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- Wizard Guild makes Changes
- Lliira Posed to become part of the Civic Religions

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

The Trumpeter



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The Hunt for Jelan to Continue

General Dandelion to lead noble forces to capture elusive Warlord

by Fred Faber, editor-in-chief, Ravens Bluff Trumpeter

At the time of this writing, Lord General Rashaverak Dandelion has forged an army from some of the newest lords of the city in the pursuit of Myrkyssa Jelan. They will be leaving the city at the end of the week and we are all very hopeful that they will be successful with a minimum loss of life. Please join the Trumpeter staff in wishing them a safe and successful return.

New Construction Begins of Wizard Guild

by Nadd Parker, freelance reporter

Construction has begun on an ambitious new plan to greatly expand the Wizards Guild facility located (--insert address or location reference--). The Trumpeter staff has learned that certain confidential government permits were filed last month and that an individual known as Hugh, the Master Builder has been commissioned to supervise the project.

According to Micah Starfire, Dean of Divination, the upgraded facility will be leading edge. When pressed for details, he replied, "Of course it will have improved lecture halls and other utilitarian rooms. But there will also be

many other chambers designed for more... shall we say, 'interesting' purposes... Be advised that we have been using our members' dues very wisely. This is an investment in the future, and Ravens Bluff's wizards will not be disappointed." Dean Starfire would not respond to questions regarding rumors of extensive excavation being performed beneath the guild or explain why no removal crews have been seen.

Rumor has it that raw materials have been stockpiled in a number of locations near the city, and that teams of craftsmen have been customizing and preparing them for incorporation into the guild edifice. According to sources close to the wizard's guild, a transportation company from Procampur has been commissioned to haul the materials from these locations to the guild itself. To date, all such transportation has occurred only in the wee hours of the morning in order to 'avoid any undue complications.'

The Trumpeter will follow this story closely in the months to come.

New Priestess at Lathandrian Temple

By Nadd Parker, freelance reporter

A novice has been seen at the Halls of Morning Light. While this would not normally be a newsworthy item, inside sources reveal that she is a former priestess of Talos.

When asked, Helana Sunray, the new novice, related how Cyradis Pendragon (*played by Agnes Thompson of CA*) was a member of a small band, which thwarted a recent plot against the city. Upon proving victorious, Cyradis proceeded to chastise the Stormlord. Her words must have been potent, for Helana says, "When I heard Cyradis, it was like a shaft of light breaking through the clouds. I became so ashamed of the destruction I had caused, I felt drawn to the faith of Beginnings and Creativity to make amends."

Scuffle at the Lliiran Temple

by Tomaldi Everspring

The gaiety of a costume ball at the Temple of Lliira was sullied yesterday, when Lord Constable Rolf Sunriver attempted to apprehend a woman he caught in the act of stealing from the temple's offering box. Sunriver ordered the woman, identified as Sarah DeMarcos, arrested on the spot. This elicited a fierce attack from the thief, who was costumed as an angel.

DeMarcos had earlier been spotted dancing with her husband, the swashbuckler-wizard Leland DeMarcos (*played by Weston Peterson of WI*), who was costumed as a ghost. The couple had impressed the crowded party by dancing a costumed waltz while flying ten feet above the temple floor.

A detachment from the Temple of Lathander and Knights of Phoenix later became involved as the truth to the DeMarcos scandal was made apparent. Sarah was no ordinary thief but the spawn of a Tanarri in the city to weaken its defenses for the upcoming arrival of more Tanarri. The demon was chased to the tower complex of Clan Shado, an adventuring company in the city.

The company seemed split as only some of their members assisted in the search for DeMarcos. A 5,000 gp reward has been offered by the Knights of the Phoenix for the current whereabouts of Sarah DeMarcos.

Talk of the Temples

By Tessa Desmodona

The Lliirans at the Tower of Holy Revelry have been preparing for possibly their biggest celebration to date as they wait for the announcement that they will be the next addition to the Clerical Circle. While most citizens of Ravens Bluff are overjoyed about the occasion, the clergy of both Sune and Sharess are outraged that they have not only been overlooked, but not even considered for membership.

