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The Trumpeter



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City Holds Elections - Results Final

The face of Government changes again

By Fred Faber

The city held elections for the positions of Deputy Mayor and Lord Speaker of the Council of Lords. The Council of Lords although not pleased that the positions that they "normally" appoint were allowed to be voted on by the "populous of the city", were none the less very pleased by the results.

Lord Silverfox (*played by Todd Smart of NC*) was voted in as deputy mayor and although he will have to give up his job as master merchant of Potions, Lotions and Notions, Lord Silverfox particularly mentioned that he will be auditing all the work done by the new "associates". When a priest of Waukeen speaks of money it must be serious. Lord Silverfox was challenged by Harmony of Milil (*played by Mac Chamber of CA*) and a surprising write in vote of one Rictor (*played by Joe Masdon of NC*). The amazing thing is although many of the candidates spoke out on their behalf, Lord Silverfox was busy running the Potions, Lotions and Notions stall at the Summer Festival opting to take in profits before votes. It will be interesting to see how the priest handles public office in the future days.

Lady Anna Kara Des Solara (*played by Carl Buehler of NC*) was voted in as Speaker of the Council of Lords, perhaps bringing the first representative of the Temple of Mystra into City Government. This race was very close but after a second recount, the Council of Lords agreed that Lady Anna was the winner. All of the candidates were strongly represented including Lord Torik (*played by Shannon Whitworth of NC*) and Lady D (*played by Joe Cirillo of NJ*).

In a related story, authorities are looking for one Jena Blacktree (*played by Richard Dold of*

GA) in light of the testimony from many witnesses at the Summer Festival that she was seen "buying votes" from festival attendees. It is not known what relationship she has with Lord Blacktree, however it does seem like it was her influence that caused many to write-in votes for Rictor. Unfortunately, although the solicitation of votes is not illegal in the city of Ravens Bluff, paying for them with "Fools Gold" is illegal. The Trumpeter offices were not able to get a clear count, but it appears as if she passed around at least 10,000 gp of fools gold to the festival attendees. At this time, the city watch is on the look-out for the priestess of Mystra and is prepared to charge her with counterfeiting gold coins and fraud.

Ed note: I would like to personally thank all the staff that worked at the interactive at Gen Con this year. It was a great interactive perhaps the best I have ever attended or participated in and everyone worked to make it that great.

Letter in Response to the Elections

Dear Editor,

It is with a heavy heart that I write this, but I feel that it is my civic duty to expose the widespread corruption that is currently infesting our beloved city. In the recent elections for the positions of Speaker to the House of Lords, and the position of deputy mayor, the democratic process was exhibited for all of Faerun to see. However, upon examination, this election illustrated the great flaws within our system of government. I personally witnessed many acts of

corruption within the election process including, but not limited to the following:

1. The purchasing of votes was used to great effect by many of the candidates. This included trading fools gold, magical items, favors of an illicit nature, large sums of cash, and even promises of appointment to lesser city positions upon a candidate's victory.

2. The bribing of many city officials, this included the individuals distributing the ballots, the individuals counting the ballots, and the individuals securing the ballot box. All proved corruptible and were witnessed working hand in hand with various candidates. Some accepted bribes from more than one party and helped multiple candidates.

3. Some unscrupulous individuals who wanted to ensure that a given person won also used magical charm spells. Not only does this influence the election in a bad way but the act itself is highly illegal.

4. Physical threats of violence were exhibited by many. The phrase "Vote for a given person or else" became commonplace. This sort of intimidation and other strong-arm tactics cannot be allowed to influence our electoral process.

For these reasons and others, this election greatly disturbed me. Do we as citizens really want a city where the elected officials are either the richest, the strongest, or the most corrupt? It would only be a matter of time until foreign governments are giving money to candidates, threatening our politicians, and influencing our elections in ways that I can scarcely imagine. I

resoundingly say no! I would greatly prefer it where no man feels obligated to another for any reason, but would instead cast his vote for the individual who he thinks would do the best job.

For these reasons and others, I would propose that the election results be set aside. Let the candidates who wish to run reenter the race, however during this election let us invite a non-partisan election committee from the nearby city of Procampur to ensure that there is no tampering with the results. It is not for personal reasons that I write this letter. I have no interest in any of the candidates, but I do feel that in the case of the most recent elections, justice was not served, and the people of Ravens Bluff will suffer.

Lord Alexi Sharpeye
Commander Fort Aleister

Ed Note: I have spoken with Lady Mayor Thoden on this topic and she is looking into the allegations, but until she says otherwise the election results still stand. If anyone has any information regarding any of these allegations please contact the city watch at RdRavens@AOL.COM

A Candidate speaks out

by **Trish Brooks**

We recently had a chance to catch up with Sir Darkmoon as he was leaving his room at the Seven Tigers inn. So we thought we would ask his opinion on the outcome of the election.

Trish: "Sir Darkmoon may I ask your feelings on the outcome of the election the other day?"

Darkmoon: "But of course. What would you like to know?"

Trish: "What do you think about how the election turned out?"

Darkmoon: "I believe that Lord Fox and Lady Anna will do a find job. I wish them well and hope that Tymora shines favorably upon them."

Trish: "So you harbor no ill feelings towards Dep.-Mayor Silver Fox for beating you in the election?"

Darkmoon: "Why of course not. The people of our city spoke up and picked him to help our Lady Mayor so I can not see any reason to feel anything but happy for

whomever would have won the position. These proceedings are a show as to how the population feels. I am sorry that they seem to worry about commerce and filling their pockets than having a free and safe city, but those things are not for me to decide. I wish him well and will help him whenever I can."

Trish: "So now that the elections are over what are your plans for the near future?"

Darkmoon: "I plan to go down with the relief units venturing into the underdark to help rid the city of the threat from the heart of Bane but beyond that I can not say. I have other endeavors that I will be involved in on the behalf of the city but we shall see what happens."

And with that he strode out the door and road away on his warhorse. So I guess with him and with the other candidates who were involved in the elections we shall see what other good deeds they perform on the behalf of the city.

City Quiet, no Tannar'ri attacks this month

By **Fred Faber**

In welcome news the attacks from the Outer Planes have seemed to have ended at least for a moment or two. There was no sign of activity from either the Abyss or Baator, a welcome change for many in the city of Ravens Bluff.

