent, along with his three neices are enjoying the hospitality of Lady DeVillars. I spoke to Lauren about this and although upset at the loss of the Raphiel family seat, she was happy to help. Sir Argent was the only survivor of the Raphiel family who placed 34 men and women in the service of Ravens Bluff. Overall, the family fought in over 200 battles during this war.

Lady DeVillars shared with me her inner most secret. She actually is the principle owner of *The Tempest Rose Merchant House*, perhaps the wealthiest house in the Merchant's Guild. It is amazing, losing the wealth of her land holdings, she still maintains the prestige of her position. To celebrate the end of the war, and to acknowledge Sir Argent's bravery and his family's sacrifice, Lady DeVillars is holding a grand celebration at her estates. Of course, Lauren was gracious enough to present me with an engraved invitation to the party.

Raven released from Custody

by Harold Dayspring

Raven (*played by John Harnes of MA*), a name often associated with debate and concern was released from custody yesterday. He was exonerated on charges of aiding the enemy during the recent war. It seemed initially that he had purposely stock-piled weapons, horses and magic at his estates and it was seen as very convenient that the enemy's opening move was to take over the area around his estate.

Information gathered after the war indicated that it was a planned maneuver engineered by Myrkyssa Jelan to equip part of her forces. In order to accomplish this Jelan bought off one of Raven's apprentices, the one known as Timothy. The apprentice gained access to the massive vaults in the estates and opened the door for the enemy takeover.

Thankfully for the sake of Raven, an unknown messenger displaying a Harper pin delivered the critical evidence of Raven's innocence. Raven is now a free man once again although there is not much left of his estates and none of his apprentices survived the war.

Morninglord Opens up a New Insurance Business

by Tomaldi Everspring

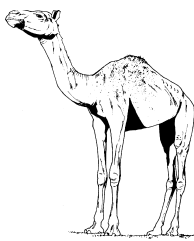
The Temple of Lathander has announced a new service to the citizens of Ravens Bluff. Life Insurance. This insurance is purchased from a trained and authorized agent and consists of a contract between the purchaser and the Temple. Upon the death of the purchaser, the Temple will perform the appropriate service to restore the purchaser from the lands of the dead. There are a number of details, and the "policy" must be paid up to date.

There are options when selecting a "policy" and a group can all contribute towards a "group policy". In the case of a "group policy" only the first of the group to pass away gains the benefits of the "policy".

At this point the Temple of Lathander has authorized only one agent to sell these policies. Cheesemore, priest of Lathander (*played by Steve Null of CA*) is currently in charge of the program and is the only authorized agent. *-ed. It has been told to management that Cheesemore will be available only at limited festivals and faires and that he hopes to authorize new agents quickly.*

Sages Warn Kill NOT!

by Guido



Yo, like I been talking to some of dem sage types. Ya know, da old wrinkled dudes with bad eyes and think they know everything. Well, like I said, I been talking to some and like they all told me that des blue hump creatures outside da city, you know, da ones that dem eating the magic. Well, da sages say that we should not be out killing dem. Of course, ask da beanie cap boyz from da wizard guild and dey been out all day long just fireball after fireball into da herds of blue disenchant-things.

Da sage boyz tell me some udder things but dey not important. I want to make sure yous all know me. I am Guido, and will be coverin' the street report for da Trumpeter. I know da streets boyz and girلز. I be talking with da gangz and all da friends from Crow's Alley. I get you all da information that der is and all that der ain't.

-ed. Guido's column will soon be a regular entry. It has been made legible but otherwise has not been changed, per his instructions and those of his grandfather.

Knights of the Lady select a Commander

by Lady Amber Lynn Theoden

Last month it was reported that I have sponsored a new knighthood. This civilian order will serve the citizens of Ravens Bluff that can not protect themselves. To facilitate the formal induction of Knights, besides the two honorary knighthoods I presented to the heroes of the war, I have named a Knight Commander of the Lady. This commander will be responsible for the creation of the knight's oath to the order, the induction of all knights, and the organization of the order. It is a demanding position and one that requires intelligence, experience and flair. To that extent I have named Sir Lucky Whitewolf (*played by Todd Smart of NC*), Knight of the Golden Rooster and the new Knight Commander

of the Knights of the Lady. Please take the time to introduce yourselves to Sir Lucky.

