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The Trumpeter



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Harpers speak out

The mysterious force of good in the realms makes contact in Ravens Bluff

By Jonah Mindspring

Well friends, here is something that is not a regular occurrence - an interview with the Senior Harper in Ravens Bluff. But first, the back story. I was on my way to dinner last evening when approached by an elf in chain mail. He introduced himself as Ebrandil Sildaren (*played by Todd Smart, NC*), showed me a silver pin and asked if I could spare him some time. As the pin had a crescent moon and harp surrounded by four stars, how could I refuse? This Harper led me to a quiet corner of a nearby park and then handed me a small cone of some sort. He told me it was a Cone of Communication, and his Senior wished to make a statement. Being the hardened reporter, I shut my gaping mouth, sat on the nearby bench, and said....

Jonah Mindspring: Hello?

Senior Harper: (in an odd gender neutral voice) Hello, Jonah. Thank you for coming.

JM: I seem to be at a disadvantage here. You know my name, but I don't know yours.

SH: (chuckles) I think it's best for all concerned it stays that way for now. Perhaps we can get to the matter at hand.

JM: By all means. I have so much to ask you - we heard so many rumors about Harpers in the city, is it true that Baron...

SH: (cutting Jonah off) I'm sorry, we aren't here to discuss who is and who isn't a Harper in the city of ravens, but to talk about more important matters. Those

Who Harp have been in Ravens Bluff for some time. Some of the current ranks have been here well before that nasty little war with Myrkessa Jelan and will be here long after the Heart of Bane has been taken care of. The reason why I am talking to you, and hence, the citizens of Ravens Bluff is because this city is taking a turn for the worse.

JM: What do you mean?

SH: Look around you. Tanar'ri are gating into the city and surrounding areas looking for the artifact known as the Heart of Bane. Entire villages, like Big Moe, have been wiped out as the fiends kill first then ask questions later. How many civic temples are currently standing? How many city officials and knights have been found to be of evil intent? How many times have adventurers been waylaid by the "goodly" people that hired them out? Do you get my drift?

JM: Uh, yeah. I get it.

SH: I am here to tell the people (and especially the adventurers) of Ravens Bluff, it's time to stop acting like sheep. I'm sure that will raise the ire of some of the more noble folk out there, but tough. It's up to you to stop evil from infiltrating the city. It's up to you to stop a fellow adventurer from doing evil acts. It's up to you to report wrongdoings to the local watch, guard, temple, knight, and city official. The power of the city is in its citizens' hands - not the other way around.

JM: Gee, you're not trying to foment rebellion or anything are you?

SH: (short laugh) Not hardly! As far as city governments go, Raven's Bluff isn't that bad. While some of the city officials tend to get rather stuffy and bull headed, it's not like it's a dictatorship or anything here. I'm just trying to point out that you can either be part of the solution or part of the problem. If more people did the right thing, then this city would be a lot better off.

JM: What will the Harpers be doing to help make the city, if I can borrow your phrase, turn for the better?

SH: We'll be doing what we always do. Listening, watching, helping out those that can't help themselves. Making the Realms a better place - and kicking butt when we need to.

JM: Can you talk about any of the work the Harpers have done in Ravens Bluff?

SH: Most is better left unspoken, but let me make a general comment. Chances are when something really bad happens in this city, and adventurers are sent out to fix the problem, there is a Harper in the group. (chuckles) Gee, that'll make adventurers paranoid. Oh, here's a specific case. Remember a few years back when the Red Wizard messed up time for five hundred years into the past?

JM: Yes?

SH: Later, adventurers were sent back in time to make sure specific time points happened as they were supposed to happen. Harpers were involved in setting up the initial focus point for the time travel as well as traveling with other adventurers to secure the past. Then, we

made sure the Thayvian chronomancer's apprentice was incapable of further action.

JM: ..incapable of further action?

SH: Yes. Also, there was the case of a certain adventurer that decided to keep a Harper Pin that was not his to keep and then did evil things to a fellow adventurer. He no longer visits this fair city.

