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- Q&A for Monks, Crusaders and Unarmed Combat

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The Trumpeter



*The Newsletter of
Ravens Bluff
Volume 2 • Issue 5
May 1998*

Lady Mayor's Letter to the Trumpeter

Personal thanks to the Many Lords of the City

Set by Fred Faber

I would like to personally thank Lord Generals Rashavorak Dandelion and Uldred DeepAxe, and all the women and men of their army, for bringing Myrkyssa Jelan to justice. Jelan subjected this city to a year of unprovoked warfare and hardship. After her army was defeated by our gallant forces, she regrouped her troops and laid siege to Tantras. The Generals asked permission to gather troops from the Lord's garrisons and attempt to bring her into custody.

Just prior to the Winter Festival, these two noble Lords marched their troops up to Tantras and assaulted Myrkyssa's strong hold out side that city. Lord General DeepAxe led armies of Ravens Bluff against Myrkyssa's field army, while Lord General Dandelion led an elite troop against Myrkyssa's personal guard. My understanding is that the battle was fierce - the warlord had apparently made an agreement with an Abyssal Lord to gain tannari to support her troops - but our noble lords led their fine troops to victory, and captured the Warlord. I am certain that the citizens of Ravens Bluff will be pleased to know that the Warlord Myrkyssa Jelan has already been tried, convicted, and executed. I would like to thank Lord Dandelion for serving as judge in that trial. His abilities to discern the truth were most helpful in Myrkyssa Jelan's trial.

Again, I would like to offer the city's thanks to our fine Lords and their troops. I know we can count on them to support the city as we rebuild from the terrible times of the war.

Lord Mayor, Amber Lynn Thoden

Lord Vondryxx Captured?

by Nadd Parker, freelance reporter

According to rampant rumors overheard near the Clan Shado complex, a powerful being - and former advertiser in this publication - has somehow been captured. Apparently a stalwart group of Clan Shado adventurers led by Conde of Calimshan (*played by Paul Pederson of CA*) was performing work for the Wizards Guild when the alleged incident took place. It seems that during an extraplanar battle with a horde of vile fiends, Lord Vondryxx appeared suddenly and waded into combat with swordsman Ellaquin Shadowsteel (*played by Tony Scalise of MN*). A few minutes of furious battle ensued, and when the dust cleared Vondryxx had been enveloped within a special magical sphere of some kind - or so the story goes. Sources alluded to the presence of a mysterious woman who accompanied the party and now has possession of the sphere. However, her identity is undisclosed and details are very sketchy. It is unclear what the implications of this alleged incident might be for those involved or the city in general.

New Wizards Guild Structure Taking Shape

by Nadd Parker, freelance reporter

New construction is proceeding at a rapid pace on the Wizards Guild complex, as a

dramatic new profile is being added to the city's silhouette. The structure taking shape is that of a ring of large towers connected by an outer battlement, and having an impressive courtyard within. It is shaping up to be several times its former size. A plethora of magical servants are apparently being used in place of most manual labor, as the rate of change would easily be enough to bring many teams of craftsmen to their knees. Scores of disembodied hands equipped with carpentry tools have worked ceaselessly since the project began.

The Trumpeter staff caught up with the brilliant architect and engineer Hugh, also known as the Master Builder, who is considered to be one of the few draftsmen in Faerun sufficiently talented to oversee this project. Hugh was resting comfortably in his suite at the Posh Paladin Hotel, where he sipped bloodwine and shared his views. "Zee geeld beelding, she will eezalee be zee beegest in all of zee Ravens Bluffs!" Since Hugh's mastery of the common tongue leaves something to be desired, a summary of his comments is provided:

- seldom have such complex engineering and sophisticated magic been used together (Hugh believes that something he referred to as the Host Tower of the Arcane is in a similar class)
- the towers will have such names as Philosophy, Truth, Perspective, Equilibrium, Prowess, Enchantment, and Necessity
- someone or something has been interfering with construction efforts, by destroying materials and disrupting

work. Also, the guild's vaults were broken into recently and the faculty there is very concerned over this.

