

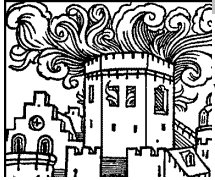
- The Final Battle Report
- Clerical Circle to Expand?
- Who shall Lead the Survivors

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

# The Trumpeter



*The Newsletter of  
Ravens Bluff  
Volume 1 • Issue 2  
April 1997*



## VICTORY!

*General Blacktree good to his word, Myrkyssa Jelan's army defeated*

by Harold Dayspring & Fred Faber

The morning was glorious and the news even better. Lord Blacktree had delivered the victory that he promised, the enemy army crushed against the banks of the Fire River.

The battlefield was kept off limits to all but those of the army or those especially empowered to assist the wounded. Over 6,000 enemy humanoids had been killed by the armies of Ravens Bluff and the price was steep. Approximately 25% of Lord Blacktree's army was either wounded or killed during what will be known as The Battle of Fire River.

The remaining enemy troops have been scattered and many humanoid groups destroyed. Lord Blacktree was also wounded during the fighting suffering what appeared as a large club wound and either a lance or spear injury. Still, he refused to leave the battle and lead the final charge of his remaining cavalry at last driving the army of Myrkyssa Jelan into the Fire River.

### Myrkyssa Jelan escapes the battlefield

by Harold Dayspring

The news of Myrkyssa Jelan was not as good. Even as General Blacktree was accepting the accolades of the city and the first Knightly Honor of the newest city knighthood, The Knights of the Lady, from Lady Amber Lynn Theoden, he was sending troops and adventurers into the battlefield looking for those surviving army members and either the body of or whereabouts of Myrkyssa Jelan. The captured mercenary officers when interrogated could not describe the enemy leader who remained strangely absent from the pre-battle strategy sessions. Her voice in these sessions was an elven wizard who when described brought images of ex-Mayor Belanor Fenmarel. When questioned by those knights of the Mystic Flame, the officers did not know who the elf was, only that he was the confidant of Jelan and her voice in their planning. Some of their officers believed that he was the "clone" of our Belanor Fenmarel but this could not be confirmed since that body was not recovered either.

### Mayor Charles Oliver O'Kane found Alive!

by Fred Faber

I had the pleasure of speaking to Lord Mayor Charles O'Kane at the Temple of Lliira. The Mayor seemed to be in good spirits although he was obviously worse the wear for his time as a prisoner of the Warlord Myrkyssa Jelan. He did not remember much of his imprisonment and I was advised by the priest in charge of his "healing" to avoid those topics. Still, it was good to see O'Kane after almost a year's absence. He had obviously suffered physically and mentally but I was assured that he would recover physically. When I asked about his mental condition High Revelmistress Shanna Aloros told me that sometimes isolation and abuse can forever hold someone from the feelings of the joybringer. I guess that means only time will tell if Charles O'Kane will ever be the man he used to be or if he will be able to retain the position of Mayor of Ravens Bluff.

## Temple of Mystra damaged

by Tomaldi Everspring

The Temple of Mystra was damaged just prior to the war's end. No it was not an attack on the Temple by the forces of Myrkyssa Jelan or even one of the enemy priesthoods. It was the Temple of Gond. In truth, one of their experiments. They had attempted to create what "The Professor" called a Ground-Avoidance Ship. This ship utilized both the principles of mechanics and the principles of magic to fly. Unfortunately during its first flight, the wondrous machine drifted over the Temple of Mystra and without its magical enhancements plummeted like a huge catapult stone directly through the roof of the Temple. Thankfully no one was hurt although the debate continues in the clerical circle as to the responsibility for the accident.



## Clerical Circle to Expand its Ranks

by Lady Amber Lynn Theoden

Having recently been invited to attend a meeting of the clerical circle as the representative of the Council of Lords, I wanted to take this time to inform the citizens of Ravens Bluff just what the clerical circle is doing.

