

- Report from the Noble Houses of Ravens Bluff
- New Knighthoods
- Temples still having trouble

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# The Trumpeter



*The Newsletter of  
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## OLD WAYS ARE NEW AGAIN

*Life gets back to normal on the top of the Hill*

by Alaric Harland, Trumpeter Staff  
Reporter to the Noble Houses

Since the ending of the war, nearly a year ago, the reconstruction of many houses belonging to the noble families of Ravens Bluff has been slow going. However, since many were left in ruin and without heirs, there have been alliances forming for the sake of keeping the noble families from falling and to rebuild what was lost.

Lord Jason Leavenhart has decided to marry Heartwarder Rachel LeFleur. A spokesperson from the Temple of Sune says that the temple "is very pleased with this union as Lord Leavenhart is most worthy of the Priestess Rachel and it may strengthen our petition to be admitted to the Clerical Circle." When asked for a comment about marrying out of the "nobility" of Ravens Bluff, Lord Leavenhart said that he has found a "...beautiful, caring, graceful woman to become the 'Lady' of my keep and the mother of my children. Just because Rachel isn't of noble birth doesn't mean she can't become a 'noble woman'."

Another union between noble and commoner is in the Thorin house. Sir Alexander Fireball Thorin married an elven commoner known as Dominique. It is a well known fact that many were opposed to this marriage. As Commander of the Treasury Defense in

Ravens Bluff, many parents were hoping that this Paladin of Tyr and Knight of the Right Hand of Tyr would have entertained offers for their young woman. Included in this group was Lady Lauren DeVillars who has a single niece. "Sir Alexander has gotten himself a real handful in Dominique. It's no secret that she has caused him great embarrassment in the past with her excessive behavior, lack of manners, and questionable associations. However, I have to give her credit for aspiring to be like her betters by going to Finishing School. But, you can't acquire good breeding, just a dim imitation."

At press time, Lady DeVillars was attempting to put her own house to rights. Her son, Ramsey, returned to Ravens Bluff from his travels abroad to aid in the war effort two years ago. Ramsey has been pledged to Revelmistress Rachel Arren, second in command of the Tower of Holy Revelry to Lliira and heir to the Arren estates. Lord Ranulf Arren is completely in favor of this match. "It is about time Rachel settled down with someone who understands her beliefs and has some influence in commerce in Ravens Bluff. I believe this betrothal should have happened when these two were children."

Lord Russell Roland of the Advisory Council has decided to find his sister,

Bevis, a husband. She has come of age and Lord Russell is beginning the search with the younger Lords of the city, some who arrived with their title as a result of the war. He feels that Bevis would be quite an asset as the Lady to a newer house and well suited to an upstanding young noble. You may contact him through his secretary at MacIntyre Manor if you wish to be considered for this match.

Another very prominent noble, Lady Katharine Marie Moorland, member of the Council of Lords, has also decided to finally start seeking a husband. Her parents, Lord Philneas and Lady Arlayna are hoping that their only daughter will be able to find a "love match" as they did. In this time when it the noble peers are returning to arranged marriages, the Moorland's feel that Katherine should have a say in choosing the man she will marry.

### NOBLE EFFORTS IN RAVENS BLUFF

by Alaric Harland, Trumpeter Staff  
Reporter to the Noble Houses

Reconstructing a home or a business is never easy and, in the aftermath of war, it can be impossible. In the Noble District of Ravens Bluff, several of the estates

were devastated and are finally starting to be rebuilt to their former glory. Unfortunately, there have been some startling surprises with the efforts.

Amidst the ruins of various estates, proof of arcane rituals has been discovered. Some have been incredibly dangerous. It appears that gates were used to transport extra-planer beings into the city as well as two humanoid sacrificial rites. There have also been small bands of undead, possibly left over from the war. This reporter was able to get an exclusive interview with the "Black Knight" of the Raven Knights.

It is the Trumpeter's privilege to have this exclusive as the Black Knight reveals his true identity and fills us in on the potential threats from the Noble District ruins.

**Trumpeter:** To the populace of Ravens Bluff, may you be presented to Lord Drake DeVillars, the Black Knight, and son of Lauren DeVillars.

**DeVillars:** It is my esteem pleasure to be giving this interview. I thank you for the opportunity to reveal my identity to such a reputable source of news.

**Trumpeter:** Why have you kept your true identity a secret for so many years?

**DeVillars:** I wanted to be able to prove myself worthy to the citizens of Ravens Bluff without the aid of my family name. The best way for me to do that was to assume a name and distance myself from my family.

**Trumpeter:** Was there a falling out between yourself and your mother, Lauren?

**DeVillars:** No, I have the utmost respect for my mother and my family. I love them dearly. However, I aspired to become a Lord and General in my own right and I didn't want the possibility of my family name as elevating me to the positions I now hold to be hanging over my head.

**Trumpeter:** It is rumored that you have found evidence in the ruins of many

noble houses of arcane rituals? Is this true?

**DeVillars:** Unfortunately, this is the case. The Noble District was not well patrolled during the war. My men and I have found shrines to Evil gods and evidence of extreme necromantic endeavors. We believe that many of the problems now occurring in the city are stemming from the Noble and Temple districts.