Underdark Exploration Begins

By **Lord Charles Blacktree IV**

Our exploration of the Underdark has begun. The first group of wagons and explorers have started down the long (over a week's journey just to get to the settlement site) path to begin the settlement. Many thanks go to the adventurers of Ravens Bluff that dared to challenge the creatures of the depths to provide a path for our men and supplies. They faced many challenges but all of them returned to the surface with the information we required. Their tales of strange new priesthoods and formally unknown types of dragons certainly changes the way we are going to have to protect the settlement once we arrive.

More exploration is schedule to be completed over the next two months and we

should be able to fully staff and post the forces necessary to protect the settlement and the explorers for the Orb of Protection. Although we are still unsure of its location, our early success leads me to believe that it will not be too long before our people get wind of its location. Once that occurs, I will be needed all the help we can get, already the druid's are telling me that small animals are being born with strange defects and mutations due to the Heart of Bane's influence in the city. It my greatest hope that we will soon be rid of its influence before it begins to corrupt the people of Ravens Bluff.

SOULSTORM abates, Threat may be over?

By **Morris Teltree**

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

"It appears as if the Soulstorm has concluded. Both organizations are still studying the effects of the storm and attempting to determine what if any lasting affects it may have on the city. At this time we are going to continue to support the ban of the conjuration/summoning spells. However, we hope to announce next month that the ban is lifted. The divination difficulties due to the Soulstorm are definitely gone, much to the relief of the clerical circle and the diviners in our organizations."

Here is the list of spells still outlawed in the city of Ravens Bluff.

Wizards:

Armor, Cantrip, Find Familiar, Grease, Mount, Unseen Servant, Glitterdust, Melf's Acid Arrow, Quimby's Enchanting Gourmet, Summon Swarm, Flame Arrow, Ghost Armor, Monster Summoning, Phantom Steed, Caligarde's Claw, Sepia Snake Sigmil, Evard's Black Tentacles, Conjure Elemental, Leonmund's Secret Chest, Mordenkainen's Faithful Hound, Summon Shadow, Conjure Animals, Ensnarement, Invisible Stalker, Forest's Fiery Constrictor

Priests:

Call upon Faith, Draw Upon Holy Might, Summon Insects, Abjure, Animal Summoning, Call Woodland Beings, Dispel Evil, Aerial Servant,

Animate Object, Conjure Elemental, Wall of Thorns, Weather Summoning, Word of Recall

Specialty Priests:

Eldath: *Control Vapors*, Helm: *Sentry of Helm, Exaltation, Summon Spectator*, Lathander: *Boon of Lathander, Shield of Lathander*, Millil: *Battle Song*, Tymora: *Luck Bolt*

Ed Note: This will include all the modules played through the end of September 1998. If a PC casts one of these spells it actually works fine but if brought before the courts they will be fined 1,000 gp per level and their spell book taken and destroyed. They are left with only any CERTED spellbooks they might own.

The Checkmate Lists his Demands

By Tessa Desmodona

In last month's special edition of the Trumpeter, I reported on a new and potential threat to Ravens Bluff. He or she demanded that a letter be printed in the Trumpeter explaining his or her intentions. Our office received another letter by the Checkmate...this time listing a set of demands. As like last issue, we have printed the letter in its entirety:

"People of Ravens Bluff,

Tis a shame that your city's protectors, Ceraphane and her Baatezu minion, have forever left Ravens Bluff. I was quite amused when I found out that your Golden Roosters will be patrolling your fair streets. It reminds me of sending lambs to the slaughter. Once you locate the Orb of Protection in order to destroy the Heart of Bane, do you feel that your troubles will be over with the Tanarri? Possibly, so. But, you will be contending with an entirely new problem if the adventuring community continues to act in a cocky fashion and believes they can solve Toril's problems on their own.

So, how do we protect your temples from a cold, calculated attack which I can do with a blink of an eye? Simple...you accept and follow my demands. I will have one of my loyal servants send a message to one High Priest of each temple in the your Clerical Circle. Each will have a different task to

perform. If that particular temple is not able to meet the demands provided...well, then lets say they have no more temple. Understand?

My heart truly does go out to your city. You have been through a horrible war, countless Tanarri attacks, corrupt officials, etc. Now it is a time to swallow your pride, Ravens Bluff. You will all be much better off.

Keep the faith,
The Checkmate"

Temple of Lathander construction delayed

By Tessa Desmodona

The Halls of the Glorious Dawn, the proposed new temple of Lathander, has reported having some delays in the process of being rebuilt. "I was simply unsatisfied with the quality of the some of the materials being used", states Head Contractor Raphieonas, "Perfection means everything to me. I simply had to return it to my current suppliers. But rest assured, shipment of it will be arriving very shortly."

Raphieonas would not comment on exactly what type of materials were sent back. Some of the crew members commented that they are "extremely rare" and contains "magical properties". Once completed, the temple itself will be the largest building in Ravens Bluff. No official word has been given as to when the temple will be completed.

The original temple of Lathander was destroyed by the infamous elemental group, the Circle of Four. This organization continues to remain at large.

Submitted Apology

"I Sir Justin Time, with the full backing of the Keepers of the Mystic Flame wish to apologize for my recent actions towards individuals of this city. I was recently on a covert mission and was acting strangely to keep my cover. I apologize to those I offended during this time period."

Strange Happenings in the Dock District

By Jennylou Brightleaf

Well, dearhearts. This just in from my sources on the street. Our own Lord (Baron?) Lorien Keltree *Darkarrow* (played by *Dan Donnelly, GA*) was reportedly seen in the wharf district accompanied by a group of adventurers. What was unusual was Lord Darkarrow's skintone was a bright shade of red and he was sporting a horse's tail. His companion, Tellasi of Lliira (played by Steve Null, CA) appeared to be in a very ugly mood and was berating a grieving mother over the loss of her son. The Joydancer was overheard as screaming, "He's DEAD, DEAD, DEAD! Get over it!"

When I contacted Lord Dararrow on this matter, he replied, "Would you believe we were just having a bad day?" His skin complexion was normal and there was no evidence of the tail in question. The RevelSister was unavailable for comment, however I did overhear from a temple source that the priestess was in seclusion. Rumors abound of a gypsy curse.

New Bands attacking Ravens Bluff

By Jacinth Moonspring

Dear Readers, the death of The Cobalt Flame was expected to bring a lull in the musical theatre within Ravens Bluff. Fortunately, the musical talent of one unknown group and one known bard has assumed the forefront of the musical production stage.