Orphans of War

This unfortunate war has brought much hardship and pain to the City of Ravens Bluff. It has also created numerous orphans from all walks of life. The Knights of the Lady have been working in conjunction with The Hand of Mercy orphanage to find homes for the many orphans of this war. Sister Mercy Hande (*an NPC created by Nicky Rea of NC*), the priestess in charge of the "Hand" has worked diligently in finding homes for all the lost children.

Many of the children have been placed under the care of the Temple of Tempus. Many will be surprised at how a Temple known for its warriors also care for and teach (not just fighting) the orphans of their wars. I had always considered the Temple to be hard and without mercy, but that isn't the case. They were very happy to work with Sister Mercy in taking care of those orphans of the war. It seems that an internal group within the Temple structure is actually responsible for war orphans. I am happy to report that all the orphans located thus far now have safe and happy homes to surround themselves. May Tempus protect the innocent with his Strength!

The Circus Returns to Ravens Bluff

by Silva Sindaran

-ed. Silva is a new addition to our staff and will be reporting on the festivals and events of the city FF

Mr. Mooney's Circus began arriving just the other morning, its brightly decorated ships coming into the old harbor. Very shortly a wondrous parade was held as the circus wagons moved through the city to the circus's home just outside the south walls. It was a joy to see all the clowns and the animals. Dangan was his ever personal best and drew more than a few tomatoes throw at him. Laurinda Brozik lead the procession, her gypsy wagon brightly colored with fresh paints.

Isbeau Navarne, the famous animal trainer lead his wagons through the city. During the circus's absence it appears that the number of beasts Isbeau trains has increased. With his lions, tigers, apes and bears he now has two black jaguars and a dragonne. Overall it was a pleasure to see the circus back in town, a reminder of a better time, before the war when families and couple could enjoy a long pleasureable time with the folks of Mooney's Circus. I know I can't wait to go.

Captain Quincy Blackmantle launches new Ship

by Jacinth Moonspring

The infamous sea captain, Quincy Blackmantle (*played by Tom Nolan of OH*), recently launched his newest ship. Unfortunately for the Captain the last three ships he attempted to launch sunk during the initial attack on the Ravens Bluff harbor, over a year ago. Imagine the look on the dear Captain when during his speech, the pirates that he seems to know so well sailed right into the harbor and began sinking ships, including those sitting in dry dock waiting to be launched. It was good to finally see Captain Quincy sailing out of Ravens Bluff harbor.

Other Social News

Last month I mentioned the wedding of Sir Beryl of Wizard Guild fame (*played by George Aber of NC*) and the beautiful and very tall Annalana Blessing (*played by Mechele Hunt of CA*). I now have the opportunity to explain the details of their dear wedding. The couple was worried about the possible harassment they might have received from their "friends". It is a shame that a couple like this could not feel comfortable enough with their friends to open up their wedding. I was very disappointed to hear that the couple felt it was necessary to escape to Lady Melissa's druidical grove for a private ceremony. In fact, those friends I spoke to felt very upset at not being included. The couple's dear friends include: Lorien Darkarrow, Sir Lucky Whitewolf, Sir Colwyn (*played by Bob Caldwell of NY*), Azoth (*played by Larry Douglas of MI*), Rashaverak (*played by Lee McClurkin of GA*), Lucero (*played*

by Robert Pasada of CA), Cyradias (*played by Agnes Thompson of CA*) and Lady Irwina Oustintell (*played by Katy McClurkin of GA*).

Ancient Tomb Discovered

by Tomaldi Everspring

The Ministry of Art in the personage of Begoas the Inquisitive. The Minister of Necromancy has been involved in the search for the previous Minister of Wild Magic who turned against the city during the war. He has discovered an ancient temple or tomb that might be the lair of the ex-Minister of Wild Magic. The tomb location is available to anyone asking at the Ministry of Art.

Supplies Entering the City

by Tomaldi Everspring

The Merchant houses have consolidated a great deal of prestige in the city and now they have delivered to the city. The Ravens Bluff harbor was full of ships and a few were even waiting to arrive as goods of every sort were unloaded and distributed to the various merchant houses for sale.

Two large galleys arrived carrying stone from the ancient cities of Netheril from which the walls of the city are to be rebuilt. Lord Chancellor Kothonos seems to be in a quandary as to how to proceed. The merchant houses are donated so much to rebuild the city and he is becoming upset at the pressure being placed upon him to support the Council of Lords.