Knights Council to Review War Records

by Tessa Desmodona

I had the opportunity recently to talk with Lord DeepAxe. We spoke about the reconstruction of the Knight's Council records that were destroyed when the Hall of Records was gutted last year by fire and here is what he had to say: "At this point I have received several updates from the knights of the city. However, I don't believe that all of them have yet responded to the call for the information requested by the Knight's Council. I am hoping that I will be able to receive this information by midyear, at the latest, and then the Knight's Council will have a current roll of the knights that protect Ravens Bluff."

Lord DeepAxe also added the following concerning the actions of the city's knights during the war with Myrkyssa Jelan that ended last year. "In looking over the records that were compiled by the commanders of the armies that protected Ravens Bluff during the war the Knight's Council has decided that the actions of the knights of the city needed to be recognized in some way. We have compiled a list of the types of actions that are in keeping with the codes that the knights should strive toward and would like to review each knight's record to see the type of award that is appropriate. Each knight's war record should be presented to a member of the Knight's Council for review and the council member will note the honors and chivalry points earned on the knight's permanent records. We realize that not all their actions may have been recognized at the time and now seek to correct that problem."

Note from Brian Burr: What this means in game terms is that you should present your printed war record to the member of the Knights' Council in your area and they will compare it to the list of actions that have been compiled. They will then note the awards earned on your record sheet.

Bright Sword Dwarves Name Leader

by Tessa Desmodona

It's not often that we get information of happenings in the dwarven community in Ravens Bluff but this appears to be something that they wish people to know about. It would seem that the dwarves of the Kingdom of the BrightSword, formerly known as the Realm of the Glimmering Swords, that were brought forward in time to present day Ravens Bluff have named a new leader and it happens to be one of our city's current lords, Uldred DeepAxe. This is apparently due to the fact that Lord DeepAxe was instrumental in founding the kingdom, while on a mission to the past, several centuries ago.

I actually was able to get one of the hearthguards that now travel with Lord DeepAxe to tell me the tale that led to his naming as thane, or king as we humans would pronounce the word. It seems that the stories of Uldred's actions during the battle with Hudrell WarAxe that led to the founding of the kingdom have been passed down from generation to generation through legends told by the hearthguards. They also recount stories of his once again appearing during the signing of the peace treaty between the dwarves and the elves of the Highbank Forest and that he saved the life of Stonefist GemSplitter, the then thane of the kingdom. The members of the hearthguard even went so far as to add the prefix 'Ul-' the beginning of their names to honor his brave deeds. Now that they have been brought forward in time the BrightSword dwarves felt they needed to name a new king and when the hearthguard discovered that their legendary hero was alive and a resident of the city the choice was only natural. From what I've learned they approached the temple to the dwarven gods in the city and asked the priests to offer up prayers to see if their choice had the blessings of the gods, apparently it did as they named Uldred their thane that same day. This comes only one month after Lord DeepAxe petitioned Mayor Thoden to rename the fort he acquired from the city to BrightSword Keep in memory of the dwarves that helped the city during the

war. The dwarves have scheduled a celebration this month to honor their new king and to let the rest of the city share in their joy at having a leader once again.

I spoke briefly to now Thane DeepAxe and asked him his feelings on the current events surrounding him. "Tessa, I am deeply honored that the dwarves of the once powerful Kingdom of the BrightSword would name me as their leader, however, I am still adjusting to it and I hope to be able to live up to the honor they have bestowed upon me. I had no idea that the deeds I performed so long ago would someday return to me in such a wondrous way. I have every intention of helping the Kingdom of the BrightSword to flourish again and to reclaim those areas that were taken from them. I have already been in discussions with Mayor Thoden and she has told me that we will be granted control of the 1,500 acres surrounding BrightSword Keep and that we would sit down shortly to discuss other treaty items as are appropriate. She has also asked that I retain the position as Head of the Knight's Council and I have told her that it would be my pleasure to still serve the city in that capacity. I also have made it known that any and all dwarves that wish to may take up residence in and around BrightSword Keep. I have already been approached by several priests that wish to consecrate a temple at the keep and have given them permission to do so. I also have started the planning for the development of a self-sustaining community that will work to protect the city of Ravens Bluff from treats to the south."

Well dear readers, it would appear that Thane DeepAxe has a major task before of him. But if he works as hard at it as he has at protecting the city and peoples of Ravens Bluff in the past, he can only succeed. I and the entire staff of the Trumpeter wish him and his dwarves luck.

