

Highlights

- Potions, Lotions, & Notions to Re-Open
- Wizard's Guild destroying Disenchanters
- Land Recovery in Progress

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The Trumpeter



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Potions, Lotions & Notions to Re-Open

A Commendation from the City and Reward from Procampur begins a busy week for the Magic Shoppe

by Harold Dayspring

Field Marshall Blacktree, Lord Chancellor Kothonos and Lady Lauren DeVillars were on hand to honor the proprietors of Potions, Lotions, & Notions, a local magic shoppe. The shoppe, if you remember, donated all its wares to the city to assist in the war effort. This donation occurred very early during the war and the shoppe has been closed since. The city rewarded each of the founders with a medal and made each a member of the Order of Ravens, a civilian honor, given to many of the heroes of the war.

Amazingly, the proprietors remained faceless to the public. It is assumed that the city knows who they actually were speaking with but it was impossible to tell from outside Raven Hall (where the ceremony took place). The city also presented them with a number of potion bottles found among the enemy. None of the potion bottles were labeled in any way that would convincingly tell anyone what might be inside.

The Ambassador to Procampur was also on hand and announced that the city of Procampur was authorizing and requesting the shoppe set-up a location within the Procampur business district. Happily the owners agreed to build an additional shoppe in Procampur and plan on opening the shoppe sometime this fall. As for the shoppe in Ravens Bluff, they plan on inventorying the potions and other items that they still have and those hopefully recovered from The Silver Fox, the shopkeeper who absconded with a number of items at the outbreak of the war. The Grand Re-

Opening date is scheduled for sometime this spring or summer.

Other Trade News

I spoke with a strange woman the other day. No, not one of the local ladies we have who adventure in the city. A woman by the name of Kara. She is the daughter of a benefactor of the city called The Murkos. The Murkos is a sheik from a far-off land called Zakhara. He is a trader of many wondrous foods and clothes. He was also responsible for the delivery of many horses throughout the war, which were used by the cavalry to replace lost mounts.

It seems that The Murkos is again interested in Ravens Bluff and has planned to visit soon. He is said to be bringing a ship full of jewels to trade with the many adventurers of Ravens Bluff.



Gang War Curbed

by Harold Dayspring

Chief Constable Rolf Sunriver and Watch Sergeant Aven Elonis surprised many yesterday by announcing the capture of the Griffin gang. The Griffin gang had been terrorizing the many citizens south of the Temple of Selune. The gang members were thoroughly questioned by a priest of Tyr and Lathander. Amazingly, one of the gang members recognized the Priest of Lathander as an old gang member. The priest who goes by the name of Cheesemore (*played by Steve Null of CA*) was shocked by would not deny his past dealings with the gang. This is the

same priest that has been out selling insurance policies to many of the wealthy citizens and adventurers of the city. It is amazing at just how many of the criminal types end up working for either the city or the temples of our fair city. Between this incident with the Temple of Lathander and the whole Secret Network group I keep hearing about, it is amazing that we have any justice in this city.

Morninglord Insurance Business a Scam

by Guido

Yo, like I been hearin dat peoples been dissin old cheesemore and his insurance biz. Well, you can all take it as fact dat my boy cheesemore is da real deal. He was once on da streets boyz and girlz, but cheesemore, he done found religion. Imagine dat, a tief dat gone and found religion. Well if it make cheese happy den dats da way it will have to be.

I bought me one of dem insurance policies just in case anyding happen to me. Ya know, my old pal cheese won't even cut me a deal. He is so righteous now it just ain't funny. Well, you remember dis, the Cheese is not pulling anyding on yous. He is a good guy and a guess lathander should just be dang happy he is working for him and not stealing everyding out of da temple.

Chauntea report on Land recovery

by Lady Amber Lynn Theoden

In a statement released by the Church of Chauntea, the local Archdruid, Willowbrook

Greenleaf, stated "Due to the large amounts of uncontrolled magic used in the war effort, the land surrounding the city has become magic-poisoned. Many have seen the effect of this abuse to the land, from the strange plants growing on the field to the multicolored lights seen periodically in the night sky." The Church of Chauntea has been making great efforts to remove the magic poisoning.

The church is highly recommending that no one return to their estates outside the city walls until after the area has been approved by the church. This is especially important if you're planning to take magic into the area. Wild surges have been known to occur with just the smallest of magical discharges".

Archdruid Greenleaf commented on the decontamination process in his statement. "We isolate the small pockets of magical energy. These areas are dispelled or canceled. Once all the perverted magical effects have been removed the land is free, allowing for re-growth. "Every effort is being made to speed up the process so residents of the city can return to their homes. The Ministry of Arts and the Wizard's Guild have been very helpful in the isolation process, when they have the time. However, even under the best of circumstances this is a slow and arduous process. With the amount of land involved, it maybe years before enough of the land is restored to allow people to return to their homes."