Search Called Off

by Tomaldi Everspring

Still no sign of Myrkyssa Jelan was found among the enemy prisoners or dead. Field Marshall Blacktree has ended the search for the defeated leader. It is assumed that the mercenary leader has traveled away from Ravens Bluff.

LIVING CITY™ Questions and Answer

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Q: If my character dies and is resurrected do I lose a Constitution point?

A: No. Constitution loss occurs with *raise dead* only. If you paid the extra for the *resurrection* you do not lose the point of Constitution. However, the *resurrection* still counts towards the maximum number of times the character can die and be brought back to life.

Q: I have read the new character generation changes and my character died twice, being brought back from the dead each time. Do I still get the 84 points to divide among my attributes?

A: No. You would only get 82 points with a maximum constitution of 16. Of course, there is no one able to administer this restriction but your own sense of fair play. Remember, for each time your character has been raised from the dead is one less point you have to play with. This is especially important if your character was reincarnated and your physical attributes might have changed, you still lose the points for each *raise dead*.

Q: My character died and was reincarnated into a halfling. My friend who is a 9th level wizard cast a *polymorph other* on me, making me appear as a dwarf again. Since I missed my intelligence check and truly believe I am a dwarf do I get the dwarven abilities and use the dwarven minimums and maximums?

A: We have answered this before but it is important enough to answer a few times. When you are reincarnated as a halfling or any other humanoid race. The *polymorph other* spell would turn you into a dwarf once you failed the Intelligence test. From that point you are a dwarf, period. However, this carries the cost that your personality changes, so you are a different character with different likes and dislikes.

Q: I have a ranger that is a specialty priest of Meilikki. My ranger wants to dual-class to priest. Can I be a Ranger of Meilikki/Cleric of Meilikki?

A: Normally a ranger could dual-class to priest given the appropriate attributes. However since your ranger is a specialty priest of Meilikki already, this is not possible (you cannot dual-class to a different specialty within the same class grouping).

On the subject of Specialty priests. Remember specialty priests from the FORGOTTEN REALMS® campaign can have "kits;" only those specialty priests using the rules from *Faith & Avatars* can not have "kits". So if your priest uses the *Faith & Avatars* definitions then he or she may not take a "kit". Also, the special spells in the *F&A* are not available for priests of Kelemvor or any other god not listed as available for specialty priest choices for PCs.

I would also make everyone aware, there are two new deity-type sourcebooks being released in the next year. Once the second book is released March 1998, the deities from both books will be evaluated and added to the campaign. It is these books that will add the specialty priests of the demi-human deities..

Q: How do I go about joining any of the knighthoods or guilds in the city?

A: A simple task. There are representatives within the Network to help you join certain organizations. To make it easy here they are:

1. City Watch:: Dennis Everett (Denrayever@Aol.Com)
2. Wizard's Guild: George Aber (TSROBeryl@aol.com)
3. Bard's Guld: Laura Braslow (lbraslow@genie.com)
4. Silent Network: Bob Tomihiro (Tomihiro@Aol.Com)
5. Knighthoods: Gail Reese (RBKnights@aol.com)
6. Clerical Circle: Keith Hoffman (Kwh53@Aol.Com)
7. Entire Campaign - LIVING CITY Regional Director Dan Donnelly (RD Ravens@aol.com)

Q: If I played in a tournament and had a fun, humorous or interesting event occur what should I do? Can any story from my convention become news in The Trumpeter?

A: Okay, this is the third time I have included this question and it will be the last (as I put on my Leirian Costume). By now you have gotten the idea of the Trumpeter and its purpose. I hope you are enjoying it. Of course, it becomes more attuned to your personal conventions if you send me stories from them.

The first three issues were created prior to the delivery of the first issue to the internet. This was required since RPGA HQ is mailing Trumpeter's with tournaments. Thus, if your convention is in May. This Trumpeter is the one that will be sent to the convention coordinators. It is of course being written in March so we have an obvious time consideration.

It is my hope that the convention coordinator's do not release the Trumpeter's they are sent immediately when they are received. The news is meant for the time period around the convention, NOT 6 weeks earlier. You will just ruin the enjoyment of the campaign, if you hear about something that is going to happen in a tournament.

THANKS,

DANIEL S. DONNELLY