"The Temple of Lliira provided much support during the war. They did a great deed by helping Charles O'Kane heal his wounds.", Chief Prelate Relarn DaySpring said, "The vanity of Sunites and the deviant behavior of Sharessans are not the values that the Clerical Circle is interested in. The Lliirans, although a bit flighty in their ways, have proven their merit to the entire council."

A small group of Sunite worshippers tried to plea their case to the Clerical Circle's advisory council, but to no avail. A letter from the Temple of Ilmater stating many reasons not to consider Ilmater was also received and obviously followed as Ilmater was also not considered. Mistress Jacinda Lassar, a high ranking Sharessan priestess at Inferno Hall, was escorted out of the meeting hall after making remarks directed at the Chief Prelate, too prolific to mention in *The Trumpeter*.

"Who cares if the Lliirans healed O'Kane. Any temple in the city could have done that.", Mistress Jacinda said to *Trumpeter* reporters. "The Temple of Sharess provided many services to the soldiers during the war. We helped them relax between their duties on the battlefield, braving the conditions outside the safety of the city walls. O'Kane is only one guy, Sharess provided 'healing' for quite a few."

Rumors have it that both the temples of Sharess and Sune plan to throw parties on the same night of the Lliirans' upcoming celebration. No comment from representatives of the Temple of Lliira has been received so far. Keep to date as this clerical rivalry heats up.

Classified

The Far Guardians Traveller's Mission (LC4, pg 46) may be looking for a new cook, as close friends of the four partners report that Joah Moonfriend may be taking a possibly permanent leave of absence from the mission and turning his hand to work at helping the clergy at the hard hit Temple of Selune. The bard has long been rumored to be especially blessed by his goddess and has been a member of the Temple's congregation for many years.

Lord Blacktree is looking for adventurers willing to supplement his regular army members during an extended stay in the Underdark. If

interested please contact the *Trumpeter* offices sending your experience and salary requirements at McClurkin@AOL.com.

Possible Bandit Group Operating Around RB

By Clio Hesperin

The recent months have brought many conflicting reports of a highly organized and ruthless group operating on the roads and in the countryside from Ravens Bluff to Procampur. Peasants, farmers, settlers and merchants in the area have called these individuals the "Road Wardens". The people who live in these outlying areas say this band was the only law and order during the recent war. They still ensure travelers, merchants, wildlife and nature are safe to prosper on the southern trip to Procampur.

The City Watch of Ravens Bluff and the Diamond Legion of Procampur have accused the "Road Wardens" of being bandits, vigilantes, secessionists and generally undesirable. Two members of the organization have been identified as Simon Givanni (*played by Robert Pasada of CA*) and Delath Windsong (*played by Steve Gorman of CA*). It is not known who their leader is but watch officials have placed a 1,000 gp reward for information that leads to the arrest of the leader and the rest of the band.

City Watch arrests Cultists

By Guido

Like yo! Da boyz dey done real good dis time. Dey gone and caught dem about fifteenz of da guyz from da temples of Cyric and dat guy Xvim. It seemz dat dey are all in da town to look for dis thing dat dey are calling da Heart of Bane. But our boyz got dem good.

REPEAT OF AN IMPORTANT ANNOUNCEMENT:

I want to take more than the usual section of the Trumpeter this month to reannounce a new organization for the Living City. To begin with Robert is stepping back from the campaign. There are many more items for his time and the network is stepping up its participation in the campaign.

I have expanded the Living City Campaign staff and added a whole new group of people running plots in the city. These plot coordinators want to hear from authors about writing into their plot lines either as a full module or at least incorporating the plot into their modules. The different plots and their coordinators are:

- Wizard's Guild – Paul Pederson (mightywyrms@aol.com)
- Knights – Brian Burr (bburr@aol.com)
- Outlying Villages – David Baker (dwb@netspace.org)
- Nobles – Gail Straiton (fvb111111@aol.com)
- Crime Lords – Erik Mona (iquander@aol.com)
- Temple Plots – Joe Cerillo (lassars@aol.com)
- Harbor/Sea Elf – Roger Rhodes (rhodes@summa4.com)
- Foreign Relations – Greg Sherwood (gregsher@aol.com)
- Government – Jason Nichols (sirgevan@aol.com)
- Silent Network/Crows End – Bob Tomihiro (Robert_Tomihiro@aff.net)
- Merchant Houses – Jim Alan (jalan@ameritech.net)

These coordinators will work with the authors, me and each other to provide consistent plot through the Living City Campaign. If you have any ideas as either a player or an author please get in touch with the appropriate coordinator.