The bard was none other than Harmony of Milil the defeated politician. She lead a group of singers in typical bardic presentation. Very lovely and inspiring for young romantics. Contrasting this is the unusual group discovered by the bard's guild. The Burning Truth. This all drum group caught the attention of the presentation audience with their chanting, heavy drum pyrotechnic show designed with the safety of the members of the group and the audience in mind. The group consists of:

Aranwe Nauril- lead + bongos,
 Javert Lorrell- chanting + percussion,
 Jennith Maelstrom- chanting + kettle
 drum,
 Gnorris Kneebreaker- bass drum +
 pyrotechnics,
 Demonius Othello Tiburian Lethario III-
 Kara-tur war gong + fire + fire + religious
 advisor,
 Dirtbeard- koto drums

In an interesting bit of showmanship,
 Gnorris Kneebreaker is actually sealed into
 the large bass drum and plays it from within.
 We tried to ask him if it was loud inside the
 drum but he must not have heard us.

The group is considering adding another
 singer and if you want my opinion, which
 you obviously do since so many of my loyal
 readers thank me daily, they need a true
 singer. The pyrotechnics are immense and
 enjoyable and the music is actually very good.
 There is a situation brewing with the group.
 It appears as if "someone" has informed the
 Clerical Circle that the group's presentations
 represent "worship" to Kossuth, the God of
 Fire, or something like that. The clerical
 circle has not made any announcement, but if
 you want Jackie's opinion, all priests of Milil
 sing in pray, but they are not limited, I
 suppose a Priest of Kossuth playing with fire
 may be religious to them, however to the
 majority of the audience the show was just
 that a show.

Rogue Gallery Entry #7

Alexander Theodore Vuchovich "Lex"

11th level priest / 5th level fighter

Strength: 18/01
Intelligence: 9
Wisdom: 18
Dexterity: 9
Constitution: 19
Charisma: 15

Age: 16 (appearance) 28
AC Normal: -5
AC Rear: -2
Deity: Lathander
Alignment: NG
Languages: Common, Dwarven

THACO 14
HP: 88
Height: 5'10"
Weight: 165 lbs.
Hair: None
Eyes: Grey

Appearance:

Lex has tanned, leathery skin, staring grey
 eyes, and absolutely no body hair whatsoever.
 He has scarring on his left shoulder and arm
 from an accident in his youth. He also has a
 bite wound that will not heal on the left side
 of his neck and vampire fangs.

Weapon Proficiencies:

Club, Flail, Mace, Morningstar, Punching +1,
 Quarterstaff, Warhammer

Non-Weapon Proficiencies:

Agriculture, Animal Handling – Horse,
 Animal Training – Horse, Blacksmith,
 Carpentry, Etiquette, Healing, Herbalism,
 Land Based Riding – Horse, Leatherworking,
 Local History – Ravens Bluff, Speak/R/W
 Common, Speak Dwarven, Swimming, Rope
 Use, Undead Lore

Magical Items:

Plate Mail +3, Shield +2, Gleaming Mace
 +3, +4 vs. Undead, Girdle of Dwarvenkind,
 Gauntlets of Ogrillion Strength, Cloak of the
 Bat, Amulet of Life Protection, Ring of Free
 Action, Periapt of Health, Phylactery of Long
 Years, Gift of Solome

Mundane Items:

Holy Symbol of Lathander, Phoenix Amulet,
 Complete Adventurer's Kit, Several Cigars

Background Story:

Sir Alexander Theodore Vuchovich was
 born twenty-six years ago on a horse ranch
 outside the city of Westgate. He is the
 middle of five children, having two brothers
 and two sisters. His father raised and trained
 horses for sale to the mercenary groups that
 defended the city and Lex believed this
 would be his life as well.

Shortly after reaching the age of sixteen, his
 father and younger brother were killed in a
 roc attack upon the farm. Lex's older
 brother inherited the farm and took over the
 business. After two years of enduring his
 brother, Lex left the farm by joining one the
 mercenary groups from the city.

Believing this to be a good career path, his
 signed a contract for five years of service
 with one of the more prominent mercenary
 bands. He soon discovered his personal
 beliefs didn't mesh with those of the group,
 and he was ready to leave after just one short
 year of service. Rather than become an
 outlaw, he stayed the full five years. As soon
 as the contract ended, though, he packed his
 few belongings and left, gaining passage on
 the first ship leaving port.

An ocean voyage later, he found himself in
 the fog enshrouded city know as Raven's
 Bluff. While wandering the streets that night,
 he got his first taste of adventure, and he
 found a new career. It was at this time he
 met the person who was to be his lifelong
 friend, Kilean Dolori. Several adventures
 later, and after learning more of the city, Lex
 soon came to call Raven's Bluff home. In
 order to be a better servant to the city he had
 adopted, he decided to join the knighthoods.

While still a squire to the Doves, he
 faced his first real crisis in his life: his
 death. While on a mission to rescue a
 prominent citizen of the city, Lex was
 killed by a black dragon. His friends
 couldn't accept his death, so they scraped
 the funds together to have him
 resurrected. They took him to what they
 felt was his best chance to come back, the
 temple of Lathander. Lex was reborn, in
 both body and soul, for he immediately
 joined the priesthood of the Morninglord.

Since that time, Lex has continued his
 advancement within the temple and the
 knightly orders, and he has even become a
 landowner within the city. He has a small
 horse farm and home just southwest of
 government hill. He lives there with his
 squire William, his ward Minx, and his cook
 Gloria, and of course, about half a dozen
 horses in training. His duties to the temple
 of Lathander, the Phoenix knighthood, the
 clerical circle, and his horses keep him from
 adventuring as much these days, but he still
 tries to go occasionally. His quiet time will
 find him sitting on the back porch with a
 Maztican cigar, watching the sun set.

