

- Mayor O'Kane supports Belanor's Innocence
- Problems with the Government
- New Merchant Houses Opening in the City

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

*The Newsletter of
Ravens Bluff
Volume 1 • Issue 5
July 1997*

The Trumpeter



O'Kane supports Belanor's Innocence

Shocking development from Mayor O'Kane's recovery room

by Harold Dayspring

Lord Mayor Charles Oliver O'Kane was gracious enough to give me a moment of his time during his recuperative rest. A man who appeared to be a relative of Mayor O'Kane was there with him. Killian O'Kane was very helpful in gaining access to the mayor.

We spoke about his recovery and a number of other subjects, but finally we got to the subject I was awaiting. Belanor! We have a very heated debate going on at the Trumpeter offices about the ex-Deputy Mayor's role in this war, and I was finally going to hear it from Charles himself. This would surely settle the matter. Unfortunately, his words were not what I wanted to hear, but by the sacred quill of Oghma, I report them exactly as I heard.

"I can't believe the injustice that Hangman laid on Belanor. There is no way that Belanor would have betrayed the city. At one point, I would have believed anything about the man, but not after working with him. I suppose Hangman was being very prudent by not sentencing Belanor to hang for the treasonous actions of which he was convicted. I just cannot believe he committed the acts of which he was accused. Any other judge would have had him killed immediately. The proof was there but I will tell you, I would rather give up the title of mayor before standing against Belanor."

The mayor went on about the many deeds of Belanor in such detail that I will not repeat them here. He did however let slip that he has lost favor with the nobles and merchants of the city and may have a difficult time taking back his office. To fully understand the division in the city over Belanor, I asked the many reporters in our offices their opinions and finally found one to debate Belanor's status with me. Here is that Point-Counter Point discussion, between myself and Guido, our man on the streets.

Dayspring: "I still believe that Belanor was behind the whole thing. He probably charmed the mayor and definitely set him up to be captured by the Tanarri."

Guido: ".Yo., like. da. elf-dude. was okay, ya knows what I means. He help out all da poor peoples and help makes sure everyone gots something to eat.."

Dayspring: "Yes, he helped the poor, but what about the ambush he led the nobles into, or about him giving away positions in the government to all his friends?"

Guido: ".Hey., like. da. man., he like to have peoples he do trust with him. Yo, you. doesn.t. think. O.Kane. put. some. of. his boyz in easy livings?."

Dayspring: "Of course not, Mayor O'Kane appointed those with the appropriate skills. This is not about Mayor O'Kane it is about Belanor

stealing from the city and planning on turning it over to Myrkyssa Jelan."

Guido: ".Hey. Yo!. . If. yous. wants. to talk about stealing, I knows for a fact, dat da previous Deputy Moron, you know da one dat is now a knight over billed da city for expenses constantly. He did a lot of business with the darker sides of da streets and had him a rep, dat if yous. had. da. gold., he.d. provide. da paperwork.."

Dayspring: "What are you talking about? You actually have proof that a representative of the city took bribes and sold licenses for his own personal benefit!"

Guido: ".Hold.on.to.dem.horses.boy-yo. Of course we gotz the scoop on everyone dat takes street gold in da government. Of course, I only hear dis stuff when looking for street stories. But I not find anyone on da street dat says Belanor took gold, aldow I fines lots dat gotz some gold from Belanor to protects some areas of da town dat da city watch not be patrolling durin da war.."

Dayspring: "So you really believe that Belanor did not commit treason. I think you and your family are all on the take from Belanor, and his freedom would make you very rich!"

-ed. The debate broke down at this point and we had to physically pry Guido from Harold Dayspring. We are sorry that the debate ended this way and hope you see this not as unprofessionalism at the Trumpeter offices,

but as an example of the serious opinions in this case.