There are also Campaign Administrators that will be running the various programs for

the campaign. These people are going to be responsible for keeping people informed in their organizations. They are also responsible for any interactive situations in regarding these organizations. The organizations and the people responsible are listed below, please note the two new organizations which I will shortly explain:

- City Watch: Dennis Everett (denrayever@aol.com)
- Silent Network: Bob Tomihiro (Robert_Tomihiro@aff.net)
- Wizard's Guild: Paul Pederson (mightywyrms@aol.com)
- Bard's Guild: Tim Breen (breenrt@lightside.com)
- Knights Council: Brian Burr (bburr@aol.com)
- Clerical Circle: Keith Hoffman (kwh53@aol.com)
- Rules: Cisco Lopez-Fresquet (cfresquet@aol.com)
- Magical Trading Requests: Todd Smart (PLNotions@aol.com)
- Magical Trading Values: Steve Hardinger (partdragon@aol.com)

Of the first new areas, let me please talk about rules. Everyone knows the campaign has rules, you would be amazed at how many different rule interpretations I have heard. For TSR Skip Williams provides a Sage Advice for Game Mechanics. I would like introduce Cisco. Cisco is going to be the Ravens Bluff Sage. Questions regarding the campaign should be addressed to him. These questions to be pertinent to the campaign.

Next, I have placed Todd Smart in charge of requests from conventions for magic trading. Instead of making sure Robert is at your convention to trade magic items, Todd will be able to get you magic items for trading and have some unique pieces only for your convention. NOTE: There will be no blank certificates and the walk up and ask for an item not on the proscribed list will not be allowed. Only the packaged certificates that are mailed to the convention coordinator will be for "sale". Each item will have a set price and each item in the campaign has a set value. Todd and Steve Hardinger will maintain the list of item values. It is not a

negotiated value, and all the convention will work with the same item values.

The goal is to provide to convention coordinators a list of items and procedures for all the above organizations prior to Winter Fantasy. The plot coordinators will be writing stories to fill up the Trumpeter pages but stories from the network are still requested. What we are attempting to do is to create a living moving campaign with multiple plots and manipulations constantly on-going. To that extent the third position that is going to be formally announced is that of Campaign Development Director. These people are completely responsible for developing and providing authors for an extension of the campaign. At the 1997 Gen Con Game Faire, we introduced the first extension: Procampur. This is going to be directed by Jay Fischer (jlorien@concentic.net), who has been directing it since its premiere. The other extension that will be premiering at the 1998 Gen Con Game Faire, will be the High Level Campaign-Underdark. This campaign extension is for characters with at least 150,000 xp accumulated and is based on eight hour events. Lee McClurkin (McClurkinL@aol.com) is the director of this extension.

This is not the end of the extensions. Already, a network member is doing the initial building of another high level extension which will allow characters into the outer planes. It is unsure as to when this extension is going to premier but given the trend the 1999 Gen Con Game Faire might be a pretty good bet, although there are a number of modules planned for the six months leading up to the premiere.

I will be more than happy to accept any questions or comments on the new organization and/or how it works. I am exciting at the possibilities and I hope you are too.

Dan

One special note: Living City authors, please e-mail your modules to both RPGAHQ and myself to begin the review process, that will save a lot of traffic between Robert and I. If you already have a module submitted for a convention in the next six months I would still like you to forward a copy on to me. Thanks.

LIVING CITY Questions and Answer

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Q: Does Living City use the *Chance to Learn Spells* and *Maximum number of spells per level* for wizards based on their intelligence?

A: Yes on both accounts. Your wizard should make a learn roll to learn any new spell and is limited to the number by their intelligence it is a core rule. Even though listed as an optional rule this is one that we do utilize.

Q: I was wondering are Enlarge spells cumulative?

A: We went right to core rules interpreter Skip on this one and the answer is no. *Haste* and *Potions of Speed*. Two stoneskin spells. An enlarge and *wand of size alteration*. None of them are cumulative since they all use the same basic effect.

Q: Can Half-elves become crusaders?

A: Use the half-elf ruling from Trumpeter 2-1. If the half-elf is allowed to be a specialty priest of a deity and that deity allows crusaders than yes they can be a half-elf crusader of that deity.