Rogue Gallery Entry #8

Kalib Goldweaver

10th level Dwarven Fighter / 10th level
 Specialty Priest

Strength: 18/01
Intelligence: 9
Wisdom: 18
Dexterity: 17
Constitution: 18
Charisma: 8

Age: 98
AC Normal: -10
AC Rear: -5
Deity: Muamman Duathal
Alignment: NG
Languages: Common, Dwarven
THACO: 11
HP: 91
Height: 4'6"
Weight: 185 lbs.
Hair: Black with Silver
Eyes: Aquamarine

Weapon Proficiencies:

Mace, Battle Axe, Katana, Wakazashi, Spear, LongSword, ShortSword

Non-Weapon Proficiencies:

Speak/Read/Write Dwarven,
 Speak/Read/Write Common, Religion,
 Spellcraft, Healing, Herbalism, Swimming,
 Seamanship, Navigation, Rope Use, Blind
 Fighting, Singing, Mountaineering

Magical Items:

Boots of Striding and Springing, Cloak of the Bat, Bracers of Quickness, Gauntlets of Ogrillion Strength, Pearl of the Sirines, Ring of Protection +3, Ring of Sustenance, Wendraz's Wondrous Weapon x2, ShortSword +3, LongSword of the Planes, Small Shield +2

Mundane Items:

Holy symbol of Muamman Duathal, Blue Pearl Earring, Large Pouch of Beads, WaterSkin, Set of Dwarven Plate Mail, Flint & Steel, Tinder Box, Whetstone, Scroll Case x3, Backpack, Chalk, Holy Water Vial x5, Silk Rope, Paper Sheet x10, Quill & Ink, Winter Blanket, Small Mirror

Background Story:

Kalib Goldweaver was born in the Orsravn Mountains in Turmish. His family and most of the clan were miners and Kalib's father had made it clear at an early age that his son would be a miner too. But Kalib's

aquamarine eyes mirrored what his heart was longing for, the sea.

It took Kalib thirty nine years of his early life to build up enough courage to go against his family and his clan's wishes. When he finally left, on one wished him a safe journey. He traveled down from his mountain home to a small port of the Vilhon Reach. His first swim in the Sea of Fallen Stars is a memory Kalib would never forget. He then began looking for work aboard a vessel. While looking, he found the other races cruel and cold; most of them laughed in his face when he inquired about job openings. But Kalib was steadfast in his quest for the knowledge of the sea and he was eventually rewarded with a position as cabin boy aboard a large galleon named *The Wanderer*.

The captain of the ship was a cruel and heartless man. He took great pleasure in having Kalib do every disgusting or dangerous job aboard, but Kalib never once complained. He took pride in doing things he believed no other dwarf had done before. Hanging upside down, cleaning barnacles off the ship's hull as the ship raced into the waves was especially liberating. Treatment like this went on for seven years, with Kalib making only a handful of friends and it took that long before Kalib was involved in his first real pirate attack.

Kalib had been in small fights before but never anything life threatening. When the pirates attacked and butchered people he had known and come to like, he found himself praying to whatever Dwarven god might dare to listen. In asking for the courage to act, Muamman Duathal answered his call. An inner strength filled Kalib and he knew that somehow nothing would stop him in his goal of saving his crewmates. Even though one of the pirates was a spell caster and webs had been magically thrown upon the entire deck, Kalib ignored them; his ability to move freely and his determination to save his friends helped to win the day.

As the last of the pirates surrendered, a large boom of thunder shook the ship. Kalib looked to the sky, expecting a further attack, just as a great ball of lightning came down to stop and hover before him. Then amazingly it spoke, "I have chosen you to be my voice in this land, my son. Through your actions of bravery and strength I will help you aid the traveler in need. Through your passion of faith and hope I will aid you in finding the expatriate a home. Through your patience

and trust I will aid you in helping our Dwarven brothers when they must travel far from their hearths ad kin."

Then the ball of lightning changed into the form of a giant male dwarf. He held out both his hands to Kalib, a symbol to Muamman Duathal in one, a handful of beads in the other. With a flash the bodies of the pirates Kalib had slain lay before him. The avatar of Muamman took one bead for each fallen pirate and dipped it in their blood. "You will braid each of these into your beard," the avatar commanded. "If ever you take a life, you will do so again. This simple act of penance will ensure that if a living thing dies by your hand, its soul will not be lost to whatever evil corrupted it. The soul will instead follow you Kalib, when your journeys on this world end and you travel to me in final death." And so, Kalib of Muamman braided his first death beads into his beard, and his true adventures began.

With the captain killed by the pirates, Kalib was named the new master of the ship. However, unlike his predecessor, Kalib was wise enough to know that he was not yet ready for such a role. He then chose another in his stead as temporary captain of the ship until he was experienced enough to do so himself.

He asked to be let off ship in Ravens Bluff where rumors had it that dwarves once ruled over half a century ago. Adventurers were being hired on a regular basis and wealth or power could be quickly gained. It sounded like the perfect place to begin his new journeys as a warrior and priest to Muamman Duathal.

His adventures since that day are too many to recount here. Drow, dragon, and demon alike have all fallen before him. He has grown in power and finally felt ready to become the captain of *The Wanderer*. He has also made many strong friendships with the other adventurers of this city. It was in his journeys to the past that Kalib learned of his next direction in life. Kalib and a few others were sent to the past to retrieve a book held by a Dwarven clan called BrightSword. Kalib saw something special in the members of the clan, a unity unlike any he had ever seen. The entire clan was doomed to die during their battles with the drow, yet they stood as one, ready to accept their fate. Kalib vowed as he left to return to his own time that one-day Clan BrightSword would again shine.

For over a year now Kalib has been working quietly to being the Dwarven race back to their full glory. It brought him great joy to learn that some of the Clan BrightSword females and children were rescued and brought forward in time to the present. It was Uldred DeepAxe who, unbeknown to Kalib, had similar goals. Kalib and Uldred immediately became good friends and the idea of returning the name Clan BrightSword to the land became a team effort.

At the moment, Uldred, now Thane of the dwarves, has named Kalib to be his advisor and has placed him in the position as Chief Prelate to the Dwarven temple complex at BrightSword Keep. Kalib hopes to one day return Clan BrightSword to Sarbreen and bring a newfound peace to the Vast.

Kalib's appearance is usually combat orientated as he is rarely not in his armor and he keeps everything he owns in the best possible condition. However, Kalib's beard is a strong contrast to the rest of him. Neatly braided into his beard are hundreds of beads that have been coated with the blood of those who have fallen before him in battle. Kalib bathes often so smell is rarely an issue, but the sight is always a grizzly one. However, if someone is able to look past the beads they will see a warm smile and caring eyes. Kalib strives to help any good-hearted being in need but has little patience for the practitioners of evil.

Rogue Gallery Entry #9 - the City's Newest Lord

Lord Alexi Sharpeye

10th level Myrmidon Fighter

Strength: 18

Intelligence: 11

Wisdom: 8

Dexterity: 18

Constitution: 18

Charisma: 11

Age: 17

AC Normal: -8

AC Rear: -4

Deity: Many and None

Alignment: LN

Languages: Common

THACO 11

HP: 94

Height: 6'

Weight: 188 lbs.