Tannari Attacks begin to Mount

By Fred Faber

The attacks by the tannari do not seem to be over yet. Even with the supposed capture of Lord Vondryxx, forces of the lower planes have recently attacked the halfling village of Big Moe and the stronghold of Lady

Analiana Blessing. Only one survivor was found leaving about 400 missing or dead. The one survivor, a small halfling lad was first thought dead as well. However, Wlloughby Brimwhistle, the young lad was only injured and buried under the rubble of the barn.

"..they just attacked everything. We tried to fight them but there were just too many. They kept yelling into our heads where is the artifact. I think someone finally gave them the location and they went down into the crypt. Those of us still alive prepared to prevent their escape but they attacked us again. It wasn't the evil relic of Bane that they were looking for. That is when the barn fell on me and I guess that is when the rest of the village was destroyed. We fought them, but they wanted the Heart of Bane."

The destruction at Fort Moonsilver was just as terrible. Luckily Lady Blessing and her young son were not in residence although the keep is terribly damaged. There were no survivors but we can only assume that the tanari were after the same goal at Fort Moonsilver the terrible Heart of Bane.

Many villages near Fort Moonsilver and Ravens Bluff have combined forces prepared to run at the first sign of tannari attacks. The population of Mossbridges has swelled as many of the wives and children of the local farmers have taken refuge in the walled city.

Dayspring Family out of Danger

By Silva Sinderan

Relarn Dayspring's family once again made a short public appearance getting over a terrible illness, which has prevented Chief Prelate Dayspring to attend many of the society and city functions during the last six months.

The family made a short trip through the marketplace, stopping only to buy a number of toys for the children. Chief Prelate Dayspring seemed very relieved that they were out of trouble and back at his side. We spoke to the Chief Prelate and he spoke about the concern for his family and the families of all the citizens of Ravens Bluff.

Lady Melissa Assumes new Post

By Silva Sinderan

It was recently announced in the Temples of Chauntea, Oghma, Silvanus and during a joint session of the Council of Lords and Council of Merchants, that Lady Melissa was stepping down from her position as a Lord of the city of Ravens Bluff. She has designated her brother Michael to hold that honor and the hereditary title to her estates, as she has moved on to a new position.

Of all the druids in the Vast, the Grand Druid has selected Lady Melissa as the Archdruid of the Vast. Her duties will carry her to all ends of the Vast and include all the cities and the druidical circles in the region. Obviously, this further call to duty was the reason that she presented her resignation to the Council of Lords. She will still be living in the Ravens Bluff area, owning a number of pieces of property, however her duty as keeper of the Grove of Silvanus has been passed. Justin Kordt, the scribe of the City Watch and druid of Silvanus has taken over the responsibility for Silvanus's grove outside the city.

The staff of the Trumpeter wishes Archdruid Melissa much success in the coming years.

Roosters Announce Procedures

By Fred Faber

The Lord Knight Commander Lorien Darkarrow announced today the procedure that the Golden Roosters will use to select a new Knight Commander. Lord Lorien, has asked any Knight of the Golden Rooster still active as a Knight of the City wishing to assume the responsibilities of Knight Commander to prepare a treatise on what they would do as the Knight Commander. This treatise should cover their plans to maintain the dignity of the Order and to improve its reputation in the city. This treatise should be no longer than 300 words and should be sent via courier to the Trumpeter care of Lord Lorien. The Trumpeter address is listed in the titles but can be found at RDRavens@aol.com or Dan Donnelly 2250 Lexington Way, Kennesaw, GA 30144.

Lord Lorien has informed me that the top ten treatises will be selected and read to a gathering of all active Roosters at the Summer Festival (Gen Con Game Faire Interactive) and by a vote of the members attending, a new Knight Commander will be selected.

Government Announces Procedures

By Fred Faber

Lady Mayor Amber Lynn Thoden has also announced the method that the city will be using to select a new Deputy Mayor and new Speaker of the Council of Lords. The Lady Mayor was very impressed with the way that the citizens and merchants turned out to pledge their financial support for the candidates for mayor. She has worked with Vernon Condor on how to utilize some of the same furor to again raise funds for the city. She has decided on this methodology.