Oh, that brings me to one additional point. Occasionally, adventurers come across magical items they just have to possess. Many of these items, while not inherently evil, will propel them in that direction. You might want to think about the long term consequences of your actions. Of course, if you enjoy having your soul suborned by evil, by all means go ahead, have fun, keep the magic. If you go too far, we'll just find you later and make you incapable of further action.

JM: I...see. What if we see bad things happening and want the Harpers to know about them? It's not like you have a stall in the trader's bazaar.

SH: That's Ebrandil's job. He is our point of contact in the city. If you need to let us know about *major* problems, contact him (ehrandil@aol.com). It's time for me to go. Thank you for this opportunity to speak.

JM: The pleasure was all mine. Perhaps we can do this another time?

SH: Perhaps.

Temple of Tyr announces Opposition to the Harpers

By Fred Faber

The Temple of Tyr has made a proclamation at each of its official temples in the realms announcing its opposition to the organization known as the Harpers. This announcement originated from the holy offices of the Temple in Waterdeep and has reached the Vast in a very short period of time. I spoke the Sir Thresh Balancer, Commander of the Right Hand of Tyr to determine exactly what this meant to the city of Ravens Bluff know that it is known that there is a Harper organization in the area.

Trumpeter: Sir Thresh, I have read the proclamation at the Temple, but am confused as to what it means to the general public.

Sir Thresh: It means very little in fact. It is not a state of war, it just means that the methods that are employed by the Harper Organization have been deemed unjust by the Temple of Tyr and can not be supported.

Trumpeter: But, the proclamation specifically mentions that the Temple of Tyr is in opposition to the Harpers, wouldn't this be more than a lack of support?

Sir Thresh: The Temple of Tyr has been dishonored and struck a blow by the Harpers. In certain areas we will oppose the actions of the Harpers. However they are not an enemy they are no longer considered to be an ally in any sense of the word.

Trumpeter: Will the local Temple in Ravens Bluff be taking any actions against the Harpers in the area?

Sir Thresh: The local Temple has gone through many changes and have had our own time of troubles, however, we will be striving to Reveal the Truth. If this truth is damaging to the Harpers then it is to be. If it is damaging to an enemy of the Harpers then it is probably a good truth to be known.

That is all the time that Sir Thresh was able to give me and I thank him for that amount of time. I have added here the proclamation found on the Temple door earlier this week.

Citizens of Ravens Bluff, let it be known that the Organization known as the Harpers have wronged the Temple of Tyr and thus, the Temples of Tyr throughout the realms will be in Opposition to the Harper Organization in all areas of the realms. A clergy member of Tyr will not lend support to a known member of the Harpers unless, that support DIRECTLY reveals truth, rights wrongs or brings justice to the unjust.

Tanar'ri attack again, multiple deaths

By Fred Faber

The tanar'ri have again increased their attacks. On the major day in the

marketplace a large group of tannar'ri suddenly appeared cutting into the many citizens of the city who had turned out to see the new wares brought into the market. Luckily the loss of life was kept at a minimum by the quick intervention of a patrol of Golden Roosters lead by Benevar Malkirian (*played by Kim Winz of NC*). Benevar quickly slew the true tanar'ri leading the attack and was quickly supported by Lady Carlotta de Amourette of Sune (*played by Gary Labrecque of PA*) and her patrol, directed to the attack by a high flight of the Griffon Guard. It was unknown at this time who was leading the patrol of the Griffon Guard, although the rumors are that the patrol was lead by Knight Commander Jean-Dorial himself.

The other major attack occur again in Mossbridges. Unlike the last attack, this one was centered on the estates of Lord Knight Lorien Darkarrow. Reporters have told me that the estates did suffer damage, but only a few travelers outside of the Mossbridges were injured by the attacking tanar'ri and that the defenses around Mossbridges have held once more. The total loss of life during this month was 15 dead although 5 of the killed were raised by the Temple of Lathander. In a related piece of news, Lord Knight Darkarrow of Mossbridges has placed a request at the Clerical Circle for priests willing to reside in Mossbridges and support a local temple in the city. These priests would be required to reside in their temple and support the local growing community, although Sir Lorien does mention that adventuring time would still be available.

Ed Note: Any player with a priest of at least 9th level that is considering semi-retirement and would like to build a temple, please contact me at rdravens@aol.com to semi-retire to a position of head of a temple in Mossbridges.

