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

The Trumpeter



*The Newsletter of
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The Halfling Nation

Swashbuckler Forms Halfling Community

By Jennylou Brightleaf

Sir pomFritte Fromage, (*played by Steve Null, CA*), has declared the formation of a new Halfling Nation. I caught up with the stout Knight of the Golden Rooster in his rather large suite at the Seven Tigers Inn.

JB: Sir Fromage, thank you for meeting with me on such short notice.

pFF: Zee pleasure is all mine, madame.

JB: What can you tell me about this halfling nation you are proposing?

pFF: In a nutshell, I see zee dwarves and elves forming cities, towns, nations. I think to myself, why not zee halflings?

JB: But, I understand that you aren't actually planning on moving out of Ravens Bluff?

pFF: It seems silly to as all of zee nice things are here. Maybe zee dwarves like to dig around in zee mountains and zee elves wish to toil in zee forest. But, why should we go anywhere? Zee rooms are nice, zee food is ok, and zee theater is just down zee street. How could I take my little snugglebunny Chickadee to zee theatre if we were rooting around in zee soil somewhere in the Vast trying to make ends meet?

JB: Doesn't this strike you as a little, well, odd? What are you going to do for a government? Whose laws will you follow? What...

pFF: (waving the questions off) Please, these are just details. Someone, I'm sure will work them out. I will say, though, that as a Knight of the Golden Rooster, I will uphold all of zee laws of zee city. Now, if

you will excuse me, I must see how zee construction of zee wine tasting room is progressing. Oh, and to all halflings of Ravens Bluff – If you want to join, just stop by zee Seven Tigers Inn and rent a room. Ask for zee Halfling Nation rate.

With that, the interview ended. Stay tuned for updates.

A Royal Wedding

By Fred Faber

Its not often that we get stories of activities that concern the dwarves in the area surrounding Ravens Bluff but this again seems to be a time that they want us all to know what is going on. This time the event is the wedding of their newly named thane Uldred DeepAxe to Cherrian WarAxe. Little is known of Cherrian other than she is one of the dwarves recently returned to our time by the groups of adventurers that traveled to the past. It is said, from reliable sources, that Uldred fell in love with Cherrian the moment he laid eyes on her.

The wedding was held at BrightSword Keep only two days before the Summer Festival on a gloriously clear day. It was a spectacular event and several of the local adventuring community were in attendance. Kalib Goldweaver, priest to the dwarven god Muamman Duathal, presided over the ceremony.

It seems that while dwarves may be dour and taciturn most of the time, this

was not one of them. The festivities surrounding the wedding ceremony and feast lasted well into the early hours of the next morning. Also, when the 'formal' festivities ended it is said that the dwarves continued to hold more private celebrations well past the conclusion of the Summer Festival.

We at the Trumpeter wish Thane DeepAxe and his new bride all the best in their new marriage.

Dean Azoth Malishar Cursed

By Clio Hesperin

Azoth Malishar (*played by Larry Douglas of MI*), the Dean of Fire Elementalism, has been recently found to be cursed by the god Ishtishia. It would seem that several priests of the lord of water, citing numerous abuses of water based magic, as well as misuse of water elementals and para-elementals, enchanted him with foul play in mind. Azoth immediately grew fond of the idea of travelling through the sewers of Ravens Bluff, summoned a < gasp > water elemental, and agreed to travel to the elemental plane of water in order to visit Ishtishia.

Undine (*played by Damien Green of MI*) and Kaern Bailey (*played by Brandon Pettipren of IL*) both priests of Ishtishia were very persuasive and a Gate was opened. It was only through the divine intervention of Kossuth through one of his faithful Vanduhar Eisner (*played by Jeff Morrison of MI*) that this tragedy was avoided. A very

tense situation remained that was not resolved to the satisfaction of either party. Death threats were exchanged and the individuals in question had to be physically separated.

Questioned after the incident, Azoth only had this to say..."I don't know what came over me, it was as if I had stepped out of my body and someone else had taken over..."

Bard's Guild Damaged

By Fred Faber

ONE NIGHT ONLY APPEARING AT THE BARDS GUILD... THE HEART OF BANE!!!!!!