All candidates for either position should send in a 100 word description of their abilities and why they should have the position to me at the Trumpeter Offices (same address as before). These descriptions and reasons will be published in the Trumpeter and then at the Summer Festival, the candidates will have donation buckets made available. A "voting" station will collect both monetary as well as magical contributions in support of a candidate. The candidate with the highest gold piece donation will be declared the winner of the election. NOTE: Gold piece donations may be made with character money, magic items or with cash donations to the Gen Con charity. The cash donations will be turned into gems at the Summer Festival to be used as currency for Voting or in any of the other merchant booths at the Summer Festival.

From Dan: Approximately a two-year term has been decided for both positions with the terms ending just under the two-year mark. The next elections are scheduled for June of 2000. This means that the elections will not need to be at Gen Con each time but could be moved to other major conventions using the same format.

The Infernal Hunt Club Exposed!

By Jacinth Moonspring

One of the big topics of discussion amongst the citizens of Ravens Bluff, as of late, is the association between Ceraphane, a known creature of the lower planes, and an adventuring / social organization established within the city. This organization is known as the Infernal Hunt Club. Headquartered in Inferno Hall, the Temple of Sharess, the organization is comprised of numerous Lords of the city, Knights Council representatives, and wealthy business owners. So, why all the controversy? Much of it has stemmed from its charismatic, but sometimes acidic-tongued founder, Denzil Lassar. When asked for an interview, he politely accepted, but insisted it be done within Inferno Hall. After a candlelight dinner with "The Master of the Hunt", we conducted the interview:

Trumpeter: Many say that the Infernal Hunt Club has evil intentions by associating with Ceraphane, a known Baatezu. Is there any truth to that?

Denzil: Simply inflammatory rumors. People see the Infernal Hunt Club as a secret organization, which it is. Unfortunately, because it is a secret organization, people assume that we must be hiding something... something evil, that is. We simply wish to hold our business affairs behind closed doors.

Trumpeter: But, you don't deny that you have associated yourself with Ceraphane.

Denzil: Let me put it this way...there are two sides to every coin and I acknowledge both with equal value. One can learn just as much from a Paladin as one can from a creature of the lower planes.

Trumpeter: And what have you learned from Ceraphane?

Denzil: Human nature. I learned that everybody has his or her price. I've seen some of the same 'good-hearted' adventurers that are up in arms against her wait in line to trade with Ceraphane like frothing animals. It's as shame that us mortals are so weak willed.

Trumpeter: May I ask what the Infernal Hunt Club and Ceraphane have discussed with each other in the past?

Denzil: My organization does need to keep some secrets in order. Next question.

Trumpeter: But by associating with Ceraphane, can't you see why people

consider you to be a possible threat to Ravens Bluff?

Denzil: If I were to associate with a Paladin, that would not make me any more pious. Sharess forbid. I believe the same circumstances should apply for any dealings of mine.

Trumpeter: I take it the same can be said for all members of the Infernal Hunt Club?

Denzil: Indeed. Our members consist of some of the most upstanding citizens of Ravens Bluff. If you asked any of us for our criminal records, we would simply hand you a pile of blank parchment.

Trumpeter: So, what does the future hold for the Infernal Hunt Club?

Denzil: I am encouraging the upper echelon of my organization to get more involved with city politics. I myself have announced my intentions to run for Lord Speaker. I am known to be quite outspoken so it should be a perfect career move.

No Revelry for the Temple of Lliirra

By Tessa Desmodona

The Temple of Lliirra, also known as the Tabernacle of Mirth, has been in a state of mourning for the past couple of days. It appears as if the Master of Revels Merry Albright will be taking a sabbatical from the position due to an 'unknown' illness.

Poultice Maestro General Alana Painsoother, who runs the infirmary at the temple, stated that she in perfect physical health but her condition has affected her mental state. "I have never seen anything like it. For some reason, she finds no pleasure in revelry, dancing, or partying in general. It is as if she has become an emotionless shell". Other priests of the Temple as well as others in the clerical circle have tried a variety of healing spells on her, but to no avail. The condition, he said, has been the same for the past week with no signs of improvement. It was decided amongst the other high priests within the past couple of days for her to take a sabbatical, until she gets well.

Merry Albright, a beautiful woman in her early thirties, has been a pillar of the community. Not only is she partly

responsible for the temple's acceptance into the Clerical Circle, she is an active participant of civil services which care for the poor and educating children.