Hair: Flat brown

Eyes: Pale Blue

Skin Tone: Fish Belly White

Weapon Proficiencies

-Specialized in the Two-handed Sword

-Proficient : Wrestling, Lance, Longbow, Short Sword

Non-Weapon Proficiencies

Riding Land Based, Swimming, Observation, Local History, Law(Ravens Bluff), Etiquette

Magical Items

Amulet of Chaosbane, Amulet of the Silver Dragon, Kimbers Necklace, Pearly White Prism Ioun Stone, Red Ioun Stone, Sirrus's Ring of Protection, Ring of Protection +3, Mantle of the Mists, Ring of Feather Falling, Two Handed Sword +1 Flame Tongue, Two Handed Sword +3, Wand of Wonder, Ruby Tipped Cane, Boots of Striding and Springing,

Amulet of Splendor, Robes of the Wraith, Wand of Negation, Dust of Disappearance, Arvoreen's Amulet of Aid

Background

Alexi is a rather non-descript young man with flat brown hair, pale blue eyes and a bad case of acne. He is rather scrawny, but looks as if he is quickly filling in to his adult frame. A stern individual, it is not uncommon to find Alexi stalking about town with a scowl on his face as he mutters over the ineptitude of the city watch. He usually dresses in black silks with high-laced leather boots, a broad belt of worked shark skin, carries a cane and wears a voluminous feather encrusted hat. When adorned for war, things change a great deal.

Typically in times of war Alexi can be found in field or full plate that is loose on him, as if it were made for someone of larger girth, and will oftentimes be found astride a huge war-horse in heavy barding.

Alexi was born in Sembia on a farm. His parents were good hard working simple folk who doted on their oldest son, and tried to mold him into a god-fearing young man who could take over the fields once his father was too aged to work them. It was a good comfortable upbringing and more than anything else instilled a quality work ethic and a healthy respect for the law into the young Alexi. The farm could not hold him, and on the anniversary of the 17th year of his

birth Alexi joined with a merchant who was traveling to far off Ravens Bluff as a Caravan Guard.

The journey to the city was uneventful, but once there Alexi fell in with a bad crowd... Adventurers. He quickly grew to love the thrill of the chase, the love of the hunt, and got the gleam in his eye that only gold and magical items could satisfy. He was off to the races. He joined the city guard briefly, but quickly quit after seeing the widespread corruption throughout that organization. He quickly gained a reputation as a capable individual who would always give 110% when it came to accomplishing a goal. Then came the war. Alexi enlisted and served with some distinction, although never rising above the rank of Sergeant he participated in many of the key battles of the war. Although he lived through the war, it took a toll on his body and soul. Alexi had several unfortunate encounters with undead that could sap the very soul out of an individual, and by the wars end, he had endured so much magical aging that he figured his age at some 49 years old. Great depression followed.

It is this point in his life that Alexi is somewhat sensitive about. Many people have not made the connection, that Alexi the drunk, and Alexi Sharpeye are one and the same individual. During his depression following the war Alexi began to drink a great deal. It was not uncommon for him to close a bar down with a collection of dwarves, and he just did not seem to care about life. What little adventuring he did do, he did so with a reckless abandon, almost as if he were trying to die in combat and just end it all. Although he had money, it was not unusual to see Alexi lying face down in a gutter next to a bar. Many adventures were failed because of the distraction of a favorite watering hole, and some companions even lost their lives because of his intoxication on a mission. Although he was still a good fighter, less and less people would associate with him.

This state of affairs would have undoubtedly gone on until Alexi died in battle, or died from his alcohol abuses, except for the intervention of a few of his remaining friends. They persuaded him to try adventuring one last time, and as luck would have it, Alexi was able to regain some of his lost youth thanks to a friendly genie and a few potions of longevity. Going from

49 to 16 years of age overnight was quite a shock.

With his regained youth, Alexi immediately made some changes in his life, the most obvious being no alcohol. He has since those time done many missions for the city, and continually aspires to greater and greater heroics. He has participated in over ten dragonhunts, getting two of the foul beasts single handedly. He has been heard muttering something about a lich, but most people take that as the idle boasting of youth. Once a year, because of a promise, Alexi disappears for a span of two weeks, and returns looking exhausted. Nobody knows where he goes or what he does during this span of time and all he will say is that he is fulfilling an oath. Since his appointment as the new commander of Fort Aleister and his rise to lordship in the city, the new Lord Alexi has been touring Tsurlgoi, Sembia, and Procampur recruiting people to assist in the defense and renovation of Fort Aleister. His journey was cut short in Procampur as he foiled an assassination attempt on Rendeth of Procampur. Since that time he has been lying near death in Procampur.

Golden Shield Trading Company Sold

By Candren Pallinthe

The conversation on everyone's tongue in the Merchants District these past couple of days is the recent ownership change within the Golden Shield Trading Company. Former owner Sir Jacen Tachi (*played by Tim Hernandez of MI*) received a number of bids from formed 'syndicates' within the adventuring community. However, the highest overall bid came from the partnership between Drew the Gold, the High Priest of the temple of Waukeen (*played by Ray Sindyla of OH*) and Lady D, owner of the Temple of Sharess and head of the Infernal Hunt Club (*played by Joe Cirillo of N.J.*). The actual amount spent on the acquisition remains confidential.

The Golden Shield Trading Company, now being renamed the Goldeye Trading Company, has always been known for their wide selection of goods and services. "What most impressed me about the company was the fact that if it was not magical, either they

have it in stock, able to retrieve it for me, or completely create it from scratch.", Lady D said in a public statement to the press, "Drew the Gold and I plan to provide new services which the Goldeye Trading Company will offer. Our goal is simple: To Be The Largest Trading Company In The Vast. We have the mind power and the man power to do it. Therefore, I expect no less."

Plans are in the works for setting up trade routes to Zakhara, Maztica, Shou-Lung, and other exotic places throughout the realms. The grand opening of the Goldeye Trading Company will take place at the Andonian Games, as well as its new catalog and list of services.

Wizard's Guild - FAQ

Q: How can I request the Wizards Guild at my interactive?

A: This requires submission of a request six months in advance of the convention interactive. Send the request via email to the guild administrator, at MightyWyrn@aol.com. The request must indicate the following:

- name of the convention
- date
- location
- name and email address of convention coordinator
- name and email address of guild representative who is accountable for whatever occurs

By requesting the Wizards Guild's presence at an interactive, you are agreeing to abide by the conduct and other guidelines outlined in this document.

Q: What are the activities for which the Wizards Guild representative is accountable, and what is required of all representatives?

A: There are two general areas of responsibility here...