When questioned about priorities for the clean-up, Greenleaf indicated priority would be given to estates still currently held by survivors of the war. To speed up the process and get citizens into their estates quickly, the Church of Chauntea has requested that anyone holding title to estates outside the City register their claim for decontamination. (*Send Player name, Character Name, RPGA Number, Land Location, and description to RDRavens@aol.com or McClurkinL@aol.com*)

Archdruid Greenleaf also reported "the presence of strange blue beasts on the battle fields. These disenchanters are a blessing of Chauntea herself, for they seem to help in the disenchantment of the magic-poisoned areas. For this reason we request that no one harass or kill the beasts."

Society News

by Jacinth Moonspring

My Dear Readers! I have a special for you this time. As you know, I've been doing a series of interviews lately, with everyone who's anyone. However, I've been approached recently by some of you on the streets saying, "Jackie, just when are we going to get the inside scoop on some of those darling adventurers you always claim to know?" Well, my lovelies, you wanted it,

I recently had the chance to catch Sir Rashaverak Dandelion (*played by Lee McClurkin of GA*), as he was leaving the offices of Judge Rupert T. Hangman, who by the way, makes an excellent omelet. Sir Rash, as I love to tease him, finally relented to my perseverance for a story, and gave me this tidbit to share with you, dear readers:

"While inside a keep, my party approached a room from which we heard a 'gurgling scream.' From the entry way, we could see several stone statues of women that lined both sides of the room. Additionally, two of these statues were animated and holding a man down on a stone slab. As several of my fellow adventurers rushed into the room to rescue the man, I stayed in the hallway and cast a *sanctuary* spell. However, by the time I finished my spell and entered the room, both statues were destroyed, but unfortunately the man was dead. Lord Me Albright (*played by Steve Null of CA*) left the room disgusted at the death of the man.

After I entered the room, Brother Quinn (*played by Wayne Melnick of FL*) asked me about the laws pertaining to death caused by accident. It was only then that I noticed that the man died from a slash wound to the chest which was not made by the stone statues. Without further conversation, I found Lord Me outside the room in obvious distress. I asked him to tell me what happened, and he said his blade bounced off the statue and killed the man. I informed him that he may be guilty of Low Murder and that an investigation would be necessary. He was clearly mournful and somewhat angered over what had happened, but agreed to cooperate. We both agreed however, that the investigation would have to wait until we completed our current mission.

Pieces of the stone statue were brought back to Ravens Bluff so that it could be studied and thoroughly analyzed. Without going into too much of the confidential nature of the investigation, the results indicated that the enchantment which allowed the statue to move had been warped in such a way that any blow would be deflected towards the victim. Therefore, Lord Me's actions could not be construed as "causing the death of another recklessly under circumstances manifesting an extreme indifference to the value of life."

As of press time, I have not had the chance to catch up with Lord Me. However, we have a dinner date later this evening...he just doesn't know it! Until next time my adoring fans, Tah Tah!

New Threat to City Says Wizard's Guild.

by Dilyard Noonbar

The Wizard's Guild posted a warning to all citizens traveling outside the City. Several reports have been made concerning the proliferation of large blue beasts, called disenchanters, on the battlefields of Ravens Bluff. The Wizard's Guild's warning stated "If traveling outside the city beware of large camel-like blue creatures with long noses. These animals are dangerous! They are attracted by magic. If they the smell magic they will attack. When traveling you should refrain from using all spells or spell-like abilities. The use of magic will only attract the creatures and incite them to attack. Items cannot be hidden from the creatures."

Several reports have been made of sightings within the city walls. When questioned regarding these reports, the Wizard's Guild denied all knowledge of the reports, stating, "If these creatures have found a way into the city, Ravens Bluff is in serious trouble. With the amount of magic used to run the city, these creatures could bring everything to a grinding halt. These creatures must be destroyed." With that statement, Alcides Von Tighe, Archmage of the Wizard's Guild signed a bounty of 100 gp for each tail brought to the Guildhouse.

End of the War: The Six-Day Battle

The final days of the war consisted of one continuous battle, a battle that lasted six days. Almost every unit saw battle each day and the detailed events are very difficult to put together. Here is our best guess given all the reports both the verbal interviews and written reports.

Day One: Retreat to Elmond's Field:

The initial day of fighting has the forces of Ravens Bluff being pushed back on all fronts. The enemy produced numerous units of ogres and giants that won a great victory for them. Field General Lord Blacktree led his Raven Lancers into the enemy center rallying the army of Ravens Bluff and bring the day to a close. As night fell, it was a defeated army of Ravens Bluff that prepares for the next day.



Day Two: First Battle of Fire River:

With the Fire River on the right flank, the enemy advancement was finally halted not more than a half-mile from the city walls. The attacks were short in duration but went on throughout the day.

Day Three: Battle of Murky Confusion:

The full magical abilities of both sides joined for a final time. The magical black rolling cloud that resulted from a random wild surge eliminated magical prowess from affecting the final outcome. The troops all talked about how thick the cloud was, and how they could not see at all. During the darkness the enemy utilized drow to push back the defenders to within a quarter-mile of the city walls.