Q: Some druids have the spell *thorn spray* which allows the druid to throw a large amount of thorns at opponents. If *prayer* was cast upon the caster would each thorn do two points of damage rather than one?

A: The rule we are using is "you only add the bonus once per target" for prayer. This will affect the spells like *magic missile* and *thorn spray*. Thus, a *magic missile* spell doing 4d4+4 would do 4d4+5 to a single opponent if under the prayer spell, but could be used to do 2d4+3 to two different opponents.

Q: Can my priest character change deities?

A: If a cleric (specialty priest or otherwise) changes deities, the following happens:

Immediate loss one a level, placing the character at the beginning of the previous level. This level can ONLY be restored through adventure and gained experience.

If the character wants to become a specialty priest of the new deity, they must spend the next year (real-time) of adventuring only earning half experience. During this time the priest is only a cleric with no special abilities or spells.

The character can never return to the graces of the first deity and loses all benefits that they were once blessed with.

This may only be done once. An attempt to switch a second time is NEVER allowed.

This applies to paladins as well as clerics.

Q: Can any mage use elven chain and cast spells, or only elven fighter mages? What about dual classed fighter-mages?

A: Only elves. Other races can wear it, but would not be able to cast spells.

Q: Rangers can wear up to studded leather and still use the two-weapon style of fighting with no penalties. Can they wear elven chain since it is both lighter and less restrictive?

A: Yes. They may. How about that a rather simple question and easy answer.

Q: If you polymorph a horse into a Griffon and that Griffon gives birth, would the young be Griffons?

A: In LC, any polymorphed creature becomes sterile until it resumes its original form.

Q: In the Living City Campaign, are the racial minimums that are stated in the players handbook supposed to be followed?

A: Table 7 in the PH is supposed to be followed! The maximums are allowed -- but this doesn't mean much, as racial ability adjustments are NOT used. This means that the actual min/max for a race is what is listed in Table 7. No race can have a starting stat over 18. Racial level limited should also be followed.

Q: In F&A on p 184 it says "druids with Wisdom and Charisma scores of 16 or better earn a 10% bonus to their experience points gained." Is this correct?

A: Yes it is. Druids do get the bonus for high statistics.

Q: Are clerics, limited to wholly type B weapons, allowed to use other weapons if they dual or multi-class?

A: No, A fighter cleric must abide by the weapon restrictions of their cleric class or lose all granted spells and abilities.

Q: I had someone with a chain of silver links (from Test of Fates Strength) and used them to heal 24 hit point is this legal?

A: No. The links can not be forged into a chain, the magic will be dispelled. Each link must be held by the user and willed to heal. It takes one round per link.

Q: Does a 8/8 fighter/cleric get a saving throw against a *chaos* spell cast by a 9th level wizard? How about an 8th level ranger or paladin getting saves?

A: This question has been forwarded to Skip since it is a core rules interpretation. However, in the meantime the answer we are going to use in the LIVING CITY Campaign is that the fighter/cleric would get a save but that neither the Ranger or the Paladin would get a save.

Q: If a fighter specializes in a weapon like a short sword or war hammer and uses one in each hand, does he still get the specialization bonus in both hands? Does he still get the penalty for the off hand (modified by dexterity)?

A: Specialization bonus (+1/+2) can apply to both hands. It will work with the short swords since they are Size S weapons. It will not work with the warhammer since it is a Size M weapon.

Q: What is the ruling on using two weapons now?

A: The off hand weapon must be size small. The only exception is the wakizashi, which can be used in the off hand even though it is listed as size M.

Q: If a player chooses to play a cleric

of a non-evil deity from F&A or P&P, can that cleric cast those special spells listed for the clergy?

A: No. The only specialty spells allowed are the ones for deities, which we have allowed specialty priesthods.

Q: Looking at Moradin, God of the Dwarves in *Monster Mythology*, I note that it states, that these specialty priests will only use weapons, which they had a hand in crafting. I also note that it states that "even mundane weapons so constructed count as +1 weapons for purposes of determining which creatures may be affected by them (but no hit or damage bonuses apply). How should I interpret this?

A: This ability is allowed for the priests OWN weapons, and the +1 is a non-magical effect.