For conduct and knowledge, the representative is accountable to:

- conduct himself or herself in a manner which reflects well on the Wizards Guild (a mysterious, wondrous, and somewhat-reclusive organization)

- become familiar with the information in this FAQ in order to answer questions and conduct guild business
- use application forms and signs which are to be used (available via download at this site)
- wear a legible and prominently-displayed name tag, listing the name of the PC or NPC which he or she is playing while representing the guild

For applications, there are several things for which the representative is accountable:

- ensure that all information listed on the application is complete, correct, and legible.
- ensure that each applicant understands the xp and gp requirements for their rank
- collect \$2 per submitted application
- prepare a concise, complete report which details any unusual or noteworthy activities which occurred during the interactive (if any)
- mail all materials to the Wizards Guild administrator within two weeks of the convention, at the following address:
Paul Pederson
5380 Colony Green Drive
San Jose, CA 95123

These materials are the responsibility of the representative. The guild administrator is not accountable for mistakes made by the representative or applicants.

Q: What should I look for when accepting applications?

A: Ensure the following:

- legible and neat
- correct application used
- applicant has achieved sufficient level for their desired rank
- confirm with applicant that information submitted is complete and correct (in character, use divination spells such as *wizard sight* or *true seeing* and ask to see the character's record sheet if necessary)
- confirm that the applicant is aware of and has deducted xp and gp as appropriate
- administer the oath (required for each rank, although this may be done in- or out-of-character)
- collect \$2 processing fee

Q: What activities are allowed for standard events which are requested?

A: These are detailed on the main page of this website.

Q: What other activities are there, and how are they carried out?

A: The following activities are done only with the permission and involvement of the Wizards Guild administrator:

- examination for inner circle (performed by a board of other inner circle members, by appointment only)
- special events involving the Wizards Guild
- special requests of the Wizards Guild
- special missions related to the Wizards Guild

In addition, interactive coordinators may not make rulings or act on behalf of the Wizards Guild without permission.

Q: What are the ranks which members can attain, and what are costs of joining and advancing in the Wizards Guild?

A: There are both monetary and experience point requirements. All are deducted from the player character at the time of application. If for some reason the application is denied, they are to then be added back into the PC's possession.

NOTE: the one exception to this requirement is that applicants petitioning for an examination for inner circle membership need not deduct the xp until they pass the examination and are conferred this rank.

Initiation fee upon joining: 1,000 gp

	Monthly Dues	XP Requirements
Tier One:	5 gp	500 xp
Tier Two:	10 gp	+ 4,000 xp
Tier Three:	25 gp	+ 8,000 xp
Tier Four:	50 gp	+ 24,000 xp
Tier Five:	75 gp	+ 36,000 xp
Tier Six:	100 gp	+ 60,000 xp
Tier Seven:	200 gp	+ 120,000 xp

The experience point cost of each rank is added to prior amounts, and is not a cumulative total. Therefore the xp cost of associate membership is 4,500 xp, full membership costs 12,500 xp, etc.

Affiliate Member 50 gp - no xp cost -

All members must ensure they keep accurate records, and may be required to present them in order to advance in rank.

Q: Can a Player Character advance a rank if it will cause him or her to lose a level? Can I "buffer" (save) xp for this?

A: Applicants may not drop to a lower experience level when they advance in Wizards Guild rank. To avoid this, they must "buffer" any experience points necessary to "pay" for this rank, if they would otherwise gain a level and be unable to advance without dropping a level. To "buffer" xp, simply do not advance the PC in level. This means that you should not mark "Gained a level" on any *Who's Who* forms until sufficient experience points have been accumulated for both the level and the new rank within the Wizards Guild.

Q: How frequently can one advance in rank?

A: Assuming they have achieved sufficient level and have sufficient experience points and gold to "pay" for it, applicants may advance up to Full Member during their initial application. Thereafter, applicants may advance one rank no sooner than every six months between the ranks of Full Member and Median Circle Member. Finally, there is a one-year minimum interim period between the submission of a Petition for Inner Circle Membership and the date of the examination.

Q: Why did the experience point requirements change on 7/1/97? What were the old xp requirements?

A: With the advent of tiered experience rewards in tournaments, this was deemed necessary to offset the rapid accumulation of experience points. The xp cost of the first rank is unchanged, the second and third ranks were doubled, and the fourth through seventh ranks were tripled. The original xp costs may only be used for those ranks which were conferred prior to 7/1/97, as documented in the Wizards Guild database. All members are expected to keep accurate records of their experience point progression. Direct any questions about the dates of any progression to the Wizards Guild administrator via email at MightyWyrn@aol.com.

Q: What are the benefits of being a member?

A: Aside from association with many other wizards there are the following benefits, according to rank:

Neophyte Member (Tier One)

- 25% discount on spell components and general wizardly supplies (through the Alchemical Union)
- safe storage of spell books and most magical items in a secure guild vault
- tutoring for learning spells, yielding a 10% bonus (max 95%) to chance to learn spells obtained from the guild

Associate Member (Tier Two)

- (none)

Full Member (Tier Three)

- access to a guild library, allowing the PC to learn an additional two spells upon level advancement

Circle Initiate Member: (Tier Four)

- (none)

Outer Circle Member: (Tier Five)

- limited access to laboratory facilities, granting a +1 bonus to Spellcraft proficiency checks on wizard spells

Median Circle Member: (Tier Six)

- request that an *identify*, *comprehend languages*, or *read magic* spell be cast by a "staff" wizard (at the 9th level of ability) on the Wizards Guild premises. The cost of this service is one cert'ed magical item. [This is available at judge discretion.]

Inner Circle Member (Tier Seven)

- instruction and certification in the alchemy non-weapon proficiency (required to perform magical item creation and recharge)
- full access to laboratory facilities in order to perform magical item creation and recharge
- opportunity to be considered for a dean position

Affiliate Member: this rank is for those wizards who desire affiliation with the Wizards Guild, but are not interested in a deep commitment. They are provided with limited access to library facilities and are welcome to attend social functions.

Honorary Member: this rank is for those friends of the guild who merit special consideration for their hard work. It is the only membership option available to non-

wizards. They are provided with limited access to library facilities and are welcome to attend social functions.

Q: What are the details of the alchemy non-weapon proficiency?