**Trumpeter:** Is there anyway of tracing what, exactly, has been going on?

**DeVillars:** I am currently working with the Chief Prelate, Lord Darkarrow, the newest Raven Knight and the Archmage of the Wizards Guild trying to piece everything together. At this time, I don't believe there is any reason for a great concern or an imposition of Martial Law, yet.

**Trumpeter:** Is anyone currently patrolling the reconstruction sites at this time to prevent any further "dangerous" activity there?

**DeVillars:** Absolutely. I have members of different knighthoods currently taking turns at duty as well as various Lord's Knights. In addition, I am asking the military for some guard troops until things settle down.

**Trumpeter:** Are there any specific finds or problems that you are free to inform us about at this time?

**DeVillars:** No. I feel that it is in the best interest of the owners of the estates and the city in general, that no specifics are given at this time. However, I am sure there are plenty of rumors going around the adventuring community.

**Trumpeter:** Many of the noble families, yours included, seem to be making alliances through arranged marriages. Are you also looking to take a wife? You are the leading heir to the DeVillars estate.

**DeVillars:** My mother is starting to pressure me into taking a wife and starting a family. I know she is right, I just haven't had the time as of yet to see to courting any of the Ladies in Ravens

Bluff. I do have a certain family in mind to form an alliance with, however, I have yet to approach them on the subject.

**Trumpeter:** Now that you have revealed your identity, do you feel that it will have a serious impact on your standing as a Raven Knight and a member of the Knights Council?

**DeVillars:** No, I do not. I have gained my own titles and place in the military of Ravens Bluff. I believe that my family name will now be a benefit as my mother was the original benefactor of the knighthoods in this far city.

**Trumpeter:** On behalf of the Trumpeter and its readers, thank you for allowing this interview, it has been a great pleasure. We look forward to talking with you again.

## A Tale of Two Temples

By Tessa Desmodona

If one temple of Sharess in the city of is enough to hold an early curfew for the youth of Ravens Bluff, imagine the shock to the citizens when the House of Desires established themselves as an additional worshipping ground. Priests of the Clerical Circle were outraged as well as the owner and clergy of Inferno Hall, the original temple to Goddess of excess & lust. The Clerical Circle's hands were tied because the House of Desires was registered as a merchant house, not a new temple to the city. Within a matter of weeks, rumors floated throughout the city that the House of Desires, with their keen sense of business, way trying to oust Inferno Hall and acquire their worshippers, clients, etc..

Recently, the enigmatic owner of the House of Desires, Ceraphane, invited the proprietor of Inferno Hall and members of the Infernal Hunt Club, the social / adventuring organization branch of the temple to dispel all circulating rumors and give them a tour of the House. "I am quite impressed with the operation Ceraphane has established as both a

magic trading house and a holy shrine to the Goddess”, Inferno Hall owner Denzil Lassar (*played by Joe Cirillo, NJ*) commented, “Our philosophies are on the same level and we both have much common ground to stand on. I see us doing much business with her in the future.” Those comments might be holding true since it has been rumored that the two have had more extensive meetings besides the initial one.

### Temple of Lathander Crumbles!

By Tessa Desmondona

The Circle of Four apparently have struck again. This time, the terrorist elemental group has destroyed the Temple of Lathander. Upon inspection, it seems as if the unnatural disaster occurred via the use of an “earthquake spell”. Priestly casualties have been taken to the Temple of Selune for healing purposes. With the temple in complete rubble, worshippers of the God of Dawn believe that Lathander has forsaken them and is not listening to their prayers. Chief Prelate Relam Dayspring trying to maintain the faith within his clergy and order amongst the clerical circle, was recently approached by an individual, which he himself has dubbed “a savior”.

The Chief Prelate just signed a contracting agreement with Sembian native, Raphieonas for the construction of a new temple to Lathander. “Raphieonas comes from a long line of temple builders, generations actually. His vast engineering skills combined with his deep sense of spirituality will restore the faith amongst Lathander’s followers, if not increase it by a great measure.”, the Chief Prelate stated in his public address.

Raphieonoas, unavailable for comment at the time, will be a part of the ground breaking ceremony next month in which he will reveal the plans he has for the construction of the new temple. From

what he told Relam Dayspring, the Contractor is looking to set up shop in either the Temple of Merchant district as well as looking for housing of his loyal construction crew.

To this date, the Circle of Four, still remains at large.

### Knighthly Information

Inside of more articles and such, I have some new information regarding the knighthoods in the city to present to you here. The details for joining the organizations will be coming out shortly but here is the information “Hot off the Presses”.

The following additions are being proposed by the Knight’s Council in order to expand the existing orders of Knighthoods recognized by the city of Ravens Bluff and the Knight’s Council itself. These new ‘sub-orders’ are being developed in response to the special needs that were realized during the recent war with Myrkyssa Jelan and her army. These new orders are meant as a way to offer those citizens of Ravens Bluff who aspire to one of the Knighthoods differing paths to chose from in order to more fully utilize their individual skills and talents. Each knight candidate would enter the ‘base’ order and then start their training to move into one of the most specialized areas. The amount of time needed to reach the requirements for the new groups vary and are still being determined at this time. However, I hope to have the full list of requirements agreed to by the Knight’s Council shortly and will be more than happy to discuss them with you at that time.

### Knights of the Golden Roosters

The Golden Crown Roosters

- These knights are tasked with working to maintain the unity and cooperation between the other various Knighthoods.

