

- Belanor Fenmarel Dies in Prison
- Temple of Kelemvor raised in Graveyard
- Election Results

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*The Newsletter of  
Ravens Bluff  
Volume 1 • Issue 7  
September 1997*

# The Trumpeter



## Belanor Fenmarel dies in Prison Cell *ex-Deputy Mayor passes away peacefully during the night*

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

Last weekend, the ex-Deputy Mayor, Acting Mayor Belanor Fenmarel passed away on the Lords Level of the Nevin Street Comptor. A grand state funeral was held for Belanor with the Lord Magistrate and new High Priest of Kelemvor speaking at the funeral. More details on the new High Priest can be found later on in this edition.

Belanor had a long history in the city, first as an adventurer then as a Knight of the Golden Rooster and finally as the voice of the people in the government of Ravens Bluff.

Still much controversy surrounds the ex-Deputy Mayor, was he charmed by Myrkyssa Jelan or did he betray the city and side with the warlord against Ravens Bluff. Perhaps we will never know. Only recently information has become available that shows that a member of the embassy of Thay, who had many dealings with Belanor, purchased magic specifically meant to hide magical effect present on an individual as well as permanently remove the memories of the same individuals. Opponents of Belanor, say that this proves that he was purposely planning to betray the city, others say that it only proves that the Thayvians were plotting with Myrkyssa to capture and turn the ex-Deputy Mayor.

Still the charismatic elf will be sorely missed in many sections of the city. Obviously his campaign to become the new mayor of the city also fell on hard times. It is difficult to gather support for a dead man, even one with the personal charisma of Belanor Fenmarel.

### The True Temple of the Dead

by Silva Sinderan

The day after the funeral of beloved Belanor Fenmarel, a new temple was raised in the public graveyard of Ravens Bluff. It was not raised in the normal manner, it raised out of the ground, its black marble glistening in the moonlight. When the structure finally finished it's ascension from the ground of the graveyard the front doors swung open and out stepped Damien, the six-foot six-inch specialty priest of Kelemvor. Damien had earlier spoken at Belanor's funeral. He claimed that he was "a priest of the people and Kelemvor's representative to the people". He spoke briefly after the funeral and again after the temple rose from the graveyard.

The most impressive item was the two skeleton figures cowered besides him during the rising of the temple. The two minor deaths were permanent guardians of the temple interior and Damien informed the masses that only those who

remained true to Kelemvor's teachings would be allowed to enter this his holy place.

### Lady Amber declared winner

By Fred Faber

With the final gold of support being accumulated the Council of Lords and the Merchant's Council has announced a winner and our new mayor. Lady Mayor Amber Lynn Theoden will be sworn in during a ceremony at the Andon Games. Lord Andon will be the master of ceremony and the keys of the city will be turned over from retiring -Lord Mayor Charles Oliver O'Kane to the new Mayor.

The accounting was very close. Lady DeVillars support of Lord Mayor O'Kane was considerable although the amount donated by the various merchant houses was also quite considerable. The adventuring community also played a large part throwing the weight of their gold to the various candidates.

Surprisingly Field Marshall Blacktree's support disappeared. The many army officers present at the town fair preferring to throw their support to one of Field Marshall Blacktree's other officers. The same General Dandelion who provided the city with much

leadership at the front was encourage, no forced, to provide an outlet for the army to support its own candidate. Even Field Marshall Blacktree could understand the general support for General Dandelion and decided to offer him the Deputy Mayor's position should he win. Unfortunately, the confusion and lack of support from either the merchants or the lords doomed this powerful duo.

The final piece to this puzzle was the support gathered by the local adventuring community for one of their own. It seemed a grass-roots effort was being run through Potions, Lotions & Notions and the many swashbucklers at the Fair for the Swashbuckler Challenge for Sir Lorien Darkarrow, Knight of the Golden Rooster. This support while at times very vocal did not have nearly enough support to take the mayoral office. In fact, it seemed that Sir Lorien was seen often donating to the campaigns of the others seemingly unaware of his own campaign.

The reaction of many of the guilds and organizations to the election results can be found further in this edition.