Other Trade News

Two new merchant houses opened their doors this last week. The House of the Black Flame officially purchased the large warehouse near the north gates. Here they plan on establishing the most prominent trading house in the city. The head of the Ravens Bluff house, Fredrick Truelane, was very excited about the possibilities. The Black Flame specializes in clothing, food goods and exotic weapons from around the realms.

The other house opened with much less flair. The House of Desires is a merchant house directly governed by clergy of Sharess. Although barred from a number of cities around the Sea of Fallen Stars, it is hoped that the House will assist Ravens Bluff in the establishment of permanent trade with some of the far southern realms in which Sharess is well established. Many other houses were outraged, along with most of priests of the clerical circle who claim that Sharess is a harlot and is not to be trusted. They have proposed very strict sanctions to be placed upon the clergy of Sharess in the city.

Problems on the Hill

by Lady Amber Lynn Theoden

It was not a pleasant sight. Mayor Charles Oliver O'Kane visited with a joint session of the Council of Lords and the Council of Merchants. He was outraged that the Council of Merchants existed and that Belanor was still in prison. Acting Mayor Kothonos was obviously very uncomfortable and really did nothing during the intense screaming match. Finally, I felt something needed to be done. I stepped forward with the Knight Commander of the Knights of the Lady, Sir Lucky Whitewolf, and confronted the Mayor. Mayor O'Kane came close to swinging at me, I believe

in frustration. It was a good thing Sir Lucky took the mayor's blow.

It seemed like hours, but it really was only minutes, until we had an agreement. There needed to be a government head that had the support of both the merchants and the lords. An agreement was made that the individual which could best support the needs of the city would become the new mayor of Ravens Bluff. This would be the equivalent of the new Champions Games. This summer at the dedication of the Temple of Tyr, each candidate would demonstrate the support of the people through pledges and donations.

This may seem a bit mercenary. The city is truly in need of a leader to see to the people, the lords and the lands. The first person nominated was Charles Oliver O'Kane, nominated by Argent Raphael during the last session with representation of House Raphael. O'Kane immediately surprised everyone by nominating Belanor Fenmarel for the post. The next few nominations took a while, but finally two other candidates were selected. The merchant guild tried to nominate Arvin Kothonos but he flatly refused, so they finally selected myself as their representative. The army had not selected anyone, nor placed their support with any of the candidates, but finally nominated Field Marshall Lord Charles Blacktree IV for the position.

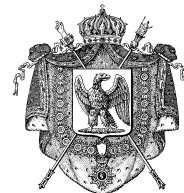
The meeting was quite chaotic and in the end, I did hear of at least one more nomination but I could not hear to whom the nomination went, or even who the the nominator was. Needless to say, the summer festival will be extremely busy, with the many candidates attempting to acquire any last minute support from the adventurers of the city.

Wizard's Guild continues to destroy Disenchanters

by Guido

Yo! I seen just abouts everyding, but I never have seen blue camels with big noses. At least until yesterday. I done

saw at least a dozen of dem disenchant beasties. I was like traveling with da group from da wizards guild and dey seen des things and started blasting away. The blue things dey did not seem to mind, like it was kool. Da things dey come right up to me, ya know friendly like, sort of like a XXX XXX XXX XXX (*ed. Censored*) does on da streets. Well dey not so bad, although dey seem to like da mage boyz a lots better. Well, dem blue things dey gotz all killed by da mage boyz who tells me dat dey are sending even more wiz. boyz. out. to. kill.em. some. blue camels. What do Guido know.



New Ministers of Art Named

by Symore
Ceasmore

The Ministry of Art has appointed new Ministers to replace those ministers that stayed behind and allied themselves with the Wizard's Guild. The new Ministers are: Illusion: Nuelman The Oracle (*Polyhedron #50*), Divination: Grimalkin (*LC1: Gateway to Ravens Bluff*), Enchantment: Cordwainer (*Polyhedron #98*), and Abjuration: Sam Shock (*Polyhedron #50*). These new ministers, officially introduced as Junior Ministers, each report directly to one of the original Ministers, a set-up that the newest ministers voiced a great deal of dissension regarding. Only time will tell whether the new order of business will adversely affect the Ministry of Art.