### Knights of the Griffin

Knights of the Griffin Guard

- The Griffin’s aerial combat unit. This unit is specially trained to defend the city from threats that may come by air, such as the attack of a dragon.

Knights of the Griffin’s Wing

- The Griffin’s sea unit. This unit would be assigned to protect ships from Ravens Bluff during those times when our sea trade is being threatened.

Knights of the Griffin’s Talon

- The Griffin’s land based units (infantry & cavalry). These units would comprise the main body of the Griffin Knights as they are the units most likely to be called to duty during a conflict.

### Knights of the Dove

Dove Emissaries

- The Dove’s diplomatic unit. These knights have dedicated themselves to trying to find a peaceful solution to most problems but realize that sometimes force is necessary.

Order of the Rose

- The Dove’s healing/caregivers unit. These knight, due to their talents with the art of healing are the one that feel that they are called to give aid to those in need.

### Knights of the Hawk

Order of the Hawk Brotherhood

- The Hawk’s special missions unit. These knights are called by the city and it’s military leaders to conduct special, and extremely dangerous mission.

### Knights of the Right Hand of Tyr

Order of the Hammer

- The Right Hand of Tyr’s unit that is dedicated to the service of justice as it is dictated by the law.

Order of the Shield

- The Right Hand of Tyr’s unit that is dedicated to the service of justice that is tempered with wisdom and mercy.

### Knights of the Phoenix

Order of the Crimson Phoenix

- The Phoenix’s unit specially trained to deal with those undead threats that may present themselves.

Order of Aster

- The Phoenix’s unit specially trained to deal with those extra-planar threats that may present themselves.

Currently there are no plans by the Knight's Council to expand the following orders:

- The Pillars of the Realm
- The Keepers of the Mystic Flame
- The Order of the Raven

I must say that this time that if a knight chooses to specialize within his/her current order they will not be able to then move at a later date to one of the other groups within that particular knighthood. An example would be that if a Knight of the Dove wished to move into the Order of the Rose his/her training would preclude them from entering into the Dove Emissaries. The knight, at a later date, may then decide to move into one of the higher tiered orders as usual with only the requirements of the new order needing to be met in addition to any required time needing to still be spent in their current position.

## The Blood Guard

Ravens Bluff's Aerial Knights

*by James Alan*

The Knights of the Griffin Guard are an elite order within the Griffin Knights. They are a special aerial cavalry unit that uses their fierce griffin mounts in battle to defend the city of Ravens Bluff and her peoples. They are masters of aerial combat and strategy and as natural leaders they are often assigned to command troops of the city's army. When it is needed these knights form into aerial units that defend the sky above Ravens Bluff.

These Knights enjoy flying on their griffin mounts and are trained in special techniques with them. They are the most fearsome and calculated warriors of the Griffin Knights. The Knights deliver lethal blows while their mounts rend their opponents limb from limb and this has earned them the title of "The Blood Guard". The

greatest honor for any Griffin Guard Knight is to fight overwhelming odds or fantastic beasts while flying on their mounts. These proud knights are fearless in combat and would be insulted if they were accused of being a coward.

Their honor and the honor of the other knights of their order is imperative to the Griffin Guard Knights. Once their word is given they are honor-bound to complete the terms of their agreement. They have also sworn to deal fairly with all those they meet.

The Knights of the Griffin Guard are elite aerial shock troops used for the defense of any skyward assault. They also keep an ever vigilant watch over the city as you will always find two of them flying over the city in search of any danger from above or below on the ground. If it is needed, one of them will assist while the other calls for help. The guard may also act as courier, reconnaissance, or sent behind enemy lines to fight or rescue those in need. During a war these knights form "wings"(a group of six) and carry out their mission. Some are even assigned to other griffin units on the ground or at sea.

*To become a Griffin Guard Knight a character must have been a Griffin Knight for a year. They must also have learned how to ride a griffin (airborne riding proficiency - griffin), and have received the honors of the Griffin Helm and the Griffin Feather Necklace. They must be warriors of at least 7th level or a bard, priest, or wizard of at least 9th level, thieves are frowned upon within the order. The character must have at least twelve (12) chivalry points, 5 knightly honors, and a Wisdom of 13 or more to become a Griffin Guard Knight.*

### **Responsibilities:**

- The Griffin Guard Knights take their oath very seriously. They are very strict in their adherence to the tenets of their order.
- A Griffin Guard Knight must protect and defend the citizens of Ravens

Bluff at all times, regardless of an individual citizen's social status.

- A Griffin Guard Knight must not, whether through action or inaction, allow harm to come to an innocent.
- A Griffin Guard Knight must not allow any personal or obligation to keep them from fulfilling their duty to the city and its people.
- A Griffin Guard Knight must always be a symbol of chivalry. They must respect and honor brother and sister knights of all orders.
- A Griffin Guard Knight must obey and respect the rules of war and show mercy to a defeated honorable foe.
- A Griffin Guard Knight must accept any valid challenge to their honor. Most duels will only be carried out until 2nd blood is drawn.
- A Griffin Guard Knight must defend with their lives any threat to the city from above.
- A Griffin Guard Knight must contribute 10% of their income for the upkeep of Griffin Hall and their mounts.
- A Griffin Guard Knight must uphold the vows of the order at all times.