Underdark Exploration Continues

By Lord Charles Blacktree IV

The prisoners and army of Ravens Deep has settled in the Underdark. We have a good source of fresh water and a variety of food sources. Needless to say

the settlement, nicknamed Ravens Deep by the troops and workers is basic. We are also at least two weeks hard march from the surface. A number of prisoners escaped and a few adventurers attempted to navigate back to the surface from the settlement on their own and none have been heard from since.

But the good news is that we have found a small outpost of old Sarbreen, and have the hopes that we will soon be in possession of the Orb of Protection. I am still looking for assistance from the adventurers in the city and although there is a steady movement of adventurers to and from the surface guarding the few supply wagons we can afford to transport to and from the surface. I am still looking for some permanent posts to help out in the Underdark. The adventurers that have helped us in the Underdark have managed to save the settlement from a group of fire giants and servants of the Cult of the Dragon. The settlement acknowledges the work of the adventuring community and hopes to continue to work with them in our near future.

SOULSTORM over!

By Morris Teltree

The Ministry of Art and the Wizard's Guild made another rare joint announcement regarding the disappearing Soulstorm and the uncommon length of time that the Veil has stayed in the city.

"The Soulstorm has concluded. Both organizations are still studying the effects of the storm and attempting to determine what if any lasting affects it may have on the city. At this time we have lifted the ban of the conjuration/summoning spells.

Notable Wedding

Leyland - Nightstalker Wedding

Dame Jenilynn Leyland (*Roger Rhodes, NH*), Knight of the Right Hand of Tyr, and Sir Sarren Nightstalker, Knight of the Griffon, (*Dan LaFleur, MA*) were wed at the home of the best man, Sir Alexander Thorin, Knight of the Right hand of Tyr

(*Alex Lombardi, CN*). The wedding services were performed by Tatyanna Elfsdottir (*Rachelle Roy, CN*). The Bride was attended by Lady Dominique Thorin (*Gail Reese-Straiton, MA*), Dame Ladyhawke (*Scott Carter, NJ*) and Squire Selphiras Elvenstar (*Ann Marie Paulukonis, MI*). In addition to Sir Alexander, the groom was attended by Sir Harker Sorrel, Knight of the Phoenix, (*Mike Watts, MA*), and Lord Farendrell (*Adam Williquer, CN*). The flower girl was Sally Elvenstar, (*Ann Marie Paulukonis, MI*).

The bride wore a beautiful pearl encrusted wedding gown of white and blue, while the bridesmaids were dressed in dark forest green velvet. The couple plan on honeymooning on a sea cruise.

The wedding was originally scheduled for the Temple of Tyr, but was delayed for a few days, waiting for the bride to change back from a unicorn. Apparently, she had been on a mission to the Beastlands, and was in unicorn form.

Hathmar Blademark absorbed at the Summer Festival

By Morris Teltree

The infamous Hathmar Blademark was apparently absorbed by a silver masked man at the Summer Festival in front of hundreds of witnesses. All attempts by the clerical circle to confirm the disappearance have turned up just the confirmation that Hathmar Blademark is no longer able to be contacted in the area of the Vast.

The witnesses all told about the same story, the silver masked man came up to Hathmar who had been recently threatened by a number of elven warriors of the new elven kingdom in the Highbank Forest. When the man in the silver mask approached, he mentioned something to the extent of, "What was mine will again be mine!" With a single touch, the shape that was Hathmar turned into some type of silver mist and silently was absorbed into the silver masked man. Only one attendee of the festival was not in shock at the attack and attempted to stop the silver masked man. That

adventurer was frozen in his tracks at his first touch of the silver masked man.

The Trumpeter attempted to learn more about the silver masked man, however none of the divinations revealed any information. We did turn up a story about another or the same silver masked man who appeared in Candlekeep on the Sword Coast and by all reports absorbed one of the sages residing in the keep.

Strife among the Druids of Ravens Bluff

By Agnes Morison

The druids of Ravens Bluff have been undergoing many changes lately and we at the Trumpeter have attempted to make some sense out of the situation. As far as we can tell the druidical hierarchy begins with the Grand Druid of the Vast, who we were surprised to determine was Kudzu, the crazy sewer living rat druid. Even more surprising was that Kudzu's body was found floating out in the harbor last month, his skull obviously caved in with great force.