Q: Can Gnomes and Dwarves use size M weapons one-handed, or do they require 2 hands as with halflings?

A: Dwarves are Size class M, gnomes are size class S. On the halfling note: Halflings DO NOT downsize versions of normal weapons for their diminutive use.

Q: If my fighter dual-classes to priest and spends a slot on punching, will he get to add those to the ones he had as a fighter?

A: Yes. They can be added but use of the old slots in punching will cost the experience of the tournament until the level obtained as a fighter is passed by the current level.

Q: Time for the infamous *stoneskin* question! My wizard has a stoneskin and was hit is the spell he is casting disrupted?

A: We will use the answer that Skip gave in the Sage Advice although not all Sage answers are LC rules we use the column to help answer core rules questions. Any attack on a wizard will disrupt a spell, even if the wizard is stoneskinned. This also goes for creatures that are not harmed by an attack but are attempting to cast a spell.

Q: Polymorph Other

What are the effects and how is this spell to be used in the campaign on the PCs. This

is especially true with PCs willingly allowing wizards to change them into something else.

#1: If a PC is polymorphed into another PC race or creature it is a random shape. 50/50 for gender, and random normal appearance. They do not take on the extra abilities of the new race, and they may not change their statistics.

#2: A system shock to save versus death must be also made once the polymorph is completed. Therefore, your dwarf that dies and comes back reincarnated as a human is a human. They can be polymorphed into the shape of a dwarf (random looks) and they still are HUMAN. A PC reincarnated into a goblin is a goblin, even if they think they are a dwarf after a polymorph.

Q: Please explain the magical healing rules in the Living City.

It has come to my attention that judges are allowing magical healing to restore characters to fighting status and spellcasting status from the 0 to -10 range in hit points. I therefore did some research on healing spells in the PHB, and discovered to my expectation that they heal wounds. They do not restore consciousness, or fitness, or spells, or anything. They merely heal wounds.

Therefore, I would like to point out the following regarding the use of magical and non-magical healing in Living City:

1. If a character falls below -10 hit points at any time, he or she dies instantly. Healing applied even a second later (or anytime in the same round) cannot help the character.

2. Characters brought below 0 hit points, but who are still above -10 hit points, can be healed by magical and non-magical means. Both kinds of healing restore the character to 1 hit point, but not to consciousness.

3. Characters restored to one hit point are still unconscious, but may be awakened by other characters in the next round (awakening takes one round). After that, the character can limp out of harm's way or quaff a potion. No other actions are permitted, including attacks, defenses (so these characters do not receive a dexterity bonus to AC), casting spells, or using other magical items. One might say that it does not take much effort to fire a wand, and one would be right. This may not make sense. Nonetheless, use of wands is prohibited to these characters along with all other actions, which do not involve leaving the field or drinking a potion.

4. Characters restored to one hit point may be healed magically or non-magically.

Such additional healing does not restore consciousness (with the exception of a heal spell). Characters who have been healed from one hit point can engage in combat at their current hit points, so giving someone a goodberry and sending them into the fray at 2 hp is allowed (though stupid).

Q: How about coming back from the dead?

I did not think I would have to do this, but here is the official policy on coming back from the dead in Living City: Spells that raise you from the dead must be cast on you at the same tournament round in which you died, period, unless you have a specific written exemption FROM HQ. This means that if a character dies, a PC priest can cast raise dead (or resurrection) if the priest is playing in the tournament round. PCs not playing cannot cast the spell even if their players are called over to the table -- they were not there. If no such priest is among the adventuring group, then the PC must find the means to have a raise dead spell cast at that table, before the game breaks up, and the spell must be adjudicated by that judge. If the character cannot be raised at the table, then the character is lost. Raise Dead and Resurrections can be at later tables with the normal costs. Some PCs issue their own "favors" to other PCs saying that they will cast raise dead spells on PC friends who are not in the adventure. I believe that this kind of thing should act as a temple boon, in that if the dead PC can be gotten to the PC who issued the boon in the time allowed for the spell to work, then the character can turn the cert over to the judge and have the spell cast (and adjudicated) at the original table.

Remember, please send questions to Cisco. All questions sent will get answered and we keep a file to keep populating this section, NOTE: ruling that are official will be placed in the Trumpeter and be available through the website - DAN