### **Benefits**

- A secure room with a bed and storage facilities at Griffin Hall.
- A 20% reduction the cost of non-magical weapons and armor from the orders weapon master.
- If a knight is killed while undertaking a mission for the order (Knights Adventure), and his body is recovered, the order will make arrangements to have a raise dead spell cast on them for 30,000 gold pieces.
- Due to their intense training with their griffin mounts, they will receive an additional non-weapon proficiency slot, which must be spent on airborne riding specialization-griffin. This skill takes a year to learn due to the handling and unique maneuvers that they will have to learn.(Knights will receive a certificate describing their abilities)
- They receive a Griffin mount which may only be used in official

capacity.(i.e. If the module lets you use it)

- They receive a +1 save vs. any magical or non-magical fear or terror effect.
- The Knight may recommend a squire for admission into the knightly order.
- The Knight qualifies for another knighthood with 3 fewer chivalry than those who become squires for the other order.
- The Knight receives two fame points for every knightly honor awarded, and one fame point for every chivalry point awarded. These may be divided among any appropriate categories.
- A Griffin Guard Knight may not serve in any branch of the city watch.

### **Special Honors**

- Blood Cloak - Awarded to Griffin Guard Knights who defeats aerial enemies that out-number them 4 to 1 or who defeats a creature of legendary status.(i.e. an ancient red dragon of renown)
- Golden Feather - Awarded to a Griffin Guard Knight who dies while saving the city or its people from an aerial threat.

## **Dove Emissaries**

Ravens Bluff's Diplomats

*by Jason Nichols*

The Dove Emissaries are a branch of the Knights of the Dove who specialize in foreign affairs. Their primary duties are to preserve the safety of Ravens Bluff from foreign powers, to represent Ravens Bluff's interests abroad, and to protect the rights of Ravens Bluff's citizens who travel to foreign lands. The Dove Emissaries serve as ambassadors to the many different powers around Toril, as well as serving in the diplomatic corps of the army.

*To be eligible to become a Dove Emissaries, a Dove Knight must have the following proficiencies: Heraldry, Etiquette, Read/Write Common, and Speak a modern language in addition to Common. In addition, they must have received either the Red Rose Ring or the Dove Bracelet and must already be*

*a Dove Knight, must have earned at least 12 chivalry points, have a minimum Charisma score of 13, and must be willing to accept the a foreign posting for 3 months a year (in game terms, the character will not be eligible to adventure for 3 months out of the year, as listed below).*

### **Responsibilities**

- All responsibilities as outlined for the Knights of the Dove still apply.
- Dove Emissaries are expected to serve in a foreign post to help the city maintain its foreign relations. This means that a Dove Emissary will need to spend at least 3 months a year away from the city, building relations with a foreign country. The Emissary may petition for a station, but the Dove council as dictated by the needs at the time will decide the actual posting. The posting should be applicable to the language spoken by the Emissary. The months that the council feels are the most productive for the Emissaries are: Kythorn, Flamerule, and Uktar. (June, July, November)
- While in the city, Dove Emissaries are expected to assist visitors from foreign lands to understand and obey Ravens Bluff's laws and customs. While the knight's first duty is to Ravens Bluff, it does aid the city if foreigners are not made to feel unwelcome. However, those that do violate the city's laws should be apprehended and turned over to the appropriate authorities.

### **Benefits**

- Instead of the potion of healing that standard Doves are allowed to borrow, Emissaries are instead allowed to borrow a potion of extra-healing under the same conditions.
- In times of war, Dove Emissaries will serve as advisors and negotiators for the military of Ravens Bluff and will hold a rank of major.
- Because of their extensive training in their diplomatic post, Emissaries receive either Reading/Writing of the language of the area they are assigned or local history for their assigned area as bonus Non-Weapon proficiencies.
- An Emissary may write a letter of recommendation for a squire's admission to a knightly order.

- An Emissary qualifies for another knighthood with three fewer chivalry points than those who squire directly to another order.
- An Emissary receives 3 fame points upon being accepted to the order. All other fame benefits are the same as a Dove.

Because of their extensive duties outside the city, Dove Emissaries may not be members of the city watch or any of its special branches.

## **Faithful Knights**

Ravens Bluff's Knights of the Pillars of the Realm

*by Brian Miller*

The Pillars of the Realm is one of the religious orders of knighthood that has been established within the city of Ravens Bluff. However, unlike the other three religious orders, which are sponsored directly by specific temples, the Clerical Circle itself sponsors the Pillars of the Realm. These "Pillars of Virtue and Civic Responsibility" have pledged to support the Clerical Circle in accomplishing its duties and to serve as the city's conscience. The order was established to act as a source of protection against the rise of evil clerical powers within the city and to combat the intrusions of lower planar creatures. Both are strongly striven against whether they directly attack or seek to "merely" to corrupt the citizens of the city.

One of the primary tenants of the order is to help maintain the harmonious relationships among the civic religion's temples and to punish those that work against the common good of the city and its people. The order's members strongly believe that they are called to act as a living shield for the people of Ravens Bluff and they constantly strive to become true symbols of their respective faiths.