The Arch Druid of the Vast is our own Lady Melissa, formerly the Speaker of the Council of Lords. It was a little confusing at that point. There seems to be a number of druids that report to their own church hierarchy and accept the guidance of Lady Melissa. These druids seem to number two per church organization in the area. These include Chauntea, Eldath, Silvanus, and Mielikki. There does seem to be a strong contingent of druids in these organizations and more that support the Coronal of the Highbank Forest.

The most confusing druid in the area seems to be a newcoming named Thought. Thought was recently "discovered" sleeping under the Golden Garter Inn near the site of the old Chemcheaux location. It was reported to the Trumpeter that Kudzu had a severe hatred for Thought and that perhaps Thought was responsible for Kudzu's death.

In the meantime, as we researched this story, Kudzu was raised from the dead by one of the city's adventurers but bolted off before speaking to anyone, heading

immediately into the sewers. We will bring you updates when they become available.

Ed note: Any player with a 12th level druid should contact Keith Hoffman to arrange a trial to gain that rank. He can be reached at KWH53@aol.com. If you already have a 12th level druid or soon will be 12th you need to contact him. Only druids with the appropriate certificate will be acceptable as 12th level starting at Winter Fantasy.

Lathanderites Kidnap their Own

By Candren Pallinthe

Well, dear readers, more strange happenings in the temple district. It appears that the Temple of Lathander is now kidnapping their own priests off of the city streets! I wouldn't say this if I hadn't seen it with my very own eyes. As it happened, I was walking to a late dinner when I saw a dozen clerics and priests of the Morninglord jog down the street away from the temple. Considering the hour and the manner of departure, I decided to follow.

A short distance later, the gaggle of clergy came to a stop and started casting spells at another priest. I had the opportunity to get a good look at their target because a moment later he was well lit and he stopped all movement! He was approximately six foot tall with a slender build, wearing a bright scarlet robe and carrying a large shield with the rosy disk of Lathander on it as well as a mace in his other hand. Also noticeable was a rosy disk tattoo on his bald pate.

I asked the priestess in charge, one Kimbera Dawnlight (played by Randy Wilde, CA), for a statement. She replied, "This is temple business", and would not comment further. Then, they hauled the stiff cleric back to the temple. Later that evening, the same priestess was seen leaving the temple and then returning with a staff in her hand and a Mystran priestess/mage at her side. I asked the mage (later identified as Cyradis

Pendragon (Agnes Thompson, CA)) for a statement as she carried the same staff out of the temple. She replied, "No comment".

Well friends, this reporter found out a few more facts. The stiff priest's name is Les. He referred to himself as the "Arm of Lathander". And while new to town, he apparently made quite a hit with the street urchins and poor in Crow's End by passing out what appeared to be an endless supply of silver and gold pieces from a very small bag. A source close to the temple also told me that Les was found to be insane.

Is our city's clergy cracking up? Is the strain of the recent tanar'ri invasion too much? Stay tuned...

Roosters and Griffons to "Ride" Together

By R U Grothnick

To strengthen the defense of the city against the persistent and deadly tanar'ri attacks, the Knights of the Golden Rooster and the Griffon Guard Knights will be patrolling in tandem. In an effort to detect the groups of the foul creatures as quickly as possible and to help coordinate defensive maneuvers, the commander of the Golden Rooster patrols will be linked, via Cones of Communication, to a pair of Griffon Guard Knights that will be assigned to specifically aid the patrols. These Riders will be available in addition to the regular compliment that is always on duty.

"The high vantage points and excellent maneuverability of the Griffon Riders should prove to be an additional asset to the patrol efforts. Hopefully the Riders will be a valuable tool for detecting any lurking tana'ri attackers, in addition to aiding the actual defense or coordination of efforts against the attackers," said Jean-Dorial Encarthan, Commander of the Griffon Guard. The Knight Commander added that magical assistance would be bolstered even further in the form of an item called Eyes of Eagle Vision, which allow the wearer to see details from

incredible distances. Additional magic will also be used, but the Commander would not comment on exactly what else was planned to aid the cause.