A: As documented in the *PLAYER'S OPTION: Spells and Magic* supplement, alchemical proficiency connotes being well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. This skill enables:

- identification of unknown substances and materials
- creation of dangerous substances such as acids and burning powders
- incendiaries (which are illegal within the city and forbidden by the guild)
- pyrotechnic materials
- potions
- ink suitable for use in penning magical scrolls

This proficiency requires two slots, is intelligence-based, and proficiency checks are made with a -3 penalty. Since it was not announced earlier and isn't included in the character generation guidelines, inner circle members may (must, actually) abandon an existing proficiency to make a proficiency slot available. This must NOT be a proficiency gained during tournament play.

The wizard's guild provides extensive laboratory facilities to its inner circle members.

Q: What kinds of application forms are there?

A: There are three application forms:

- Petition for Induction
- Petition for Advancement
- Petition for Inner Circle Membership

Q: Who is the NPC member which is to be used in the event that no one is available to represent the guild with a PC of at least full member rank?

A: The NPC is Regina Piccolo, a female moon elf who has lived near Ravens Bluff her entire life. She is a full member within the Wizards Guild, and is a 9th-level generalist mage. She is fiercely loyal to the Wizards Guild, diligent in her studies, and friendly unless she has reason to be otherwise.

Regina always carries at least two *wizard sight* spells and more on scrolls, which she

uses to ensure that the information on applications is true and correct.

Q: What is the College of Wizardry?

A: The College of Wizardry is the largest and most powerful division of the Wizards Guild. Other divisions include the Sage Advisors and Alchemists Union.

Q: What are the deans, and how were they selected?

A: Deans are acknowledged experts and leaders in their area of sorcerous study. A dean is assigned for each school of wizardry, as well as to topical areas of wizardly concern. The position of dean is not a rank, but deans are almost always chosen from the ranks of inner circle members. A listing and description of each dean is available on this website. Deans are very busy, and are generally unavailable to consult with PCs. [Exception: those players and judges who have a dean as an assigned NPC may play the dean in tournaments and interactives, if they choose to do so.]

Q: Tell me more about the experience point requirements?

A: They represent the time required for member activities. PCs can "buffer" their experience points by choosing not to advance a level and accumulating experience points. This is being allowed since a PC may not advance in rank if the xp cost would cause the PC to drop a level.

Q: Why must I have a sponsor to join the Wizards Guild, and what are the details of sponsorship?

A: Applicants must obtain the signature of a full member in order to join the guild. Sponsors share responsibility with their sponsored applicants through the rank of circle initiate member, and are potentially liable for the actions of the applicants. Sponsorship is a serious commitment and should not be accepted unless the sponsor has confidence in the character of the applicant.

Q: What is the new Wizards Guild facility like?

A: Recently constructed and still being refined, it consists of a ring of large towers connected by a tall battlement. Inside is a large inner courtyard. Further details are planned to be provided in future Trumpeter articles.

Q: What should I do if I have a special request of the Wizards Guild?

A: If your PC is a full member in good standing, you may submit a complete write-up via email to MightyWyrn@aol.com, copying RDRAVENS@AOL.COM. Hardcopy submissions are discouraged (and must be legible); verbal requests will not be considered. Submissions should contain ALL relevant details regarding the requester, requested timeframe, reasons for the request, interested parties, and other considerations. The submitter should be prepared to pay a substantial sum in terms of magic items, gold, or other requirements in order for the request to be granted. Incomplete, frivolous, or misleading submissions will not be granted, and may negatively impact the submitter's standing in the guild.

Q: What is required of my Player Character to be a member "in good

A: This requires three things:

- all fees and dues are paid in full
- all experience points must have been deducted as appropriate for rank
- conduct of said PC must have reflected well on the Wizards Guild, in the opinion of the chancellor

Q: What sorts of things should be reported when the paperwork is submitted to the guild administrator?

A: All noteworthy activities which are related to the guild should be reported. These include legal infractions by members, dishonest attempts to join the guild, special requests, etc.

Clerical Circle investigating Guardians

By Gilbert Gottlieb II

The Clerical Circle, after intense pressure by the Mayor, has begun investigating the Guardians of Paldir Isle that many of Ravens Bluff's adventurers ran into recently. Many of the adventurers met an untimely demise at the hands of one of the Guardians, only to be instantaneously Raised, resulting in a loss of health.

The Clerical Circle has determined that the effects of the Raising are only temporary and the health of the injured should slowly return over time. What spells were used to revive the dead are unknown to the High Priests of

the City, and may have originated from some other Plane of Existence. Affected persons should refrain from vigorous manual labor for approximately 30 days.

In a related story, many of the Artifacts the adventurers gained from the Guardian have proven to be minor magical items, their powers slowly fading the longer they are kept from the Tomb in which they were found. The only exception seems to be an ever burning torch that one party was able to find.

Editors Note: Those receiving a certificate for a loss of constitution during the mini-adventure at Gen Con can regain their lost Con point as of September 1st. You should keep the con point certificate as it will come into play during a later adventure.

Letter to the Editor

I have noticed recently that the Trumpeter has been predisposed to printing the words of bleeding heart liberals and soft willed simpletons. The Disenchanters pose a real and solid threat to the City of Ravens Bluff. ask any number of the many adventurers who have lost important magical items as a result of their encounters with this monsters just what they think and you'll find most agree with the Wizards Guild in this situation.

The situation in hand that 'Squire' Hollybow speaks off is typical of the inaction one would expect from one of her kind. Disenchanters, an obvious threat to the safety of the city, some how managed to make their way into the city, and to of all places, the Grand Griffon Inn. Despite the watchful eye of the City guard, and the careful protection the city is afforded by the Knights of the City, this supernatural menace still stole its way into the very heart of the Adventuring community. Naturally, as a member of the Wizards Guild, and with the rest of the occupants were ready to simply sit by and allow the beast to rampage unchecked, (Some even looking to pet the creature), I took the magical protection of the city into my own hands, conjuring minor servants to dispatch the creature safely. I will point out that this occurrence did transpire almost a year ago, well before the laws prohibiting Conjuraction and Summoning within the city limits. The servitile creatures summoned by

my person were more than adequate to dispatch the foul blue anti-magical menace and I truly feel that Azuth was pleased with my deeds that day. My work done, I grew weary of the (lacking) intelligent discussion that transpired and the sobbing ignorance of the patrons who mourned the creature's reversal to its initial state, teleporting back to one of my many residences. It should be noted, for all those who would protect these creatures that they are in fact nothing more than the experimentation of a wizard gone mad. It is the duty of all those who would follow the guidance and wisdom of Azuth to practice and exercise control and restraint with magic and use it responsibly. Owlbears, Hook Horrors, Disenchanters none of these creatures would exist were it not for the twisted minds of Wizards who have grown foul and corrupted. It is the duty of those who would call themselves true Mages to right the wrongs committed by said wizards and remove these magical monstrosities from Faerun once and for all.