That was the words on the banners that inundated the city recently. Ravens Bluff has been inundated with new bands forming and attempting to alleviate the stress that is so prevalent in the city. One such band, consisting of

Firmal (Illithid Bagpipes)

Havoc Sen Thornclaw (Ax of Deafening and destruction)

Vanduhar Gerenstalt Eisner (Illmataran Organ of Pain)

Everett Taber (Drums of Panic)

Nassar (Lead Wailer...err...singer)

decided that in order to really pack the house, they would name themselves...yes you guessed it.... THE HEART OF BANE. This band like the one that made last months headline was led by a Priest of Kossuth in the worship of fire on stage and their pyrotechnics were second to none.. However, things really heated up when some thirty tanar'ri led by a Marilith crashed the party. In a tumultuous melee, several dozen individuals were killed, and the Bards Guild burned severely despite the best efforts of the Red Ravens. Luckily the damages and the deaths were contained by the quick action of the Golden Rooster Patrol that was staking out the performance. The patrol was lead by Sir Kirth Sonath-Pann (*played by Michael White of OH*) and had the full support of a wing of Griffon Guard and Lord Darkarrow himself.

The Bards Guild has promised legal action against the band, who are being held accountable for the attack. A spokesman for the band, who have gone into hiding said, "The band is not responsible for the

attack, and all of the patrons tickets had a warning on the back of it which absolved the band if anything untoward happened. If anyone is to be found guilty of improper conduct it is the bards guild in that they did not recompense the band for box office profits after the money in the box office was stolen by Nabassu. The Bards guild had no comment.

Commander of the Treasury Resigns his Post

By Fred Faber

Official word has just reached us that the paladin of Tyr, Lord Alexander Thorin, better known as Sir Alexander the Noble, who held the post of commander of the treasury defenses of our city for the past 5 years just tended a letter of resignation to his superior, Vernon Condor and to the mayor of Ravens Bluff. The resignation, which will be effective at the beginning of the next month, had no explanation other than that he could not keep his current post due to other obligations. And that a new or temporary commander needed to be appointed as soon as possible. Sir Alexander whom apparently is out of town was not available for comments.

Construction begins on Halfling Monument

By Fred Faber

Many lives were lost in a tanar'ri attack almost a year ago that destroyed Big Moe. It was though that all were dead until Dame Sorsha Leordwin and Sir Rethgif Deepburrow returned from separate excursions to the Abyss with several freed slaves in tow. Most have decided to settle in the halfling communities of New Hope or Burrowbluff. Many of the survivors and those who had family and friends in Big Moe have had difficulty setting this behind them and beginning the healing process. This is the reason I have commissioned a memorial monument to be built in Memorial Park. It will celebrate and remember the lives of the lost.

The unveiling will be accompanied by a memorial ceremony. All are welcome who lost loved ones in the tragedy at Big Moe. Anyone wishing to participate either

in the construction or ceremony please contact the Trumpeter for details. Though strongly halfling in customs it will be a multi-cultural event. Construction is expected to be completed for this winter's festival.

Clerical Circle answers

Checkmate

By Candren Pallinthe

In a rather surprising move, the Clerical Circle unanimously agreed to uphold the demands set forth by the mysterious individual known as "Checkmate". As our readers know, Checkmate made past public statements within the Trumpeter that severe repercussions would happen if his/her instructions were not precisely followed.

I recently had a chance to sit down with Chief Prelate Relarn Dayspring after his latest Clerical Circle meeting to enlighten the public on this possible new threat to the city:

Trumpeter: I am certain that the Clerical Circle has received much criticism in 'paying off' an individual that is a complete unknown. For all we know, this could just be an elaborate hoax. What is your take on it?

Dayspring: You bring up a very good point. The temple district has been the brunt of many attacks this year. We were the victims of terrorism and lower planar menaces. Any threats made to any of the temples in the district are taken highly seriously. The list of demands set by Checkmate were surprisingly nominal and it seems that every temple received the same letter from him. The Clerical Circle decided that it would be best to meet his demands and hope that the problem goes away on its own.

Trumpeter: But it seems that you are opening the floodgates to potential swindlers trying to earn a quick gold piece by sending the temples phony threats.

Dayspring: Don't get me wrong... we do have ways of sorting them out. The case of Checkmate is rather unique. High Priests from each temple in the Clerical Circle conducted commune spells on their own. Not one received a reply.

Trumpeter: Even with such a revelation like that, was their any resistance from any

of the other temples to abide by the demands?

Dayspring: The Temple of Tyr was quite adamant about not going along with the rest of the Clerical Circle at first. Reverend Judge Hykros Allumen was reminded quite repeatedly by myself and other council representatives as to his past temple problems. It was a matter of swallowing some pride before a unanimous decision was rendered.