The major topic of conversation was the obvious empty seats on the circle. For those that might not be aware, the Clerical Circle is made up of one representative from each of the "civic religions". Currently those religions include: Chauntea, Tymora, Lathander, Mystra, Tyr, Helm, Tempus, Selune, Gond and Lliira. The seats reserved for representatives of Selune, Helm and Tyr remained empty. The war had taken its

toll. The empty seats did not remain empty for long as Darrel Ironhands introduced himself as the successor for Master Alaric of Helm. Darrel was still recovering from wounds suffered in defense of the city, and regrettably Master Alaric gave his life for Ravens Bluff.

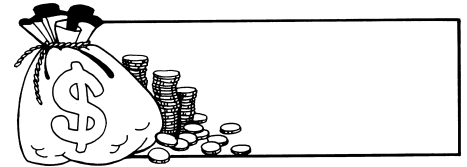
The Selune seat was also soon filled as Arial Nightglow appeared to represent the temple. She indicated that the seat was not hers permanently but until the temple raised a new high priest the seat would be her responsibility. Hykros Allumen was also recognized by the Clerical Circle to represent Tyr. The Reverend Judge has been in charge at the Temple of Tyr since the death of the Circle's previous leader Sirrus Melandor of Tyr.

Petitions were raised during the session to expand the Clerical Circle by two. The first expansion was to allow representation by those demi-human priests within the city limits. This brought on some serious debate as many of the representative doubted the worth of having multiple temples electing or deciding upon a common seat. No decision was made during this session, as the circle decided to give the proposal some thought.

The other petition was for the Temple of Kelemvor. The highest ranking priest of Kelemvor in the city attended the meeting and spoke elegantly to the assembled. Damien, the priest of Kelmvor made the following statement, *"This is a city of death. Kelemvor has sent me to tend to those here and those that will come. Your times of trouble are not over, they have just begun. This council empowers the priests of the city to work together, this would be helpful, but it is not necessary. Already the forces of Kelemvor have gained much power in the area and we will make sure that all the dead spirits return to Kelemvor."*

With that Damien left. The clerical circle did not know what to make of it and although very powerful in the ways of healing, Damien spent most of the

time during the recent war, tending to the dying or dead instead of the living.



## Mercenary Update

by Lady Amber Lynn Theoden

Last month I reported using the last of my inheritance to hire the drow mercenary known as Hathmar Blademark. To update the many people that have asked, and to avoid having to answer another twenty people tomorrow, here is the details of our agreement. Sir Hathmar was perfectly neutral in the pre-battle preparation. I believe he spent the evenings with a local bard, one Madison Amara (*played by Tia Doran of FL*). When the time came to make use of the optional clause in his contract, I made the necessary payments and asked Sir Hathmar to attack the rear of the enemy to disrupt any counterattacks to General Blacktree's plans.

I believe Sir Hathmar either shapechanged or forced a black dragon to attack the enemy thus forcing them into the trap laid by General Blacktree. I admit the effect was more than I had come to expect. Still, it may have made all the difference in the battle, so to honor both General Blacktree and Hathmar, I pronounce each of them honorary Knights of the Lady in honor of their actions during this war.



**A New  
Knighthood**

As mentioned earlier in this edition of the Trumpeter there is indeed a new Knighthood in the city of Ravens Bluff. The Knights of the Lady are a civilian order dedicated to the people of Ravens Bluff. The founder of the Knighthood is Lady Amber Lynn Theoden as important to the victory as General Blacktree himself. For although General Blacktree did deliver a military victory, it was Lady Amber and her influence that maintained the morale of the city and the small amount of food that was brought in to the city. In the end even the military victory might have been her responsibility as she sacrificed all that she had to hire Hathmar Blademark to attack the enemy flank and force the enemy into the trap laid by General Blacktree. One hesitates to assume what would have happened if not for the intervention, would General Blacktree's plan have succeeded or failed. It does not matter for Lady Amber once again was conscious of the need for action and her actions again, and again have benefited the city of Ravens. - *Fred Faber*



**Guild of Magical  
Arts split-up**

by *Lady Alisuires  
Relthana, Knight of the  
Mystic Flame*

"It was too good to be true." Those were the words issued by Archmage Alcides Von Tighe, when told that the former Ministers of Art were again leaving the Wizard's Guild to reform the Ministry of Art. During the last couple of months all the minister were reporting to Alcides for assignments. Many of the spontaneous magical decisions that impacted the war

were made by Alcides. Especially remarkable was the instantaneous attack against the enemy once the armor fragment of Bane was destroyed.