Doctor Aiden Black
Clergy of Azuth
Circle Initiate of the Wizards Guild

Activity at the Clan Compound

By Fred "Porky" Porcine

Several rumors have reached this intrepid reporter recently concerning a heightened state of activity at the Clan Shado compound in the heart of our fair city. After further investigation I can report that the Clan members are definitely preparing for something, but are being very close-lipped about their plans. During an afternoon's picnic in the park across the street from the compound I counted no less than five wagonloads of supplies delivered to the main entrance. I was unfortunately unable to determine what the wagons contained - one teamster offered an uncharacteristic "no thanks" when offered a free libation at a nearby tavern....

When asked about the activity, Clan Shado spokesperson Clarisa Half-Elven (*played by Lanica Klein, MN*) said "I cannot comment on our activities and plans at this time. I will say,

however, that the rumor that Clan has chosen to leave the city is completely false. Clan Shado is committed to Ravens Bluff, and while we are not happy with the current state of affairs in the city, we are here to stay."

I can only assume that by "current state of affairs" Clarisa was referring to the general unrest caused by the Heart of Bane and the turmoil resulting from its presence in the city. While the denials of any plan by Clan Shado to leave are reassuring, there is no doubt that there is something afoot inside their gates.

Elminster Visits Wizards Guild

By Nadd Parker, Freelance Reporter

The sage of Shadowdale was sighted touring the new Wizards Guild facility last week, offering suggestions on architectural enhancements and magical amenities. According to one source, the celebrity mage was impressed. "He winked at me and said that, 'Even a bard can plainly see that this is a first-rate facility!'"

A number of new member wizards were reportedly sponsored by Elminster himself. The honored applicants are all are reputed to have elven blood, and the rumor is that they all hail from the Dalelands. Whatever the truth of the matter is, the honored three are Arrocc (played by Richard Gurdak of VT), Rafim Cinder (played by Robert Wadsworth of WI), and Glithander Ej-lahona (played by Michael Dugas of MI).

That evening, Elminster and Chancellor Simon Regulus hosted a roundtable discussion with high-ranking guild members to discuss the extraplanar threat posed to the city. Additional meetings were reportedly held into the early hours of the morning, and included a number of mysterious visitors. It is the opinion of this reporter that a large force of Harpers were in town. More on this later as events warrant.

Elminster also spoke to the Trumpeter offices about a future wizard's meeting in or near Ravens Bluff. He was very secretive about any details about the gathering.

Campaign News

By Daniel S. Donnelly

Alright, Gen Con is now behind us and we have another year of the Living City campaign to look forward to. I look at the year as being from Gen Con to Gen Con since that is when most of the major changes occur. We did have an election at the interactive and as you can tell it was pretty debated.

We also gave out the first seven names of the dwarven axes gained at the Origins Exclusive. IF YOU ARE A DM: and someone brings one of these axe certificates to you. Please do the following items, some of the certificates were stolen or misplaced and we want to make sure the certificate is valid and that the restrictions are being abided by:

1. Please take down the character name, player name, number on the back of the axe certificate and mail that information to Brian Burr at BBURR@AOL.COM.
2. Make sure that the character only has a maximum of 10 items. This is not exactly like the paladin's restriction but it is any ten items.

I also must announce that a number of other certificates were "missing" from the interactive. These certificates were donated by characters in a raffle environment. They are all "small" items but there were many of them. All have another **players** name and RPGA # on the back of the certificate. I am **REALLY** interested in finding out the location of these items and any help would be appreciated. I took it as a personal insult and personal defeat to have those certificates go missing and will make the search very personal until they are found.

Onto a more satisfying topic. The specialty priests of Waukeen have been accepted and a number of Specialty Priests of Kelemvor passed their tests at Gen Con. The full ability for the members to play specialty priests of Kelemvor, elemental deities, Shaundakul and the other Powers and Pantheon deities will begin at Winter Fantasy.

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

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

Okay, a few clarifications since we do not have a regular Q&A section this month. I want to clear up a number of issues that I have seen or heard about since Gen Con.

1. **Any certificate from a tournament that says Melee Weapon +1 and allows the players to fill in the type of weapon that they want is designed to place +1 melee weapons BACK into the campaign. ALL WEAPONS selected must be those allowed in the standard starting equipment. There are no +1 Katana certificates allowed, since that is NOT an allowed starting weapon. In fact it is specifically disallowed.**
2. **The Bracelet of Minor Wishes allows the wearer to use a STANDARD allowed spell of the First through Fifth level. That means the spell must be allowed in the campaign. That also means that it CAN NOT be used to cast spells that come from the Tome of Magic's Major Spheres. Any use of those spells is disallowed and the effects of such are not valid. It duplicates allowed spells only!**
3. **There have been a lot of questions about the Holy Swords of Lathander. Those are the holy swords that were put together through tournament play a while ago. The specific questions regard the powers of the holy sword. To make things a little easier I have decided on a single ruling that all the Lathander swords will be judged by. There are two holy swords not gained in this same manner but the only difference with those will be listed on their certificates:**

- When wielded (out of its scabbard), the wielder (if a paladin) has magic resistance equal to 50%.
- A paladin wielding the weapon may elect to dispel any magical effect that the weapon comes into contact with. The Holy Swords of Lathander dispel magic at the 12th level and function just like the *dispel magic* spell. The range is personal as listed on the certificate, therefore, the sword must contact an enchanted being, or wall or sphere to dispel the magic.
- The sword's bonuses are as a justifier and it does not receive +10 versus evil like a Holy Avenger, since it is a Justifier. It does however give the paladin the ability to turn undead as a cleric of equal level and is +5 against all undead; and grants a +2 bonus to saving throws against undead magical attacks.
- 4. **Finally, the topic of Scarabs of Protection. For those spells without a saving throw, the scarab allows a saving throw of a 20 minus any MAGICAL protections. Not a dwarven or halfling bonus versus spells or a wisdom bonus, JUST magical adjustments. So a character with a Ring +3, Cloak +3, Pin +1, Ioun Stone +1 has a scarab saving throw of a 12. The scarab bonus does not affect the scarab check. So, all players with scarabs please review what your saving throw with the scarab actual is, you may find out it is a lot higher than you thought.**

Enjoy the campaign and have some fun.

Daniel Donnelly
2250 Lexington Way
Kennesaw, GA 30144