Trumpeter: Exactly how was the list of demands met? Certainly, you would have been able to catch the culprit in the process during the transfer.

Dayspring: That is easier said than done. While the exact demands itself remain classified, his method of obtaining them were flawless. We were asked to place said contents in a particular location where they disappeared instantly before our eyes.

Trumpeter: You mentioned that the 'demands' were nominal. Has the Clerical Circle taken any action in case of a future threat?

Dayspring: It is very hard to make preparations for a threat that is so completely unknown. No one knows exactly what Checkmate is capable of doing. For the time being, we are receiving support from the City Watch to increase the number of guards on duty in the area. Members of the adventuring community have also expressed their interest in offering their assistance as well. But for the moment, we can only pray for the best.

As of the present time, the identity of Checkmate still remains at large.

Wizard Guild Update

A number of additional details regarding the operation of the Wizards Guild are worth reviewing here.

First, the hundreds of historical applications, emails, and other records have been pieced together over the past several months to rebuild the guild database. The new database is now considered complete and accurate, and new guild certificates have been created for each member. The new certificates are easily identifiable, as they are printed landscape orientation on "parchment" paper, and contain a raven emblem. Most certificates have been distributed, but there are still one hundred or so yet to be picked up. If you have an old certificate and need to replace it with

the new one, please mail the old certificate along with a SASE to:

Paul Pederson
5380 Colony Green Drive
San Jose, CA 95123

Second, the volume of requests for information or special handling is unnecessarily high (almost one per day in October). Before sending requests please read the FAQ document which was published in the September Trumpeter. If you still have questions, send an email to MightyWyrms@aol.com which clearly and concisely describes the issue or request.

Third, a Wizards Guild web page is nearing completion, and will be linked to the RPGA website when it is ready. It will contain downloadable files for the FAQ, signs to be displayed at interactives, application forms, and other things.

Last, if you are writing a module that involves the Wizards Guild (or would like to do so), please contact me to discuss the content that involves the guild. This will help ensure continuity in the campaign and avoid missed opportunities. Also, if you are negotiating semi-retirement, which involves the Wizards Guild or are performing business, which involves the guild, please contact me.
Paul

Campaign News

By Daniel S. Donnelly

I realize that this is a short Trumpeter this month. The reasons are many, but the majority of the convention season has passed us by. Please remember, all the players of the campaign are free to submit articles for the Trumpeter to tell the stories of their adventures.

Now to a couple of very important announcements. We have now gone a year under the new organization and I am going to change the organization as we have grown the campaign and grown the function that the organization governing the LC campaign is accomplishing. In order to do this I am extending the authorities of the campaign administrators to run their organizations. We have administrators in all areas and we are hoping to see more invention in each of the areas. All messages in regards to each of these areas should go directly to the campaign administrator. They should have an answer back within 7

days. If you do not receive an answer back in seven days, forward me and Brian Burr a copy of the message and we will get the task done.

Campaign Administrators:

Wizards Guild - Paul Pederson - Mightywyrms@aol.com
Bard's Guild - Tim Breen - breenrt@lightside.com
Clerical Circle - Keith Hoffman - kwh53@aol.com
City Watch - Dennis Everett - denrayever@aol.com
Land Sales - George Aber - TSRO Beryl@aol.com
Potions, Lotions & Notions - Todd Smart - PLNotions@aol.com
Silent Network - LCSN007@aol.com
Knights Council - Tim Marling - address to be announced

You might be asking yourself why Tim Marling's name is where Brian Burr's used to be. That brings me to the second announcement:

I wanted to take an opportunity to announce a change to the LC Organization and describe how this will effect the future of the campaign. I have been swamped with LC work and regular (paying) work so I decided to divide the campaign into another section.

As of 11/1/98 Brian Burr has agreed to become the LC Operational Director. What this means is that Brian will be taking care of the many retirements, tournament problems, in-game mechanics. This includes many of the functions that I performed. The exact pieces will be determined as Brian and I go over the amount of work coming into the organization. But retirement and the "mail-in" treasure certificates are two items we have already transferred.

What does this mean to you and to me. Well let's start with me. I know selfish but that is life. I am now free to work more with the future plots and futures of the different organizations. I will be very active with the plot coordinators and campaign administrators looking at what we can add to the campaign.