While these knights swear loyalty to the city, their first duty is to the Clerical Circle. Extremely loyal and well disciplined, this elite group of knights work to protect the balance of religious tolerance that allows the city's differing believers, both clergy and laity, to live together in peace. The knights know that evil forces constantly work to break down the stability that the Clerical Circle offers and will do whatever it takes, even to the point of sacrificing their lives, to see that it remains whole. In an effort to root out the evil influences the Pillar Knights are sometimes required to go undercover to seek out evidence of evil religions that are trying to recruit followers and to find hidden sanctuaries within the city. They are also tasked at times to track down priestly criminals and return them to the Ecclesiastical Courts for trial. The Pillars of the Realm are also the ones that step in to a conflict between the temples of the civic religion before things can come to blows. The Clerical Circle in maintaining relations uses this action as the last measure of enforcement of its will. More common, however, is the "cordial" visit by a knight to a particular temple whose priests are encouraging or tolerating slander, etc.

When not attending to assignments given them by the Clerical Circle the Pillar Knights are often seen working among the common people. They freely give their aid to those in need without hesitation or thought of recompense. They assist by giving food to the poor, lending a helpful hand where necessary, and by trying to guide those who may have lost their direction in life – alcoholics, petty thieves and the like – back into the community of good and productive citizens.

*To become a Knight of the Pillars of the Realm a character must either squire directly to the order or enter from another knightly order as a knight/squire. The squire should have at least two of the following (preferably all): the Religion non-weapon proficiency, the Local History non-weapon proficiency, and/or a minimum Wisdom score of 13. The character also must meet the following level requirements: Cleric or*

*Druid – 5<sup>th</sup> level, Crusader/Monk/Paladin – 6<sup>th</sup> level, Ranger – 7<sup>th</sup> level, or be at least 8<sup>th</sup> level in any other class.*

### **Responsibilities:**

- Pillar Knights must tithe 10 percent of all wealth gained to the Clerical Circle to help it fund civic projects like feeding the city's hungry, training people to get jobs, and building homes for the homeless. This tithe requirement is in addition to any other tithing the character may be required to perform.
- Pillar Knights must assist in the defense of those temples whose practices may not sit well with the majority of the population, but are, in fact, not evil.
- Pillar Knights must uphold their vows and respect the laws and authorities of Ravens Bluff.
- Pillar Knights must respond without pause to an order by the Clerical Circle.
- Pillar Knights must protect and defend the citizens of Ravens Bluff at all times regardless of the individuals religious beliefs so long as those beliefs are not in violation of the prohibition against the evil religions.
- Pillar Knights must show respect and honor to their brother and sister knights regardless of the order.

### **Benefits:**

- When knighted, the character receives the Ancient Religion non-weapon proficiency. This proficiency acts just like the Ancient History non-weapon proficiency except that it refers only the ancient religions in Faerun. The proficiency is based off the character's Wisdom statistic with a -2 modifier. The character also receives a +1 bonus to their Religion non-weapon proficiency due to their training in the religions of the city.
- If after a mission and a Pillar Knight is in need, the following spells may be cast at the following costs: Heal - 20,000gp, Raise Dead - 30,000gp, Resurrection - 80,000gp, Restoration - 70,000gp, and Regeneration - 70,000gp. Half of this cost must be in the form of magic items that are turned over to the temple at the time the spell(s) are cast. These prices reflect a benefit for the knight and may

only be applied to spells cast directly on him/her.

- If the knight is going on a very dangerous mission he/she may, for a donation of 1,000gp, acquire a "Token of Faith" from the Clerical Circle. This token allows a 5% chance that a failed saving throw will succeed by 'faith alone'. The token grants this boon but once and if unused must be returned to the Clerical Circle at the end of the adventure.
- The knight may write recommendations for a squire's admission into the knightly orders of the city.
- The knight qualifies for another knighthood with three (3) fewer chivalry points than those who squire directly to the order.
- The knight receives three (3) Fame points upon being accepted into the Pillars of the Realm, two (2) Fame points for every knightly honor received, and one (1) Fame point for every chivalry point received. These Fame points may be divided among any of the appropriate categories.

## **New Crown for Roosters**

Ravens Bluff's Knights for the Knighthoods

*by Scott Crater*

Recently, the Golden Roosters have been improving both their image within Ravens Bluff and the quality of their own knights within the order. The stricter regulations and enforcement of the rules have greatly helped this to proceed at a steady pace. Now that this issue has been addressed, the Roosters have tackled another growing concern.

In the past, some of the best Golden Roosters have left the knighthood to join another order. These other knightly orders have a higher ranking and hold more prestige than the Roosters. Who can blame these knights for striving for the best! Many of these fine knights would have stayed if further advancement were possible.

If you look at the various knightly orders closely, the Golden Roosters happen to be the most versatile (except for the elite Ravens.) The Griffins embrace battle skills; the Hawks, information gathering and scouting; the Doves, peaceful negotiations and non-violent solutions; the Phoenix, dealing with the undead; and the other religious orders, their own specific agendas. Since versatility in party members can be such a decisive factor on missions, its importance should not be overlooked.

With these concerns in mind, the Contessa Conchita Maria Martina Delores DeFalco (Ladyhawke), a highly decorated veteran of the Roosters, outlined a plan to establish an elite corps of knights known as the Golden Crown Roosters, or the Golden Crowns for short. They would be equal in rank and status with the other elite corps of knights (like the Griffin Riders) and would have stricter admission requirements and more responsibilities. Ladyhawke met with Sir William Longbottle, Lord High Commander of the Golden Roosters, who fine tuned the plan and then presented it to the other leaders of the various orders and to the Lady Lauren DeVillars. The plan met with unanimous approval, and since many knights of the other orders started out as Roosters, the Gold Leaf Cluster honor was especially well received.