"Any help we can generate is most appreciated," said Acting Knight Commander of the Golden Roosters, Sir Lorien Darkarrow. "If the Griffon Guard helps detect even one attack before the regular patrols would have it is worth the effort. However, I assume this will actually be a big help. The Roosters patrols have been proven to work so this additional assistance can only help."

Both Knight Commanders seem very happy to be working together in this effort. Cooperation like this will be one of the keys to making sure the city and its people survive a disaster that has once again befallen it.

Campaign News

By Daniel S. Donnelly

NOTE TO AUTHORS: Please, Please, Please send your modules as soon as they are completed to me for review. If this is before the 6-month deadline for your convention that is okay. In fact it is even better. I have put together a staff of plot coordinators & editors to help make the tournaments better before they are submitted to RPGA HQ. This process will include:

1. Review by the Plot Coordinators
2. Formatting into the appropriate format
3. Review of the Treasure and Experience

Not all that much room for me this month but that is okay. I want to address a few issues I have heard since Gen Con.

Availability of my time: I do not go into the chatrooms because too many people want to chat with me. I save that for conventions. If you want to ask a question, propose an idea or contact me, just send me an email. I have been travelling for my job a little more recently so I can not always promise I will answer the e-mails on a daily basis, but I will

usually get to them by the end of the week.

In the same note, I have asked Brian Burr to step up a little more with the campaign. I have broken the campaign into the development part of the organization and the operational organization. Brian has agreed to take over the operational portion of the campaign as of Winter Fantasy. (It gives him time to get used to it) This way there will be dedicated people making sure that the parts of the campaign that we want to remain secret can stay secret and we can do a little more interaction between the unknown and the players. Part of this is the "Mail-In" certificates for special items or mixtures in the campaign. I would like you to e-mail Brian with your answer to the following questions:

1) I like the idea of an unknown potion of event:

Completely agree	Agree
Does not Matter	Disagree
Completely Disagree	

2) If we had mail-in certificates I would not mind having to include a SASE with the certificate:

(use the same answers as above)

There are some things that still should be a surprise after the round is completed and this is one of the ways to accomplish this goal. The SASE would enable us to get the results back to the players sooner.

A few additional items to note:

- Please make sure to review the Q&A, there are some rulings about items being misused.
- Please note, the Ravens Bluff Sourcebook will be coming out this month. Please pick up a copy. If it sells well, it will increase the chance of getting more Ravens Bluff material published.
- I have begun to place the realms month on the front page of the Trumpeter since most of the stories are in character, it made sense.

- If there are any potential authors out there that would like to try to write a module for the LC but either are not sure how to go about it, or would be willing but do not have what they believe is a solid idea for a module, I want to hear from you. In 1999, I have set a goal to have at least four first time authors write Living City modules. I have numerous plot coordinators who are willing to work with authors on plots and many authors willing to help out authors as well. Please send me an email if you are interested.

Someone asked me to again list the Plot Coordinators so that when an author has an idea for a module that they can pass an outline or description or the entire module past the Plot Coordinators. Well here they are:

David Baker	Outlying Villages	dwb@netspace.org
Erik Mona	Underworld	lquander@aol.com
Joe Cirillo	Temple	lassars@aol.com
Roger Rhodes	Harbor/Sea Elf	Rhodes@summa4.com
Jean Rabe	Wilderness	
Gail Straiton	Nobles	Fvb1111111@aol.com
Greg Sherwood	Foreign District	GregSher@aol.com
Jason Nichols	Government	sirgevan@aol.com
Jim Alan	Merchant Houses	jalan@ameritech.net

If your event is going to impact any of the PC organizations or is going to award chivalry or honors then you should also send them to the following people where appropriate:

Wizard's Guild	Paul Pederson	mightywyrn@aol.com
Bard's Guild	Tim Breen	breenrt@lightside.com
City Watch	Dennis Everett	DenRayEver@aol.com
Clerical Circle	Keith Hoffman	Kwh53@aol.com
Knights Council	Brian Burr	bburr@aol.com
Silent Network/ Crows End		LCSN007@Aol.com

A couple of other new issues:

1. A number of PCs are reporting that they are getting close to 14th level. Most of these characters are of the priest or wizard level.