### Reaction from the Clerical Circle

#### by Tomaldi Everspring

The clerical circle while in session during the annual Fair did not take an active role in the elections. Speaking earlier to Relarn Dayspring he was very reluctant to favor any of the candidates. The only statement he had made was that the religious commitments of all but Sir Lorien were completely unknown, even though Lord O'Kane had some obvious commitments to the Temple of Lliira.

### Reaction from the Knights Council

With the election results just announced I was able to speak with

Uldred Deepaxe (*played by Brian Burr of OH; BBURR@AOL.COM*), a representative of the Knights Council about the election results and the selection of Lady Amber as the new mayor of the city. Here is what he had to say:

"Lady Amber although the leader of a NON-Knight's Council groups of Lord's Knights has been very cooperative with the Knight's Council when it comes to most matters. I forsee many more years of cooperation and learning between her knights, the city and the Knight's Council of Ravens Bluff."

Other knights were not as generous, "This bodes very bad for the city. She has already knighted the most treacherous creature in the city. Can you believe she "gave" her knighthoods to both Lord Blacktree and Hathmar Blademark. It just makes me sick! Incompetence and Greed those are two great qualities for a knight, we are in true trouble now!"

### Reaction from the Other Candidates

I spoke with the other candidates after their loss during this election. Lord O'Kane seemed to take the defeat well. He is going to be working as a special advisor to Lady Amber during these times, and spending more time in the city. "I have been awfully busy these last thirty years running the city, I have not have time to really watch it grow and to enjoy myself. Perhaps, it is time Lady DeVillars had some competition in her ability to throw grand parties." Lord Blacktree was not as accepting, "I don't like it. We have just gone through a terrible war and now we are going to change the entire government. I understand the support she has received but I would have much rather lost to Lord O'Kane as he at least has the experience we are going to need."

Sir Lorien when asked for comment reacted as if I was joking with him. It seems he was not aware that he was a candidate at all. Of course, I had to catch up to him outside of the courthouse where he had been arrested. It seemed someone was using his name in the pursuit of crime. "I don't worry about it too much, it just seems to happen. At the wrong place at the right time, that seems to be the life of a swashbuckler. By the way..." At this point, Sir Lorien went on about the Swashbuckler's Challenge and the rest of the Fair that he seemed to miss.

### Reaction from the Wizard's Guild

The wizard's guild was very sullen about the whole election process. They did not seem to have a great deal of influence over the results although I did notice a number of their members stopping by Potions, Lotions & Notions, so it is possible that their support was secretly for Sir Lorien. The Archmagi Alcides had these comments about the winner:

"The Wizard's Guild is very pleased at the turnout by the citizens of Ravens Bluff. We are saddened at the loss of Mayor O'Kane's leadership, but we understand the need for change."

### Reaction from the Silent Network

A cloaked individual that I could not identify spoke briefly with me after the results were announced. He said that he represented the Silent Network and that he was very pleased with the outcome. "Lady Amber represents change, change means more work for the people and a new government that will require information, and a government that we must learn about. The process will be interesting and I believe there will be

opportunity abound for adventure and profit.”

### Society News

Well, hello, dear readers! It's hard to believe it's been a month since you last scanned my latest words. Yet, things keep bop-bop-bopping along here in the Living City that Never Sleeps.

While it is not normally one of my normal gathering spots, the House of Thud has proved to be this cycle's breeding ground for the word on the Who's Who doing what to whom. The weekend following the summer solstice called the best gamblers to Thud's gaming parlor for the second annual poker tournament. The ante was upped this year, however, to 5,000 gold pieces per participant. Each table seated five people, and the winner of each table (by either bankrupting the other players or counting up the "bank" at the end of 1 hour and 15 minutes) would advance to the finals. There, it was to be a winner-take-all competition for 110,000 gold pieces!