#### **To become a Golden Crown, a knight must have the following qualifications:**

1. At least one complete year of service with the Golden Roosters.
2. Experience enough to be considered a veteran (100,000 experience points.)
3. Two knightly honors specific to the Golden Roosters.
4. Three general knightly honors.
5. At least 12 chivalry points.

#### **A Golden Crown gains additional benefits, a knight is:**

1. Awarded the Badge of the Golden Crown, which is a gold badge in the shape of a rooster wearing a crown (the official insignia.)
2. Given a knightly rank equal to that of the other elite corps knighthoods (like the Griffin Riders.)
3. Promoted one rank if the knight is a member in the armed forces, city watch, etc.,...
4. Presented a private room and bath at the Roost.

#### **A Golden Crown has additional responsibilities, a knight must:**

1. Actively attempt to recruit new members into the Roosters.
2. Teach lower ranking Roosters the finer points of knighthood.
3. Act as a primary force in all adventures, setting a golden example to all.
4. Work towards maintaining unity and cooperation between the various knighthoods.

**Important Note:** Knight/Squires to other orders may not become Golden Crowns.

### **THE GOLD LEAF CLUSTER**

The Golden Roosters award this medal of valor to a knight from any order. It is given for performing an act of heroism above and beyond the call of duty in defeating an evil plot against all the knighthoods of Ravens Bluff. The knight in question must have knowingly put himself in great danger, risking severe personal injury or even death. Because of the rarity of this honor, what it represents, and the great risks involved in receiving it, the Gold Leaf Cluster is magically enchanted. It grants the knight a +2 bonus on saving throws versus fear,

allows him to cast *Remove Fear* (not reversible) once per adventure, and allows him to cast a limited *Cantrip* once per day. The *Cantrip* is only good for the cleaning type aspects of the spell, which is useful for maintaining a knightly appearance. It can only be activated by the knight who receives it, and it will temporarily cease to function if he is suspended or performing some act of penance.

The Gold Leaf Cluster is a medal intricately wrought in gold. It has one golden leaf for each of the Ravens Bluff knighthoods, each with its own heraldic symbol etched into the leaf.

### **Knights of the Hawk**

**Flying at the throat of the city's enemies, the Avenging Hawk**

**by John A. Harnes**

In a world filled with potential enemies, the Knighthood of the Hawk was founded to protect Ravens Bluff from both those who would wage open warfare, and those who skulk in the shadows. Hawk Knights watch, wait, and after uncovering an enemy's evil plot, they strike with all the ferocity of a bird of prey. When City officials need someone to do surveillance work, act undercover, or scout out an enemy's troop positions, they look to the Hawks.

The enemies of Ravens Bluff don't play by the rules, and the members of this Knighthood are expected to do whatever must be done to counter these threats. They are the City's shadow Warriors, ready to blend in and walk unseen among the city's enemies until they are ready to strike. This Order is known to attract loners, and those who have the wits to hold their own tongue, while listening and remembering everything everyone else is saying.

The best weapon useable by Hawk Knights is their wits. They pride themselves on trying to outwit and fool

their opponents. These Knights prefer to make opponents appear ridiculous, thereby destroying the threat without creating another pile of corpses.

However, when the need is great these Knights are known to be experts at killing the city's enemies. These Knights have sworn to protect the city and its inhabitants, and they are prepared to go to any length to accomplish this oath.

A Hawk does not brag or boast. They learn to act in whatever guise is needed, from humble beggar, or town drunk, to a menacing mercenary that some evildoer is trying to hire. They go where they must, and do anything that has to be done to protect the security of Ravens Bluff. They are loyal to their fellow Knights and are devoted to the ideals of this Order.

Should a Knight of the Hawk be caught violating his oath and abusing his position to enrich himself, the Knights Council has the authority to remove the character from this Knightly Order. If the City laws have been violated, the character can, and will, face the harshest penalties available for each offense.

Hawk Knights that speak, read, and write Elvish, who have earned The Fellowship Ring and have been awarded The Hawk Tattoo, can apply to the Knight's Council for membership in an elite guard unit within the Order known as the Hawk Brotherhood. This guard unit is called on by the city, and its military leaders, to conduct special, and extremely dangerous, missions.

To become a Knight of the Hawk, a character must squire directly to the Order or enter from another Order as a Knight Squire. All candidates for this Knighthood must have reached at least 4<sup>th</sup> level as a Ranger or Druid, 5<sup>th</sup> level as a warrior or rogue, or 6<sup>th</sup> level as a priest or wizard.

### **Responsibilities:**

- For Knights of this Order, when duty calls they will always answer, no matter what personal obligations may be disrupted. City officials know that when a problem arises, a Hawk Knight can be called on in a moments notice to search

for the city's enemies, or recover items of importance stolen by rogues and cutthroats. A Knight of this Order attending fashionable affair could soon find himself, or herself, splashing through the city's sewers. But if it must be done, these Knights are prepared to do it.