As of this date, there has been no announcement as to whom will be filling in for Merry Albright's position. Sources at the temple tell us that Merry will be visiting her parents in Cormyr during her sabbatical.

Word on the Streets

By Guido

Word on da streets is dat the gangs is heating up again, now dat da war is ended. Last week, da Harbor Patrol fished da body of Dart Leftwin from da water. He wuz one of da few remaining leaders of da Port Disciples, a group that done some work wit da enemy and some wizards of Thay

[ed. note: A special missive from Lady Belakira, from the Thayvan Embassy, reminds the Trumpeter that not only were these allegations unproven, but that if a Thayvan wizard was involved with the "rabble" of the Harbor district gangs, said Thayvans must have been renegades].

Anyway, word is Leftwin wuz found wit a dagger in the small of his back, which everyone knows is the sign of the Black Talon gang, one of the meanest of the bunch. Da watch has been on the lookout for a vigilante who is said to have brutally murdered lotsa criminals in the past months. So far, da word is that the guy is a dark elf who calls hisself "Da Skulk." A fella named Ord Lantan's been stirring up da people of Crow's End, mosta whom lost der homes and jobs in da war. I've been trying ta find dis guy. Even my brudders don't know what he's doin here, but he's brought the attantion of Kothanos' new harbor guardsmen. Is Ravens Bluff a criminal magnet? In da last few months, we've been visited by Da Rogue of de World and Da King of Thieves, a couple a low-lifes known from Cormyr to Algarond. What brings em here? Maybe dey are tryin to steal da Heart of Bane? My cousin tells me it's still in da city.

Q:

A:

Q: My 5th level fighter with an 18 con dual-classed to mage. When she gets to 6th level as a mage, will she get 6 hp, or 4 hp? (ie. Does she still get the fighter exceptional con bonus).

A: She will get 4 hp (2 + 2 from Con bonus). Fighters who dual-class do not lose exceptional con bonuses to the levels they already have as a fighter, but they do not get the extra bonus to any additional levels earned in the new class.

Q: Do you have to cast your own precast spells?

A: Yes. Though you are allowed to cast them on other members of the party instead of on yourself.

Q: Do Crusaders and Monks have access to the special spells of their gods from F&A? Can Crusaders of a specific god use their spells if they are not in the normally allowed spheres of crusader? Can I be a multi-classed monk or crusader instead of cleric?

A: Yes, as long as the deity is one that has allowed specialty priests in the campaign. Crusaders of a specific

god can use the specialty spells of that god even if they are not in the normally allowed spheres for a crusader. The same thing is true for monks and generic clerics as well. Yes, you can substitute monk or crusader for cleric in a multi-class character. However, the god chosen must allow crusaders or monks of the appropriate race.

Q: The character generation rules say (or said) that a PC can have one of: specialty mage powers, specialty priest powers, and a kit. Does a druid count as a specialty priest for this purpose? Can you be a half-elven multi-classed druid/earth elemental?

A: A druid counts as a specialty priest for purposes of dual or multi-classing. You may not dual as above.

Q: When a druid shapechanges, what magic items in their possession continue functioning?

A: None of them. Until the druid resumes human form, no item (including protection items) carried into the transformation will function. Spell effects (such as an stonewall spell) cast before the shapechange continue to function normally, however - even if the spell effect was created by an item.

Q: Are demi-human racial class and level limits (table 7 from the DMG) used in LC? If so, what happens when this limit is reached.

A: Yes the level limits are used. We are also using the exceeding level limits modifiers for exceptional ability scores. Once this level is reached, the character is retired. For example, a halfling cleric with a 17 wisdom would retire upon reaching 10th level.

Q: My paladin with continued specialization in punching (specialized at first level, then extra slots used at 3rd and 6th level) dual-classed to cleric. As a first level cleric, he spent a weapon proficiency on punching again. When his level as a cleric exceeds his paladin level, can I add them together? What if my character had been a fighter who dual-classed, would he get to keep the continuing specialization then?