2. In order to process these new skills and spells I am enacting the following specific rules for these characters.

- All 7th level spells will be certified by me. That way we keep the spells able to be cast at a low level.
- These spells will not be able to be traded or learned from the spellbook of one wizard to another. All wizards will be able to learn one spell of 7th level when they reach 14th level possible three if they are a wizard's guild member, and that is all. This is the only way to "add" 7th level spells to the spellbook of the wizards in question.

3. I want to remind those people playing kits from any of the complete handbooks: You need to have the book with you at the table. If the judge asks to verify an ability of the kit and you do not have the handbook, then you do not have the ability. We are not asking the judges to memorize all the different options.
4. Just a reminder, once a character reaches 1,250,000 xp or 13th level they have been retired from the regular campaign and must play in only the high level campaign. A specific letter must accompany any exceptions to this rule, from me or Brian Burr.

Enjoy the campaign and have some fun.

Daniel Donnelly
2250 Lexington Way
Kennesaw, GA 30144

LIVING CITY Questions and Answer

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Q: The description in F&A states that Silverstars get +1 to attack and damage when using a moon's hand mace. Is this cumulative with the bonus from a magical weapon (would a +2 moon's hand mace be effectively +3?)

A: The weapon acts as a +3 mace for attack and damage in the hands of your character.

Q: I have a Staff of slinging. There are no # of charges listed on the certificate. Does this mean unlimited use hurling 3d10 boulders; once a combat round? This seems extremely powerful....

A: Remember that you need to have the boulders to throw..... Also the item is a druid-only weapon. To anyone else, it is just a quarterstaff+1. It looks like this is a typo. The staff should have 10 charges.

Q: How do the holy swords MR and dispel magic ability work?

A: MR works against all spells at 50% when weapon is drawn and held.

The dispel magic takes a round to use by the paladin and dispels at the paladin's level as the dispel magic spell. It does NOT dispel items created with evil magic as stated in the Paladin's Handbook.

Q: Do you get a dexterity bonus when flying?? Does the maneuverability class of the type of flying make a difference?

A: Flyers with a maneuverability class of A or B get a dex bonus to AC. If your maneuverability class is worse, then you lack the airborne agility necessary.

Q: Can levitate be used to push down? If a very strong fighter lifts an object that has the levitate

spell cast upon it, can a mage that cast levitate on the object push down to try to get him to drop it? This would mean that the spell was able to generate force. If this is possible could you push someone against a ceiling or do they just stop once they hit an object? This question would also apply if someone is levitated and they grab the ground or something solid.

A: Well, the spell description gives a fairly high weight limit, allowing the caster to effect some pretty heavy targets. I would say that this would certainly apply in the second case (where the caster is using the levitation spell to lift someone, and they are trying to hold themselves down).

However, I don't think the caster should be able to use the spell to squash someone against the ceiling (or floor). If the levitated being comes in contact with something too massive for the weight restriction of the levitate spell, they simply stop moving. They don't get flattened against the surface.

This does mean that a levitate will keep a flying creature on the ground, if applied in reverse.

Q: Are we allowed to play a ranger character with the berserker kit?

A: There isn't anything in the rules that says you can't. Would be a bit unusual, though.

Q: I have seen a bracelet of minor wishes that did not have charges indicated. Is this correct?

A: No. These were misprints. All bracelets of minor wishes in LC have 4 charges initially. The cert should be annotated accordingly.

Q: I played a module last weekend [Awakening the Beast, I think it was] and a mage cast *phantasmal killer* on my 9th level Fighter/Cavalier. Does my Cavalier's ability of "immunity to fear" help with him getting saving throws?

A: Nope. The *phantasmal killer* is a phantasm, not a fear attack.

Q: Is that spell considered "mind effecting", which would give my Cavalier a +4 bonus to the save?

A: No. The spells that a cavalier gets a "mind-effecting" bonus against are the enchantment/charm type, not the illusion/phantasm ones.