There were definitely some surprises in the preliminary round. Relative unknown **By-Tor** (played by William Sheffield of TX) was one of the two biggest. This unassuming nature oriented person walked into the finals with barely a fur ruffled on him! However, indication that he used his snow-dog to unfair advantage were soon dismissed as unfounded accusations made by players with sour grapes to mash. In the most closely contested table, **Bear** (played by Bill Reynolds of GA), staved off two other competitors at the time whistle to advance as the person who claimed the biggest bank at the table.

Most surprising, perhaps was the advancement of the notorious mage **M. Cateyes** (played by Wayne Melnick of FL). **Cateyes** eliminated four other players at his table, including last-year's finalist **Jenna Blacktree** (played by Richard Dold of GA). That quickly dashed hopes of a rematch of the previous year. However,

another of last year's finalist, **Allandra Mystallin** (played by Sherrie Masdon of NC). Joining those four in the finals was the ever unpredictable "**Mad Druid**" **Cap'n Morgan** (played by Jason Ehrlich of GA).

The finals began relatively quietly with some small pots being won. It seemed, dear readers, that the players were feeling each other out. However, when **Allandra** called for a game of 7 card "Do Ya?" things went crazy quickly. The last bet following the last card dealt found **Cap'n Morgan** raising everything in his bank. Allandra had already folded, and **By-Tor** quickly joined her. However, **Bear** leapt at the opportunity, and **Cateyes** pounced on the feather dangled in front of him. As you would probably suspect, **Cap'n Morgan** took the pot with five-of-a-kind (10s). From there, it was only a matter of time until the money and the championship was his.

Believe it or not, my loyal enthusiasts, that was not the most intriguing part of the evening. Later that night, **Cap'n Morgan** was seen in the presence of his former poker adversary **Cateyes**. However, we quickly learned that it was not the Catelf, he was there to see, but rather the young girl, **Torie Shadai** (also played by Sherrie Masdon of NC), who is currently gaining name recognition, both for her adventuring skills, and the fact that she is fundraising to build a new home for the animals of Marigold's Menagerie. **The Mad Druid**, lived up to his name by offering **Torie** a simple bet. He told her, and I kid you not, that he had buried the 110,000 gold pieces, along with another 30,000 at an undisclosed location. If **Cap'n Morgan** drew higher than her from a deck of cards, then she would owe him a gold piece. If **Torie** drew higher than him, all 140,000 gold pieces were to be donated to the Menagerie in his name.

Onlookers were stunned when **The Mad Druid's** nine of hearts fell to young **Torie's** jack of diamonds. I tell you,

dear readers, this would be a good time to be a homeless animal in Ravens Bluff!

### Arrests and Obituaries

It has been a busy month in the courts and graveyards of Ravens Bluff. The following information comes from Guido, the Trumpeters man on the streets.

Yo. Like I been spending time in da prison of da city on dis whole belanor ding. I founds me anoder add venturer dat run a foul of da law. His name is artue ramos (played by Mark Strecker of OH), he done steals a harp from dis place an den he getz caught tryn to fence it. THREE MONTHS AT DA BALL SHOULD COOL DIS THIF.

LIKE SINCE DA BELANOR DUDE HE GONE AND DIE I ALSO NEED TO SPEND TIME WITH DA GRAVEYARD DUDES. When I was dar I hear of da passin of a couple more add venturerz, maybe like ya knowz dem.

Des add venturers dey gotz kill fightn da enemy and den dar friendz just like left da bodies to be annimated by da enemy. Well dey finally dead. Der names was Argos of da goddess mystra, (played by Barret Moy of IL) Olga McFarthing (played by Sarah Witucki of MI) and Soludar McFarthing (played by Paul Witucki of MI). Seemz like da mcfarthings dey have a bad day. All in all, dat all dat I findz.

### A.V.O.W. Shelter Opens

Thanks to the generosity of the adventurers of Ravens Bluff, the Animal Victims of War shelter is now open. It works in conjunction with Marigolds and is operated by Victoria Shadai (played by Sherrie Masdon of NC) and Mindy Mufflefoot, Marigold's neice. The shelter hopes to heal those animals hurt in the war, and find new homes for those without living owners.

## LIVING CITY Questions and Answer

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**Q:** Do Living City priests select their spells each day or do they simply pick a spell at the moment of casting?