Of those Ministers of Art that came over to the Wizard's Guild a number have remained impressed by the leadership shown by Alcides and the facilities available at the Wizard's Guild. Thus, the only schools of Magic now represented in the Ministry are: Alteration (Emellin of Ravens Bluff), Conjunction (Alskander of Chessenta), Invocation (Variance Klane), Necromancy (Begoas the Inquisitive), and Wild Magic whose Minister is still wanted by the government for treason during times of war.

It is unknown at this time whether new ministers will be appointed for the missing schools or whether the Ministry will function only utilizing those schools currently intact. The remaining ministers were warmly welcomed to the Wizard's Guild by Alcides who had hoped that the other Ministers would understand the benefit to Guild membership and remain loyal members of the Wizard's Guild.



**Gypsy Curse  
haunts  
Wedding**

by *Jacinth Moonspring*

Recently, I attended what was to be the wedding of Lark (*played by Sandra Nimz of SC*), a gypsy princess from a far off land and Landros (*played by Richard Moore of GA*) a local ranger and definite non-gypsy. From the beginning there were problems due to the gentleman's gypsy status. None of these problems would seem important compared to the actual wedding. It seems that an entity which referred to itself as The Dark Gypsy had threatened the Groom and the Bride's family. In fact, the bride's brother (bloodbrother to the groom), disappeared and was later killed by The

Dark Gypsy. It seemed that the Bride was also the source of a great curse laid upon her by the still unknown Dark Gypsy.

This curse affected all that the bride touched prior to the beginning of the actual wedding. The bride was also beginning to age at a remarkable rate. Unfortunately, being human, her aging was, well, rather obvious. I digress, the bride's ancient gypsy grandmother (*played by Lisa Tomihiro of SC*) was able to deduce the details of the curse and a method to remove it. The curse was effectively removed, although it had an obvious affect upon Landros, whose elven features appear to be noticeably, well older. Landros also seemed very upset over the entire situation vowing to find this Dark Gypsy and do some very ungentleman-like things to him. Only time will tell if Landros will find the Dark Gypsy and what future plans this Dark Gypsy will have for Ravens Bluff.

**Other Social News**

At the fore-mentioned wedding, the infamous swashbuckler Lorien Keltree Darkarrow (*played by Dan Donnelly of GA*) was seen quite intoxicated. It seems that has been his constant state since the death of his wife Mirial Moonsilver of the Temple of Selune during the Talos attack of Remembrance Day.

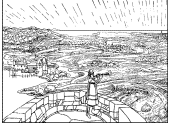
I overheard him speaking to another priestess of Selune, a young Silver of Selune (*played by Seretha Masdon of SC*) about his role in the warehouse fires. It may be that the city watch will be looking for the revengeful swashbuckler in the very near future.



Speaking of weddings and swashbucklers, another member of the Grand Gauche (swashbuckler organization) was married recently. Sir Beryl of Wizard Guild fame (*played by George Aber of*



NC) was recently seen out with his new bride, the beautiful and very tall Analaina Blessing (*played by Mechele Hunt of CA*). The couple is not mentioning any details about their wedding and all their friends seem to have been caught by surprise.



### New Powers in Ravens Bluff

by Tomaldi Everspring

The Council of Lords has appointed four new seats to replace those lost to the war. In answer to the material power in the city, the four new appointments went to the four major Merchant Lords of the city. The most notable absence from the council is the hereditary seat of House Raphiel. The house was especially devastated during the war with only one survivor among the many men and women of the house. Sir Argent Raphiel was wounded severely in the war and was outraged at the loss of the family seat. The other noble houses that lost their seats were equally upset, although they did not lose their seats as a result of defending the city as did Sir Argent lose his family seat on the Council.