- A Knight of this Order is expected to keep their eyes and ears open at all times. While they may not personally act if they witness a violation of the city's laws, because they are working undercover, they will report such violations to the proper city officials who will deal with the miscreants as the city's laws demand.
- Knights of the Hawk live their Oaths and are ready to give their lives if needed to accomplish a mission for the safety of the City, and its inhabitants.
- Trained to kill, these Knights understand how easy it is to abuse their authority. All actions taken by a Knight that results in a death should be noted in the Knight's Diary so the matter can be available for review by the Knight's Council, if required.
- While working undercover, Knights of the Hawk are prepared to lie, steal, and betray the enemies of Ravens Bluff. They walk through the shadows bringing terror and death to those who would destroy the City and its inhabitants. All such actions should be noted in the Knight's Diary.

### **Benefits:**

- Hawks tend to study tracking, disguise, alertness, lip reading, forger, local history, and tumbling. Upon becoming a Knight, the Order will train the new Hawk with one of these non-weapon proficiencies as a bonus skill. Also, because of their training each Knight will receive a plus one bonus to their skill roles when using any of these non-weapon proficiencies.
- In times of war, Knights of the Hawk serve as members of the Army, with the rank of Captain. Because of their unique training, these Knights normally serve as military scouts or commandos, who are often sent on dangerous missions. Also, Knights of this Order can serve with the City Watch, usually

working in investigations and on undercover assignments.

- A Knight of this Order may write a recommendation for a squire who seeks admission to a Knightly Order.
- The Knight qualifies for another Knighthood with three fewer chivalry points than those who squire directly to another order.
- On becoming a Knight of the Hawk, the player receives three Fame points. Additionally, two Fame points are added for every Knightly Honor and one Fame point for every Chivalry point earned by the Knight. All Fame Points should be divided among any appropriate categories.
- Knights of this Order, who are accepted into the Hawk Brotherhood, receive a special gift from the Elvish community within the City. Knights do not speak about what the gift is, but the item can never be stolen or traded away, and is considered by the members of this group to be among their most precious possessions.

### **Special Honors:**

- **Hawk Ring (Bronze)** Awarded to a Knight who succeeded in recovering a valuable piece of information that aids the city in the defeat of a great enemy. The Knight must have acquired this information using his, or her wits. Under no circumstances should the Knight have resorted to torture to accomplish this goal.
- **Hawk Ring (Silver)** Awarded to a Knight who tricked a strong enemy so that he defeats himself.
- **Hawk Ring (Gold)** Conferred on a Knight of this Order for an action of personal bravery and sacrifice beyond the call of duty. An example of this type of action would be for a Hawk Knight to rescue a prisoner from an evil wizard's tower in such a way that the wizard would believe that letting the prisoner go was his idea, or tricking the evil wizard and his henchmen that the prisoner was still being held captive long after the Knight has freed the captive.
- **The Hawk Tattoo** The mark of honor, in the form of a tattoo of an avenging hawk in flight, is a mark of the highest honor within the Knighthood.



It signifies that the Knight has forever silenced a traitor to this Order. It signifies in the minds of those who seek to harm the City that this Knight is someone to be feared. He or she is a deadly opponent. The tattoo is placed on whatever portion of the body the Knight wishes.

## The Keepers of the Mystic Flame

By Carl Buehler

The Keepers of the Mystic Flame is an order of knighthood dedicated to protecting Ravens Bluff and its citizens from magical threats. It assists the city guard in policing the use of magic and seeks to prevent the evil or reckless use of magic. Working closely with the Temple of Mystra, The Keepers as they are commonly known, also assist in the location and recovery of dangerous magic items. In a less known role, The Keepers combat infiltration by certain foreign powers.

Directly opposed to secret societies such as the Zhentarim and the Red Wizards, a sect of The Keepers of the Mystic Flame has formed a secret society to combat the insidious plots of their implacable foes. This NPC sect believes that "the ends justify the means" using the organization and tactics of their enemies against them. It acts outside the justice system of Ravens Bluff, some say with the unofficial sanction of the city government, to alleviate or eliminate magical threats. Little more is known of this sect as its members hide their secrets, rumor has it, even from themselves and all attempts at divination have mysteriously failed.

Recently a radical faction of The Keepers of the Mystic Flame made examples of a careless spell caster and an unscrupulous magic dealer. While these actions were popular among the general populace, the city watch and the Clerical Circle are not pleased. Encouraging the summary burning of spellbooks to

prevent "stray fireballs" is an affront to the legal system of Ravens Bluff. The Clerical Circle and Mage's Guild are still trying to determine the nature of the curse placed on the magic dealer. While the Temple of Tyr is outraged, the Clerical Circle has wisely decided that The Keepers of the Mystic Flame as a whole cannot be held accountable for the actions of a radical minority.

Now more than ever The Keepers are making an effort to earn the trust and respect of Ravens Bluff. In particular, knights and squires have been instructed to show respect for the city watch and deference to representatives of the Clerical Circle. It is also considered wise to tread lightly in the presence of devoted followers of Tyr, especially knights of The Right Hand of Tyr. Furthermore, the order and the Knights' Council are carefully scrutinizing lapses in conduct by knights and squires of The Keepers of the Mystic Flame.

Squiring for knighthood in The Keepers of the Mystic Flame is more involved than in other orders. The Keepers carefully screen each applicant for the ability to read and write common, knowledge of spellcraft, knowledge of religion, faith in Mystra and/or her allies, and personality traits required to be successful within the order. A keen mind, a cool head, and the proven ability to act wisely in a wide variety of situations are necessary for initiation. (Potential squires must be at least 7th level)

For an application to become a squire to The Keepers of the Mystic Flame, send a self-addressed stamped envelope to Carl Buehler, 6 Hitching Rack Court, Durham NC 27713, attention: The Keepers.