Day Four: Day of the Leader: The still impossible visibility brings the day to the control of the unit commanders. Individual efforts were the call of the day as units succeeded or failed based upon their individual leaders. Many good knights were killed this day. Surprisingly, it is the units led by the remaining Knights of the Golden Rooster whose morale remained high and produced some of the largest gains of the day.

Day Five: Blacktree's Charge: Field General Lord Blacktree again led a personal charge attempting to force the enemy to retreat in mass towards the bulk of his army. The enemy resolve thickened and a large group of oge magi entered the fray to halt the advancing Ravens Bluff cavalry. At this point, a black dragon swooped into the rear of the enemy formations breathing acid and forcing the complete retreat of the enemy army.

Day Six: Victory on the River: The rout was complete and the enemy troop order disintegrated as they attempted to save themselves from the trap laid by Lord Blacktree. There were very few large-scale battles as the enemy units attacked or fled in random directions.

Government forms Second Governing Body

With the declining power of the land-owning Lords, the Merchant Houses have pushed for more say in the process of government. To this extent, a new governing body has been formed: the Merchant Council, populated by one member of each major merchant house.

What this is going to mean to the citizens of Ravens Bluff, is now both the Council of Lords and the Merchant Council will need to agree on a course of action or law before it becomes approved. Acting-Mayor Kothonos had no comment on the situation, and seemed very uncomfortable with the entire situation. As former head of the Merchant's Guild and current head of the city government, his position is tenuous.

LIVING CITY™ Questions and Answer

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Q: I want to play a dual-classed Ranger of Meilikki / Priest of Meilikki, is this an allowed combination?

A: This depends on whether you are a ranger because you are a specialty priest of Meilikki, or you are a ranger because you are a fighter. If the latter, you can dual-class to priest of Meilikki. If the former, you cannot since you are already one.

Q: In LIVING CITY events, do all events both old and new have tiered experience or just the ones that specifically mention it? Does this equal Tier * XP? Also, in any RPGA® event, what do you need to form a Masters Level Table for Player/Judge points? Does the Judge need to be a Masters Level judge to make the table official?

A: Just the new events that give the tiered experience have tiered experience. The older events give out the amount of XP as described in them. The amount of experience earned is from the tier the characters qualify for, NOT the tier they play if they play the event at a higher tier. With the new tournament scoring program it is no longer possible to run a LIVING CITY round (or any other) as anything other than as requested on the tournament request form. It is still possible to request a LIVING CITY event as a Masters or Grandmasters round. In these cases the Judge does have to be of sufficient judge level to run the round. A Grandmasters round must be judged by a Grandmasters judge. Also, four players of the required level must play to qualify the round at the higher level.

Q: I just picked up a copy of the new *Powers & Pantheons* sourcebook and I want to play a specialty priest of XYZ. Am I able to use the deities listed in this book?

A: Some of those deities might find their way into the LIVING CITY campaign, however none of the

specialty priests or deity-specific spells are yet allowed in the campaign. It is allowable to play a regular priest of one of the non-evil deities HOWEVER, none of the special abilities or powers of the specialty priests are yet allowed. These will be reviewed along with those deities that will be contained in another deity-related book out early 1998. Once all the books are out, the specialty priests and spells will be expanded.

Q: I recently ran an event for a group of knights and as a whole they all acted completely rude and disrespectful to every NPC and city official they encountered. What do I do?

A: This is a tough question, what you should do is ask to see their knightly record. On that record put the convention name, your name, the module and under chivalry points put NEGATIVE ONE. This is a major black mark against a knight and one that you as a DM are allowed to give when the circumstances warrant it.

You should also give a signed (with RPGA #, phone # optional), short description of what the knight or knights did, to the convention coordinator. These descriptions should then be sent to RD RAVENS@AOL.COM or my snail-mail address. Knights need to begin to act like knights or the penalties will be high. Any knight that receives multiple NEGATIVE CHIVALRY points will lose his or her knighthoods.

Q: I recently received the results of my character's actions in the war. I received experience points and was maimed during a particular battle. How do I go about regaining my left eye, and do I receive my normal 10% bonus to the experience awarded?

A: First of all the experience. All experience rewards are just like normal experience. If you would normally add 10% to your total, go ahead and add the 10% bonus. War results will be

coming out again (hopefully) for the last battle. As far as the maiming, death or any other negative event: Arrange the recovery at your next game session with the judge.

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 fourth time this question has been posed. I still have not received any feedback or stories from the Network. This is our campaign, INPUT is needed. We are adding as much information as possible about the events occurring in the campaign and in upcoming modules. This is a delicate task since we do not want to ruin any events for anyone. Thus, we reserve the right to edit any story so to eliminate information that might ruin the event for someone who has not played it. Obviously, if we talk about the surprise betrayal of the Lord Mayor, and that occurred in a module, then we have ruined that module for anyone else. However, in the same light, if we report on a surprising development, instead of the extra detail, the module can still be fun for all. So please have patience and send me some stories so I can stop asking this same question.

Daniel S. Donnelly