I also hope to be working with WoTC to enhance the Living City campaign through working close with the Forgotten Realms people. There is also a hope that the City of Ravens Bluff book

sells well enough to warrant a second product. (BUY THE BOOK - PLEASE) This is a big project and I am hoping to get permission from WoTC to put this together.

This second project will be an expansion of based on the first book and is going to be the outside of the city. The inside was expertly defined by Ed Greenwood in the book, however the nobles and some of the PCs have land outside the city, those lands and the farms and villages outside of the city need to be defined and a map created for the outskirts of the city as far north as Tantras. I am working on accumulating that data currently. As far as land inside the city. I am sure that George Aber is shaking his head at the new map and trying to fit everything we had on the old system into the new system. Another update will be a new interior index of the maps with all the PC land holdings listed.

As far as the organization. Lee McClurkin, Jay Fisher and Erich Schmidt will still be directing the development of the Underdark, Procampur and the Planes as usual and Brian and I will be working with all the Campaign Administrators.

A final rule of thumb to help you define Brian and my responsibilities: "If it is in a module and there are questions, Brian is your first location. If you want to add something to the campaign or an group (i.e. wizards guild) then work with me to get everything done.

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
- I also want to address a few issues I have heard coming from the summit. The two biggest pieces or complaints that I heard was communications and fairness. In fact, I believe that if everyone had an equal level of communications then the fairness issue

might go away. So in the area of communications:

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.

Webmaster Added to the Organization:

This is the last announcement for the month. I have again changed the LC Organization and I believe everyone will agree it is for the better. I have added Troy Daniels to the staff to build a website for all the LC pieces of information. This includes the Trumpeters, FAQ sheets, sign-up areas for all the organizations in the campaign, direct contact for the different people in the campaign and requests to the organization for special missions and other meta-gaming activities.

The hope here is to create a central location in which all players can get the information about the campaign and request things from the campaign such as starting a business or requesting a special mission. It will also give you a quick email capability to anyone in the organization. We are hoping to put things together during the end of the year so that there is something to roll out by January.

Enjoy the campaign and have some fun.

Daniel Donnelly
2250 Lexington Way
Kennesaw, GA 30144

ANDON INTERACTIVE RULING

Okay this was a messy situation but I have decided to make the process very simple. The only card that was out of balance was the gain of magic resistance. Thus that resistance has now been changed to a straightforward +1 save versus spell that is accumulative with other items of protection. The problem with the "charity event" was not the results, but the fact that outside influences (luckstones, spells etc) were allowed to effect the outcome. It should have been a straight 50/50 good/bad scenario.

LIVING CITY Questions and Answer

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Q: Can a multi-class druid/mage(non-specialist) have a kit?

A: The LC character creation rules state: "A kit may be acquired at the time of character creation by single-classed characters only." So no kits for multi-classed characters, sorry.

Q: Can my character wear *elven chain mail* along with *bracers AC4*, taking the better armor class (from the bracers), and using the chain just for show?

A: No. Unfortunately, wearing armor or using a shield keeps the magic of the bracers from functioning.

Q: What are the rules regarding mage spell acquisition during game play? More specifically, can I acquire (trade) spells with other mages?

A: A mage can learn one spell per adventure either from another character at the table, or from an NPC encountered during the module.

Q: Does the specialty priest of Tempus battlerage ability affect unwilling targets?

A: The target must be a willing recipient. Willing recipients automatically receive the battlerage. Unwilling recipients automatically avoid the effects.

Q: Concerning the ruling in the most recent Trumpeter that *restoration* can be used to restore lost attribute points: Does this include strength points traded for an extra attack?

A: No, just for drains. Some creatures like an elven vampire drain Charisma. That is why the Trumpeter description listed attribute points.

Q: Bruce has a follower. How does that follower get XP? A percentage of what is given each PC in the tourney the follower goes on? A

percentage deducted from Bruce's XP?

A: Yes it is deducted from Bruce's XP. It comes from Bruce's earned experience, and does count towards his retirement total. Followers only earn XP for adventures they go on.

Q: Is playing a multi-class specialty priest of Mielikki/mage allowed? A half-elf can be a specialty priest/mage...

A: Um, no. The character really isn't a specialty priest. They are still a ranger.

Q: If my character casts a *shield* spell, and his AC is already better than that provided by the spell, what happens?

A: When attacked, take either your normal AC, or that provided by the *shield*, whichever is better.

Which means that if your AC is better than AC2, the only benefit the *shield* provides is that it negates magic missile attacks.