A: First off, only fighters and monks can continue to specialize in unarmed combat, so your character could not have spent those extra slots as a paladin. After dual-classing, your paladin could spend a slot on punching again. This would allow the use of punching specialization (before the new class was a higher level than the old), without forgoing XP for the module. Once the cleric level was higher than the paladin level, however, the two proficiencies would not combine - one would be lost. No. Just as a dual- or multi-class fighter cannot have a weapon specialization (or loses one already learned in the case of dual-classing), a dual or multi-class fighter loses any continuing specialization in unarmed combat. *NOTE: This is a NEW ruling based on messages from the SAGE ADVICE and will begin to be enforced at GEN CON GAME FAIRE 1998.*

Q: Can you use the spells like moment, choose future, etc. to alter the success of a resurrection survival roll or a reincarnation result?

A: No. A spell or item cannot effect these rolls unless it explicitly states so (such as incense of meditation, or the special ability of priests of Lathander).

Q: Can I put a ring of protection on my familiar?

A: No. The only items that a familiar can use are those that specifically say so. A "ring of familiar protection +2" would be ok. If your familiar was a cat, then a "ring of cat protection +2" would also be ok.

Q: What happens if call lightning is cast under suitable weather conditions, but the weather clears up during the spell's duration? Can the lightning still be called? Might the spell maintain the necessary weather conditions?

A: The spell is maintained, but no lightning can be called. If the weather changes, but proper weather conditions are restored before the call lightning duration ends, then lightning can again be called (for the remaining duration of the spell). Any lightning that needed to be called during the period of nice weather would be lost. Call lightning has no effect on the weather, though other spells could be used to maintain optimal call lightning conditions.

Q: If a druid is shape-changed, and had previously used an item like a ring of hill giant strength, does the to hit and damage adjustment from that magic apply to the animal's natural attacks?

A: No. Just as with the polymorph self spell, all equipment carried is melded into the new form. It ceases to function until the druid returns to her original form.

Q: For items which using them is an evil act (e.g. a ring of vampiric regeneration), does the PC know this automatically, as a result of whatever identify magic let the PC know of the ring's functions?

A: It is assumed in LC that any character that owns an item is fully aware of the powers and effects of that item. Using such a ring would thus be the knowing commitment of an evil act.

Q: Is the additional attack granted to unarmed specialists added to the normal 1 attack/round, or to the 3/2 attacks allowed to a melee specialist? How would this change for a 7th level fighter who specialized in unarmed combat?

A: It is added to the normal 1 attack/round. Martial arts specialists (regardless of class) get 2/1 if both hands are free (1 otherwise). Unarmed attacks for 7th level fighter would still be 2/1 attacks per round. Melee weapon attacks increase with level, unarmed attacks do not.

Q: Is the damage bonus for martial arts specialization for Monks the +2 as specified in the F&A or the +1 as specified in the Complete Fighters Handbook?

A: They get the +2 for the initial specialization. This is a difference between the monk and other unarmed specialists (another difference is that monks ignore the penalty for attacking armed opponents).

Q: tumbling non-weapon prof. indicates that someone engaging in unarmed combat will get a +2 attack bonus. Is this bonus always in effect, or does it require a successful tumbling prof. Check? If so does this reduce the number of attacks for the round?

A: It requires a successful proficiency check. I wouldn't reduce the number of attacks for the round if the check was successful, but if you fail the tumbling roll, you are going to likely wind up falling flat on your face - which means making NO attacks for the round.

Q: Can a myrmidon ranger take the free weapon

specialization the kit gives?

A: No. He would get a free weapon proficiency instead.

Q: The Eye of Snooping is listed as a wizard-only item. What is the duration and invocation time?

A: Any class can use the eye. The spell is cast at 12th level, so it lasts 12 rounds. The activation time is 3, standard for activating an item.

Q: The Chaosbane sword certificate says it is +2/+4 vs. chaotic creatures, so is it +4 or +6 vs. these creatures?

A: It is only +4 vs. the creatures the pluses are not accumulative.

Q: Are the NWP skills learned in the FATE section of Arrival "free" or do I have to use a proficiency slot for them?

A: We have decided to make these proficiencies optional. If your character decides to take the proficiency he or she must pay for it with a currently available slot, or the next proficiency slot earned.

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

ALSO ~~I am looking for good stories from WIRB. Please get me the stories by May 30th. I will be publishing the best in the Trumpeter as the story for each of the WIRB modules. - DAN