## LIVING CITY Questions and Answer

® and ™ and words in small cap are trademarks of TSR, INC all rights reserved. Permission to photocopy this page is granted

**Q:** The *Nap* spell as described in the *Tome of Magic* specifically speaks about wizard's able to re-memorize spells after the benefits of a *nap* spell. What are the effects on priests?

**A:** The spell specifically mentions wizards due to the nature of wizardry magic. Eight hours of rest to recharge the wizard's internal battery. Depending upon how you interpret priestly magic priests also require rest before properly petitioning their powers for spells.

For purposes of the LIVING CITY campaign, priests that rest for eight hours and then take the time to pray to their particular power for spells will receive a new set of spells. Thus, the *nap* spell WILL function for LIVING CITY priests.

**Q:** I have heard about the new character generation changes that need to be finished by the GEN CON game faire. If I want to make the changes immediately can I do that and what do I need to do to specify the changes?

**A:** This is a very simple question. Go ahead and make the changes. I would suggest informing the Dungeon Master at the beginning of the session that you have made the changes already. That is just courtesy to the judge, it also may bring up questions about the change from players that may not have heard about the adjustments.

**Q:** I recently played a tournament where my character was changed to another race by an action built into the tournament. Can I rework the character to meet the requirements of the new race? Also, if the new race is a demi-human can I now multi-class, or if I was dual-classed

can I be considered to be multi-class?

**A:** A tournament should never change the race of your character unless a part of the module was incomplete or a choice was made during play that resulted in the change. All your statistics remain the same. Changes should not be done unless your statistic exceeds the racial maximum of your NEW race, in which case statistical points are LOST! Also, if your NEW race does not support a class that your character has levels in then those abilities are lost until your permanent race is restored. Thus, a magic-user changed into a halfling or a dwarf loses all magical abilities until returned to a magic-using race. Any dual or multi-class history of the character remains, thus it is possible, if a tournament is written that would make this change, for a multi-class demi-human to become a multi-class human. To make it simple things do NOT change. However, a NEW demi-human is NOT allowed to multi-class, although a NEW human would be allowed to dual-class as long as they were a single class demi-human previously.

**Q:** How is the above answer adjusted if the new character or an existing character is polymorphed, and missing their intelligence check?

**A:** This is again simple. The character is restricted by their "true" race. The polymorph gives the appearance and some of the abilities of the race. However, the nature of the actual race rule. This goes along even with *reincarnations*. If the character is a dwarf and is polymorphed to look human they are still unable to become a wizard nor are they allowed to dual-class. A human wizard *reincarnated* to a dwarf loses all ability to cast magic.

**Q:** I want to go about buying land, how is this done?

**A:** Land is sold mainly at interactives although there has not been much sold since the war began. It has also been discussed bringing a land auction to the TSR on-line chat room although the limitation is to those players unable to attend. At this point, limited interactive land will be the only vehicle we are using.

**Q:** If I played in a tournament and had a fun, humorous or interesting event occur what should I do? Can any story from my convention become news in The Trumpeter?

**A:** Okay you caught me. This is the same question as last month. However, this is a very important question. This Trumpeter is meant to represent all of our conventions and all of our stories. My staff and I only get to so many conventions and those are the only stories I am able to tell unless I am informed from one of you. If I do not hear from you, I will find stories to fill the pages. On the other hand, I have a limit due to the necessary plot devices and plot lines needed. PLEASE NOTE: LIVING CITY authors, if you want to foreshadow an event that will occur in your module before the module is played send me a note or give me a call. I will be doing a lot of that myself but if you know how you want to do it, then by all means give us your input.

VIP NOTE: PLEASE PRINT THIS TRUMPETER AND IF POSSIBLE MAKE A COPY OF IT TO DISTRIBUTE TO SOMEONE AT A CONVENTION THAT MAY NOT BE ABLE TO ACCESS E-MAIL. THAT WAY EVERYONE WILL BE ABLE TO ACQUIRE A COPY OF THE TRUMPETER AND BETTER FIND ENJOYMENT WITHIN THE CAMPAIGN

THANKS,

DANIEL S. DONNELLY