Q: What level is the spell *lightning reflection* (from the Red Dawn spellbook)? Where can I find the spell description?

A: *Lightning reflection* is in both the "Seven sisters" sourcebook (as a 3rd level spell), and the spell compendium (as a 5th level spell). In LC, Use the Spell Compendium version - consider it to be 5th level.

Q: What is the duration for the *cloak of strength*?

A: I would say it works as a *strength* spell. Which would mean (Since a cloak is miscellaneous magic, and thus casts at 12th level) it lasts for 12 hours.

Q: 1) Specialty priests of Garl Glittergold have to take axe as their first weapon proficiency. Can a multi-class Specialty Priest/Thief take hand axe to use in backstabs? 2) Do rangers in LC get survival in their primary terrain as stated in the Rangers Handbook?

A: 1) Yes. 2) Yes.

Q: I heard somewhere that you cannot throw a bag of marbles at a *stoneskinned* opponent to remove many *stoneskins* at once. Is this true?

A: Correct. One throw is usually considered one attack.

Q: What weapons can a thief use to backstab with?

A: A thief can backstab with any thief melee weapon.

Q: 1) What exactly happens if a mage casts *reincarnate* on a character? For example I am a 9th level dwarven specialty priest and I am reincarnated as a halfling. What exactly happens to HD and Levels and such? 2) What happens if my specialty priest reincarnates as a race not allowed to his specialty priesthood?

A: 1) Treat it as the same as the priest reincarnate as far as levels, etc go. 2) He becomes a generic priest of that god.

Q: 1) Can a magic-user use a Cestus? 2) Can a magic-user cast spells while wearing a Cestus? 3) Would a mage with punching specialization actually get +1 to hit and damage when using one?

A: 1) Yes, using the punching proficiency. 2) No spellcasting is possible while the cestus is worn. 3) Yes. Note that this attack is technically an attack with a weapon (cestus), not a barehanded attack, and thus gets no chance to KO, etc.

Q: Can a Zagyg's spell component pouch produce a potion of superheroism, the material component of Tenser's transformation?

A: No. the pouch can only produce non-magical spell components. Also, items created

MUST be used for spellcasting, and cannot be used for any other purpose.

Q: Can healing spells be placed in *glyphs of warding*, effectively allowing you to "store" healing spells?

A: No. At least not by players.... Could be an interesting module idea, though.

Q: 1) If a *ring of spell storing* is removed after memorizing spells, what happens? 2) If a *ring of spell extension* is removed after casting a spell, what happens?

A: 1) The spells beyond the normal limit go away. 2) The spell ends after normal (unmodified) duration, unless the ring is worn throughout.

Q: Will the pebbles created by the *turn boulder to pebble* spell revert to boulders if they strike a creature with magic resistance?

A: No. This is an in-place spell, and requires more than simply contact with the spell to cause it to come down (see the example of an in-place lower water spell in the DMG).

Q: If an *avoidance* spell is cast on a piece of clothing or armor and worn by the caster, what effect will that have on creatures attacking the caster?

A: Well, assuming that the item the spell is cast on covers the entire body of the spellcaster, such as a suit of plate armor...

If the attacker is using a weapon, very little if any effect will occur, unless it was a very short weapon like a knife.

If they were undead, nothing -- *avoidance* only stops living creatures...

For creatures with natural weapon attacks, it would depend on the mass & strength of the attacker vs. that of the spellcaster. Large creatures would be affected a lot less than small ones. A rat would simply not be able to attack the spellcaster at all, while a dragon would be able to buffet the spellcaster around pretty much the way they would anyway. A DM should use their judgement on this.

Q: 1) Can a Spell be cast through a *wall of force*, if the spell has no physical effect that

crosses the wall? An example would be *hold person*, or a *lightning bolt* with a point of origin on the other side of the wall. 2) Can you *dimension door* or *teleport* "around" a wall of force which doesn't enclose you or the target area completely?

A: 1) No. 2) Yes. You can even do so if it DOES enclose the target area completely. The spell description specifically states this.

Q: 1) Do *stoneskins* provide any defense against *Evard's black tentacles*? 2) Are there any limits to how many tentacles can attack a single opponent? 3) Is there a size limit as to what can be constricted?