### Squire & Knight Responsibilities

- Protect the secrets of The Keepers. Sworn in a secret initiation ceremony before being knighted, this is the first

oath sworn and breaking it can result in permanent death with no saving throw.

- Use magic wisely.
- Prevent the evil or reckless use of magic.
- Promote a good image of The Keepers in Ravens Bluff. This responsibility was recently added to The Keeper public oath by order of Chester D'Marke, the local Lord of Mystery (high priest of Mystra).
- Respect the laws and authorities of Ravens Bluff. This responsibility was recently added to The Keeper public oath at the express request of the Clerical Circle of Ravens Bluff and by order of the local Lord of Mystery, Chester D'Marke.

### Additional Knight Responsibilities

- **Carry your Octaris at all times.**  
An Octaris is a three-inch circular gray stone amulet inlaid with eight mithril stars equally spaced around the amulet in a circle. One star is directly below the top of the amulet and another is directly above the bottom. The bottom star is enveloped by red stone inlay of a flame. It is both a badge of recognition and a holy symbol usable by priests of Mystra or her allies. A Knight Keeper of the Mystic Flame can cause, by touch, the surfaces of an Octaris to "weave glow" just as a specialty priest of Mystra can generate "weave glow" upon their person. Octari are unaffected by magic as they are grounded to the Weave.
- **Guard your Thought Bottle at all costs.**  
This sacred item of Mystra contains knowledge that the Knight Keeper has placed within it because it is too dangerous to remember. Protected by secret pass phrases, these bottles are secure until Mystra allows them to be opened.

### Benefits

- A secure room with a bed provided by the temple of Mystra in Ravens Bluff.
- Free language: Spell Cant ((Int+Wis-2)/2), round up. This subtle sign language uses arcane spellcraft and religious knowledge to communicate metaphorically. It is used exclusively by The Keepers and is secure as

Comprehend Languages and other divination magic reveal the metaphors used for communication, not the message being conveyed.

- If the knight is killed while undertaking a mission for the order (Knight's Adventure), and at least a piece of the body is recovered, the order will make arrangements to have a resurrection spell cast on them for 80,000gp (half to be paid in magic items).
- The knight may write recommendations for a squire's admission into a knightly order.
- The knight qualifies for another knighthood with three fewer chivalry points than those who squire directly to the other order.
- The knight receives three Fame points upon being accepted into the order. These may be divided among any appropriate categories.
- Keepers of the Mystic Flame may serve as a regular City Watch member but not as a member of the special branches of the Watch.

### Special Honors

Each of the knightly decorations awarded by The Keepers is a special 2,000gp gemstone that appears to contain a flame frozen within it. Losing one of these gems is an immediate stain upon ones honor (-1 Chivalry Point) and selling or trading away one additionally results in immediate expulsion from the knighthood.

#### The Ruby

Awarded for defeating a being that posed a magical threat to the whole Realms.

#### The Emerald

Awarded for capturing and bringing to justice a being that posed a magical threat to Ravens Bluff.

#### The Star Sapphire

Awarded for converting a powerful magical being to the worship of Mystra. This must be a true conversion, involving a voluntary alignment change and the loss of levels this requires.

#### The Pearl

Awarded for recovering a lost or stolen Keeper thought bottle, a secret item important to the order.

## Requesting the Knight's Council Booths at LC Interactives

A volunteer who serves as the council representative will normally run the Knight's Council booth (standard event package). The identity of the council representative can be either a stock NPC knight (included in the package), or, if the volunteer has a PC knight that currently sits on the council, that PC.

If an RPGA member/player has multiple LC PC knights, each one is independent and may conduct business with the Knight's Council booth at the LC Interactive, subject to any specific interactive rules about changing which PC you are playing. However, the player shall not conduct business for each knight without leaving the area of the Knight's Council booth to allow other PC knights the chance to conduct his business. The player must have their character sheet and knight/squire record sheet(s) in-hand and present it at the Knight's Council booth.

### Standard Event activities:

1. Enrollment into the Knights of the Golden Roosters
2. Acquiring of additional knight/squire record sheets
3. Promotions of knights into higher tiered orders

### Additional activities for Full-Service Knight's Council Events:

1. Hearing grievances and/or charges brought against a knight
2. Hearing petitions for chivalry point awards not specified in modules

### Information sent to interactive coordinator:

1. Copy of the Knights of the Golden Rooster sign-up sheet
2. Copy of the Knight's Promotion form
3. Copies of the Knights of the Golden Rooster certificate
4. Copies of the oaths for the various knightly orders
5. Copy of the knight's FAQ so that questions may be answered

### Information expected back for the interactive coordinator:

1. Any unused Knights of the Golden Rooster certificates
2. The completed Knights of the Golden Rooster sign-up sheet(s)
3. The completed Knight's Promotion form(s)

### Additional information from interactive coordinator (if needed)

1. Write-ups about potential chivalry point awards not specified in a tournament module. Points may **NOT** be awarded unless the situation has been reviewed by myself, the knight in question is told only that the request is currently under review and that he/she will be notified.
2. Write-ups for questions that were not answered by the person running the booth. These will normally be questions on rulings that have not yet come up. The volunteer running the booth may **NOT** make rulings that affect the knighthoods.