Q: Can a sized small (S) creature use the sunblade one-handed?? Is it not a core rule that any S creature must use any M weapon with 2 hands because it is just too darn big? Does the ability of the sunblade to move and react like a short sword work around that rule?

A: No. A size S creature would require two hands to wield a sunblade.

Q: Can *restoration* be used to restore lost attribute points (such as the two points of CON lost to a dwarven vampire bite?)

A: Yes. Each use of this spell will restore one lost level, attribute point, or hit point. Remember that this spell ages the recipient by 2 years, and thus requires a system shock roll.

Q: This question is about the number of WPs that Joydancers can put into their unarmed combat. They get free specialization in punching or wrestling at level one. Can they

save their initial WPs and use them to continue specialization as per the complete priest's handbook's rules? (Using one slot at level 2 and the other at level 3.)

A: No, saving proficiency slots is not an option. The PH states that all beginning proficiency slots must be used, any unused slots are lost.

Q: F&A says they may spend another WP at level 6. Is this free as the monk's extra WPs are or is this the Joydancer's only chance to continue specialization?

A: It is a free proficiency.

Q: With regards to druid shapechanging, the only guideline on the size of creature one can shapechange into in the PHB is from bluebird (?) to black bear. I note that the black bear (upper limit animal) is the only bear in the Monstrous Manual which is size M (and it has to be close to size L); the others are larger and size L. I propose the following common-sense, easy to remember guideline: A druid can shapechange into any natural animal which is normally size S or M. What do you think?

A: I think there are a lot of naturally occurring creatures that are smaller than a bluebird (and thus that are too small for a druid to change into). But the upper limit sounds reasonable.

Q: Since a druid must shapechange into an animal in its normal proportions, I take it a druid cannot shapechange into a baby mammoth (like the one from The Roundup).

A: Right.

Q: As an aside, what do you think: Can a female druid only shapechange into female animals?

A: That would probably be simplest.

Q: I am playing a paladin and want to act ethically, as a paladin and as a LC player, when it comes to getting magic items. So I wish to get your opinion on various scenarios. Say I have a shield +1, and one of the rewards of the module is a shield +2. I cannot own both. So... !1) Can I take the shield +2 and put the shield +1 into the party treasure in its place? (2) Can I take the shield +2 and immediately donate the shield +1 to my temple or an NPC organization? (3) Can I take the shield +2 and immediately give the shield +1 to another PC at the table? (4) Can I take the shield +2 and immediately give the shield +1 to another PC not at the table?

A: 1) Yes (2) Yes (3) Sometimes - if this is transactionally equivalent to #1 (4) No. The "rule of thumb" is that when at the beginning (when the player sits down) and at the end (when the player leaves the table) of each event the paladin must be at his 10-item limit. Usually he must abide by the limit during events as well, but there are some exceptions (such as being tasked to carry an item, etc) that might legally temporarily put a paladin over the 10-item limit. There is also the question of overall pattern of activity of the paladin. If a paladin regularly chooses option (3), and always gives the items to the same individual whenever they play with them, then this would seem to be an abuse of the spirit of the 10-item rule.

Q: Does a magical long bow function as a strength bow? (Does a character get his strength bonus as well as the magical bonus)

A: No, it doesn't.

Q: Is the damage from an Ice Storm or Snilloc's Snowball Swarm spell considered cold damage or impact damage? Most undead are immune to cold

damage and I saw players brow beating their judges by saying that it was impact damage so it would affect the creatures.

A: Sage Advice has apparently recently ruled that the ice storm spell is 50% cold damage and 50% impact damage, and that to avoid the effects you need to be protected against both effects. As there is a significant amount of physical pounding (especially if a wall of ice is used to create the spell) this makes some sense. I think that the snowball swarm is pretty much just cold damage, though.

Q: What level is the Lightning Reflection spell? It is listed in the Seven Sisters accessory as a 3rd level spell but in the Wizard's Spell Compendium it is listed as 5th.

A: I would go with the Spell Compendium, as it is the more recent source.

Q: Please explain the correct wording for the Loremaster (insofar as being specialized in wrestling). I believe the writers intended to word it like the description of the Lliiran Joydancers, personally, but an official interpretation is called for.