Many readers will also be interested in hearing that the Ministry of Art has officially placed their Wild Magic member on suspension and named Gideon as the temporary minister in charge of Wild Magic. The announcement was made after the announcement of the Junior Ministers. Gideon will have the title of Acting Minister of Wild Magic.

Mysterious Bardic Deaths

by **Tomaldi Everspring**



A number of mysterious deaths have occurred over the last week. All the victims have been fairly famous bards of the city. The latest, occurring last night, was Colin, who spent the war entertaining in Procampur and frequently could be heard at The Weary Wench Tavern down near old warehouse 84.

The city watch is attempting to investigate the murders but at this time have no suspects or clues, other than the strange requests during the war for a catapult and bards to take numbers.

Contributions pouring In

The joint meeting of the Council of Lords and Council of Merchants is not even one week old and already sides are being drawn to promote candidates. The many merchant houses are contributing heavily to the support of both Lady Amber Lynn Theoden and Lord Mayor Charles Oliver O'Kane. These two seem to have a great deal of existing support and appear to be running neck and neck.

Fire Rages in Uptown District

Last week a large fire blazed out of control in an area Uptown, near the coliseum. Reports came in that the fire was finally put under control. When the Red Raven investigators finally finished viewing the destroyed block of homes, they could only conclude that one of the fire elementalists who have been burning down old abandoned buildings in the city got a little out of hand. The fire destroyed twenty separate buildings including the homes of Sir Faran Moonshadow (*played by George Aber of the USA*) and Azoth Malishar (*played by Larry Douglas of MI*). Lieutenant Silverstein of the Red Raven

Investigations Office was unable to locate Azoth Malishar for questioning. "It is unknown at this time", stated Silverstein, "whether Malishar had anything to do with the fire. As a fire elementalist we often keep an eye on him. His service in the City Watch has been exemplary, however, and he is a fine citizen and an asset to the city."

The Red Ravens are setting up a fund to rebuild the boarding houses and apartments that were contained in this block. Reportedly, 45 families on the streets because of the fire. All contributions should be delivered to the Red Ravens, c/o Block F3-1. (*ed. If characters wish to donate simply mark off the donation. DMs can also sign index cards to verify the donation was made.*)

In Related News

During the clean-up of the destroyed block a strange cloth-covered man was seen surveying the damage. He was carrying a lit torch during the midday sun. When a City Watch member approached he seemed to have a short conversation with the guard, then continued to investigate the burnt structures. When the Watch member was asked who the strange scarlet-robed man was, he said only that the man had the written permission of the clerical circle to investigate the destruction and claimed to follow the doctrine of the Righteous Flame.

Trouble at Temple of Selune

by **Terrance Hhelderspom**

The Temple of Selune was again the site of a great disturbance as a large portion of the temple's remaining clergy were possessed by foul creatures and disrupted a holy day ceremony. Details from the temple were scarce but local sources report at least eight of the clergy were killed in the fighting that occurred during the occurrence.

Pronouncement of Guilt

by **Judge Rupert T. Hangman**



I have often been approached over the last year in regards to the Belanor case. As it is seen in this issue of the Trumpeter, the debate is a heated one. I did not sentence Belanor to die since I felt the proof was not irrefutable. I however could not release him free to walk the streets. He and I have spoken and we understand each other on this issue.

I must also inform the readers that my staff is very busy with maintaining the flow of justice in the city and I would prefer if they were not constantly interrupted by trivial matters. How to determine if your matter is trivial or not is sometimes difficult, so to make things easier I have promoted Tury, who was once my clerk, to Deputy Librarian of the Courts. He will be available to research and obtain information for citizens of the city. He is authorized to charge for this information at a rate of between 5 sp and 50 gp depending on the request.