**A:** Priests pray for spells at the beginning of the day. They pick their selection in advance, NOT when used. That is standard A D&D.

**Q:** Am I right in that a Magic Missile spell can not target a specific part of a creature's body and it can not target nonliving matter?

**A:** Yes, you are. Magic Missiles can not be used for called shots, nor can they affect non-living being, although they do affect undead.

**Q:** A PC in one of my LC parties had a great cat for a pet (a leopard or mountain lion, I think) and brought it along on the adventure. It turned out to be the best fighter in the party, but didn't I see a posting in the RPGA message board that said that pets could not accompany PCs on adventures?

**A:** A PC is able to have a pet or familiar join them on an adventure. However, the pets HD is added to the total levels of the party for purposes of tier determination. Also, there are going to be hirelings that may join PCs as well. These will have very specific certificates and indicate the number of levels that the hireling is considered for purposes of tier determination.

**Q:** How does the Amulet of Life Protection function?

**A:** There are two definitions for the amulet, the first in the DMG and the second as answered by Skip Williams in the Sage Advice column. The correct answer for the LIVING CITY campaign is answered by the Sage Advice column. In this column anyone who goes

below -10 hit points is protected by the amulet and can be brought back to 1 hit point with the application of any healing type magic. For more details please see the column. Players with the amulet should copy the column to provide to DMs in case it is needed. Dragon ™ magazine from May 95 has the Sage Advice column.

**Q:** Is it an evil act to injure or "eliminate" a foe who for all intensive purposes has been defeated in the CURRENT battle by use of magic such as sleep or hold person?

**A:** Killing any helpless opponent is an evil act.

**Q:** An important clarification. I went to Dragon Con in 1995 and played Crypt of Heroes were I received 4 charisma points. I do not have a certificate for these do I add them to the amount of Charisma my character already has, can I go to a 19 Charisma?

**A:** The amount of Charisma gained in the tournament Crypt of Heroes is limited to ONE CHARISMA, Two if played at Dragon Con. That is the total amount. Those people that played at Dragon Con should have received a certificate for the increase. Also, the limit of the Charisma gain is 18 unless specified at the time it was gained. Only two people received this accommodation since they had both 18 charisma and 18 comeliness at the time.

**Q:** Which deities am I allowed to follow if I want to have a paladin character?

**A:** This has gone around a couple of times but the most logical answer I have heard comes from Robert at HQ (amazing!). The deity needs to be of good alignment (except Helm) and allow Lawful Good followers since the paladin must be LG. The list includes: Chauntea,

Deneir, Eldath, Helm, Ilmater, Lathander, Mielikki, Milil, Mystra, Selune, Sune, Torm, & Tyr.

**Q:** I was browsing the Fighters Handbook and came across the swashbuckler description. In the recommended non-weapon proficiency section it reads that priest proficiencies are double unless paladin. Does this mean that a Paladin can use the swashbuckler kit?

**A:** Yes. In fact both paladins and rangers may be swashbucklers, and select kits from the fighters handbook. This is true since they are a subclass of fighter. It does not mean that fighters can select a kit from the ranger or paladin handbook. Also, rangers and paladins who take the swashbuckler kit can NOT specialize in a weapon although they must still gain proficiency in the swashbuckling weapons.

**Q:** Eldath allows priests to become druids or peacewomen as specialty priests. It lists SP: Yes for turning undead. Does that mean I could select a druid and be able to turn undead?

**A:** No only the peacewomen specialty priest is able to turn undead. The druid is the druid class in all regards.

**ANNOUNCEMENT:** There is now a method to add official religious organizations into the LIVING CITY campaign. This is the clerical circle run by Keith Hoffman (Kwh53@AOL.COM). It has recently run at the Gen Con game faire and can be requested for interactives near you. To have a religion officially recognized by the civic council requires 5 PC priests of at least 5<sup>th</sup> level. These priests must be played by different players.

If you have more questions, send them on it, we look forward to answering them. And enjoy yourselves, we are out to have fun.

Daniel S. Donnelly