A: It costs a Loremaster one slot to specialize in wrestling. This gives the loremaster a +2 chart bonus, rather than the normal +1.

Q: Abandoning wizards kits is not noted in the wizards handbook, and because each class is not the same in the ways of abandoning kits, I will ask you how do you abandoned a wizard kit?

A: (1) Stop paying the 10% experience cost of the kit. (2) Lose any and all advantages the kit gave the character. (3) Lose any disadvantages the character had from the kit. (4) The character can never have another kit.

Q: When a character is reincarnated. What is their level if the wizard version is used? Although the priest's version makes this clear the wizard's does

not. If a specialty priest is reincarnated into a race that is not listed in F&A under their SP, does their deity boot them or are they allowed to continue their profession?

A: It would be halved, just like the priest version. They would drop to a generic cleric of that god.

Q: Rillifane was supposed to be in the Monster Mythology book, but due to an error was not included. He was printed in Dragon #191 and this mistake was relayed to the public. Are SPs of Rillifane allowed in spite of this oversight?

A: No, not until the Demi-Human Deities book is released.

Q: In a previous question someone asked about additional attacks for unarmed specialists. The answer stated that fighters specialized in martial arts received 5/2 attacks per round at level 7. Would this hold true for monks as well, since they are the only other class allowed to specialize in martial arts?

A: Nope. Only fighters get additional attacks as they increase in level. The extra attacks come from being a fighter, not from being a specialist (after all - fighters get the additional attacks with any weapon - even ones they aren't proficient in...)

Q: Can the Ranger class be used in place of the Fighter class in a multi-classed character? Can you be a half-elf Ranger/Mage or Ranger/Thief?

A: No. the only legal multi-class ranger combo is the half-elf ranger/cleric.

Q: Can you wield a one handed, small weapon and a one handed missile weapon at the same time. Like trying to wield a Hand Crossbow and a Dagger in the off hand. I understand that it would be impossible to reload, but can it be done?

A: Yes, it can be done. And yes, it would be impossible to reload.

Q: And, could the hand crossbow be used in close combat if it was loaded?

A: Once.

Q: Can you keep normal items you find in an adventure? Like quills, normal weapons, or anything else? There have been several very nice items like 2-shot hand crossbows in adventures that people have asked me if they could keep. As they are not on the treasure list, what do you do?

A: You can keep normal items you find. However, a 2-shot hand crossbow is not a normal item. "Normal item" means anything listed in the Player's Handbook.

Q: Can multiple touched based spells be cast on a single target? Could you have shocking grasp and chill touch both cast and have both affect a target?

A: No. Only one touch spell can be active at a time.

Q: Second, can you activate a touch based magic item and touch with it at the same time, ie use the shocking grasp ring without having to spend 2 rounds, one to activate, and another to hit. If so, could you use it in conjunction with a standard attack, ie swing your sword and use the shocking grasp ring.

A: Activating the item takes a round separate from the attack. The ring of shocking grasp requires a hit with a bare hand. The entry for the ring in the DMG makes it clear that this works differently from the spell.

Q: If you change shape in one of the many ways possible, there was a ruling that all your items merge into the shape. My question is, if you are changed from a humanoid creature, to another humanoid creature, do your items remain? If you were

changed from a human to an elf, would you still have all your items, or do they disappear like they do if you become a rabbit?

A: Nope. You are a naked elf.

Q: If you *polymorph self* into an ogre, would your strength remain the same or do you gain the strength of the ogre as that is not a special ability, just a aspect of size like water breathing if you became a fish.

A: You get enough strength to move about and such, and you would be able to lift more, but you don't get any combat bonuses from it.

Q: With a Scarab of Protection, you are allowed a saving throw for those spells that don't truly give you a save. What about illusions? That are cast on something else, and not at the wearer of the Scarab. Would they get a save for the illusion from the scarab?

A: No.

Q: In faiths and avatars you are allowed to be an Elven Druid, does this apply to LC?

A: No.

CLARIFICATION with regards to spell ranges & areas of effect:

(Quoted from the Player's Handbook)
"Range: This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him....Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell."

So, in the case of a call lightning, you CAN cast it on yourself, then spend a half-hour hiking over to the dragon lair, and then rain lightning down on it.