My baliff, Deseant (*played by Byron Heim of SC*), will continue in his capacity. Please accept his word as mine; he has my complete confidence. He is drow, but Tyr is with him in his actions.

LIVING CITY™ Questions and Answer

® and ™ and words in small cap are trademarks of TSR, INC all rights reserved. Permission to photocopy this page is granted

Q: I want to play a dwarven specialty priest of Azuth. Can I do this?

A: No. And yes. Those players that want to use the specialty priest descriptions in the *Faith & Avatars* sourcebook must abide by the racial limits in the book. All specialty priests must be human unless specified by the text for specialty priests. This means that to use the *Faith & Avatars* rules for Azuth the character must be human only. Other examples include: Gnomes & Humans may be specialty priests of Gond; Elves, half-elves and humans may be specialty priests of Sune; and only humans may use the specialty priest rules for Tempus in the *Faith & Avatars* book.

For those players that wish to play an elven priest of Tempus or dwarven priest of Azuth, this is still possible by using the rules for specialty priests found in *FORGOTTEN REALMS® Adventurers*.

Q: I started a priest [of Torm] using the *FORGOTTEN REALMS Adventures* hardbound book. This priest also had a kit. [nobleman] I have since then upgraded my priest using the *Faith & Avatars* book. My question is, do I have to get rid of my priest kit?

A: Yes, you do. Specialty priests from *Faith & Avatars* cannot have kits, as stated in that book. Clerics can, but specialty priests cannot. Nothing is said about monks and crusaders, so they CAN have kits.

Q: Are the non-evil deities presented in the *POLYHEDRON® Newszine* allowed for LIVING CITY PC choices? For example, Jergal from Issue #120, and if so are they merely allowed as priests or specialty priests?

A: This is very similar to the *Powers & Pantheons* question from last issue. Those deities in the *POLYHEDRON Newszine* or any other publication not specifically mentioned in LIVING CITY character creation guidelines are not allowed until a revision is published.

Q: In *Monster Mythology* a number of deities grant their priests attribute bonuses at certain levels. Can these attribute bonuses raise a priest's score above the racial maximum or even above the normal 18 maximum?

A: Yes, the 18 maximum is basically a racial and campaign maximum and the specialty priest powers which grant stat increases are allowed to surpass the normal racial maximum.

Q: Now that *Monster Mythology* and *Faiths & Avatars* include the *Tome of Magic* spheres, will the ban on minor access only be lifted?

A: No. Until all the new priest revisions are made, all priests have only MINOR access only to *Tome of Magic* priest spells. This means that no *Tome of Magic* priest spell of over 3rd level is allowed for PCs.

Q: If a player decides to play a priest to a non-evil deity in the *Faiths & Avatars* book, are they allowed to utilize the deity-only spells found in the book? Also, can these special deity-only spells be stored in devices of spell storing?

A: The answer to the first issue is no! Only priests of the deities allowed as specialty priest options may use the deity special spells in *Faiths & Avatars*. This means that while

all priests of Tyr can use the Tyrian spells, no priests of Kelemvor may use Kelemvoran spells.

The second question I suppose is one for the Sage Advise column of *DRAGON® Magazine*.

Q: If I played Okay time for another question. As you can see we are answering as many questions as possible. Some other questions are: where can I get a copy of this newsletter? And how do I ask a question?

A: Questions can be addressed to RDRAVENS@AOL.COM or RPGAHQ@AOL.COM. You can download the Trumpeter from the RPGA Online area on America Online. The files, in Rich Text Format, are stored in the POLYHEDRON Archives. The Trumpeter is released on-line on the first of the month, or the first working day of the month. We delayed a number of them due to WIRB but the usual schedule is to release on the 1st. It is also sent to all conventions which request LIVING CITY events for that month (so this issue appears at July conventions). Hipped to the convention coordinators for the month in question.

I will be accepting ANY and ALL PC stories of events and experiences you have had. I would like to know the convention and event but let's hear your stories.

Daniel S. Donnelly