A: 1) They wouldn't do any damage until after they had removed the *stoneskins*. They could still entangle, though. 2) Remember the area of effect is rather small. Even a 10th level caster can only effect an area 30x10 feet. Assume that the tentacles are rather evenly spaced in the area of effect, remember that they are each 10' long, and figure out how many can attack an individual from that. 3) The tentacles can attach themselves to targets of any size (the spell description cites that they will wrap around trees, which can be rather large...), though the effect of constriction on a huge or gargantuan creature would be damage and little else.

Q: Does *Melf's acid arrow* do arrow damage in addition to acid damage?

A: No.

Q: If a *minor/major globe of invulnerability* is dispelled, are other magical effects inside of it then rolled for immediately to see if they're dispelled? Or does that require a second casting of "dispel magic"?

A: Roll Immediately.

Q: Will a *calm chaos* spell have any effect in normal combat? (As opposed to a mob scene, bar fight, or other chaotic situation).

A: Well, a bar fight IS "normal combat"... The spell can get combatants fighting (in normal combat) to stop. Note, however, that the spell is dispelled for any effected individual that has something happen to them that is "more immediate than the distraction." This means that if a creature under the effect of a *calm chaos* is attacked in any way, the spell will cease to effect them and they will react normally.

Q: 1) If a Mystran priest casts *anyspell* and then a wizard spell at the temple of Mystra, does the wizard spell get maximum effect? 2) How long does it take a Mystran priest to "read" the wizard spell for *anyspell*? Is it normal memorization times, or 1 round of speed reading, no matter what the spell level?

A: 1) No. 2) After the *anyspell* is cast, it takes 1 round to read. The spell can then be cast on the following round. So, if you are trying to do this in combat, you are looking at 3 rounds of action to get the wizard spell off.

Q: Can a Mystran multi- or dual-class priest/wizard cast wizard spells normally in dead or wild magic zones?

A: No, just priest spells.

Q: 1) Can *slow poison* be used before being poisoned, as a kind of "poison preventer"? 2) Can a monk use the *bodysuit of shadows*?

A: 1) Yes. 2) Yes.

Q: Is the *peace crane of Eldath* considered to be a mind affecting ability for saving throws and such?

A: I would assume it was mind-affecting, as I can't see any other way to explain the item's effect....

Q: 1) Would a thief/priest of Grumbar wearing metal armor be deterred in using thief abilities? 2) Would an illusionist/priest of Grumbar wearing metal armor be able to cast illusionist spells?

A: 1) Yes. 2) No.

Q: W happens when a druid, whether by accident or deliberately, does not stay neutral in alignment?

A: The druid would lose all druid spell-casting and granted abilities. Which would mean either turning into a fighter with d8 hit dice and a really poor THACO, or b) changing gods (with the attendant penalties) to one that allows followers of the new alignment.

Q: If a character with a kit dual-classes, is the 10% experience penalty still paid while in the new class?

A: Yes.

Q: If a multi-class Fighter/Cleric were a member of the Clerical Circle, is the 10% of experience penalty committed to time spent in Circle duties applied to experience earned for both classes?

A: Yes.

Q: Can specialty priests of Mystra keep spellbooks of their own? If so, are they governed by the "Max # of spells per level" intelligence ability limit?

A: They can certainly "own" a spellbook, but they can't write spells to it. I would suggest that the various certified spellbooks are perfect for this. They don't have to worry about the intelligence limit.

Q: Can a specialty priest of Mystra use a *pearl of power* to recover priest spells?

A: No.

Q: 1) If a cleric or specialty priest of Mystra casts *anyspell* for *Rary's mnemonic enhancer*, then casts RME to obtain three *magic missiles*, can he/she then use a *pearl of power* to recover an *magic missile*?
2) How about using a *quarterstaff of rapid magery* to cast a *magic missile* spell?

A: 1) No. 2) No.

Q: (WARNING: SPOILER) In the module "Sea of Tears", there is a potential reward that gives you permanent hit points based on your class. What happens to dual-class characters in this case?

A: They **MUST** take the reward for their current class. This is not something where you can "forgo XP" in order to use your old class, and thus get the better bonus.

Q: Could you explain more about the powers of the *mahogany salt box*?

A: The persons consuming the salt must understand the significance of the sharing and be willing participants. Those partaking of the salt are participating in a ritual, and only if they understand the nature of that ritual are they bound by it. You cannot trick or force-feed someone salt to prevent them from attacking you.

Sharing salt will keep anyone who partakes from voluntarily and willfully engaging in acts of treachery. It does not in any way prevent the normal effects of spells such as chaos, dire charm, eyebite, etc.