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The Trumpeter



Belanor Fenmarel Retrospect

Loss of ex-Deputy Mayor viewed as tragedy by many

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

With the death of Belanor the Trumpeter offices have been flooded with letters and opinions about the ex-deputy mayor, the majority of letters supporting Belanor. I wanted to print a couple of the letters just as an example of how Belanor could affect people.

Dollie Thunderfoot (*played by Sherrie Masdon of NC*) wrote: "Belanor Fenmarel is a wronged man. He was an agent of change for the city, and those in power sought to throw him down. And they succeeded. Please look into your hearts, and search for that shred of decency in each of us, and call for the vindication of Belanor. Let us bring Belanor back and allow him to lead us into the future."

Sir Guy Courage (*played by George Fulda of WV*) wrote: "I must admit that I once opposed Belanor. I thought he was as corrupt as they came, and many cursed at me for taking a stand against him. As a challenge, thrown down by those who supported Belanor, I visited him in jail, and took the time to get to know him. I must admit that Belanor is an elf of high morals, he could have escaped the bonds that hold him many times, but has chosen to remain incarcerated until his innocence can be proven.

I call out for any man who can bring evidence for or against Belanor to come forward. Let's settle this issue once and

for all. I now believe with all my heart that Belanor was an innocent man and should be returned to honor."

Mrykyssa Jelan outside of Tantras

by **Silva Sinderan**

Scouts of Lord Dandelion are now reporting that the armed forces of Tantras are engaged in skirmishes with the humanoid army of Mrykyssa Jelan. Jelan has already dispatched a messenger to the rulers of Tantras declaring, "Surrender now or my armies will burn all of Tantras to the ground!" Tantras has requested aid from both Ravens Bluff and Procampur but it is doubtful that either city can muster a very large force after the recent war outside of Ravens Bluff.

It is still unknown as to why Jelan is so intent in taking over a city in the Vast but the numerous humanoid tribes that she controls tells of a very influential and dedicated leader.

Lady Amber has declared that any member of the army that volunteers for the special Tantras Relief Force will be allowed to join the fighting around Tantras. She has asked that the adventurers of Ravens Bluff please

remain away from Tantras until the situation can be corrected.

Uprising Reported at the Wizards Guild

by **Nadd Parker, freelance reporter**

A demonstration was reported recently outside the Wizards Guild. The demonstration was allegedly sponsored by a number of the city's prominent bards. It seems that the bards were upset about the Guild's "wizards only" policy, contrasting it with their own guild's relatively open membership policy.

City Watch Reorganized

by **Tomaldi Everspring**

In support of the new government and its own internal reorganization, the city watch has transferred a number of its members to new locations in the city. The area that seems to be affected the most is that of the merchant district and the residential areas. Many of the watch members who once patrolled the merchant district have been transferred to the residential area. Watch members from all other areas of the city have been relocated to the merchant district.

Rolf Sunriver has also announced a new deputy commander who will have sole responsibility for the members in the merchant district and all crimes committed in the merchant's district. Watch Captain Agrular Molinton will take over these responsibilities. Captain Molinton has been a barracks commander in the merchant district for the last two years.

..ed note: what this means to the PC watch community is that PCs will not be assigned to the merchant district. All merchant district watch members will be NPCs.

Adventurers Freed from Entrapment

In a strange occurrence last week, Lord Lorien Darkarrow concluded a ritual, which resulted in the freedom of a number of previously lost individuals. These individuals, all adventurers, had been previously lost, trapped somewhere in time, if Lord Darkarrow is to be believed.

We spoke to Lord Darkarrow shortly after these amazing rituals at his home near the Temples of Selune and Sune. He was still receiving clerical assistance for injuries suffered after the ritual.

"It was quite simple, friends and fellow adventurers were trapped and they needed to be free. Unfortunately, in most cases I could not save all of them. In fact, only two of those trapped came out of the imprisonment alive. One was the evil Thayvian wizard who was the cause of all the trouble, and the other was one of those trapped who was strong enough to survive. The good news is all the other adventurers that were trapped, have been released to the outer planes and are available to speak to and even resurrect if the proper temples are contacted. I was very pleased with the ritual and it's results."

..ed note: Those PCs that were trapped in the module Blaze of Glory have now been released from the imprisonment and can be

resurrected as normal. Just inform the next judge of this and pay the appropriate fees.

NOTE: All equipment carried with the PC is lost and the fee for the spell must still be made, most likely with the assistance of friends.

City Appoints new Lords and Ladies

Lady Amber along with Lord Mayor O'Kane recently promoted a number of adventurers to the title of Lord of Ravens Bluff. These adventurers purchased the outlying wooden stockades that were left over after the war. The titles came with the 100 acres around the fort and entitle the adventurers to formally utilize the title of Lord as long as they maintain the lands and pay their taxes to the city. The titles also allow the Lords and Ladies to recruit and army their own personal guard not to exclude the limit of 20 Lord's Knights. The adventurers purchasing stockade forts included (price of sale included in parentheses):

Fort Belanor: Lord Knight Hildegrim, of the Griffon (1,300,000)

Fort Blacktree: Lord Knight Nanteen (1,300,000)

Fort Blademark: Lord Darthmoor (950,000)

Fort Carrague: Lord Meadowfield (1,050,000)

Fort Condor: Lord Amlar the Ugly (1,000,000)

Fort Dandelion: Lady Kaitlyn McTavish (1,100,000)

Fort DeVillars: Lord Knight Rashaverak Dandelion, of the Right Hand of Tyr (950,000)

Fort Elminster: Lady Knight Melissa Eldaren, of the Griffons (1,000,000)

Fort Holiday: Lord Knight Drakar VonDamn, of the Griffons (900,000)

Fort Kothonos: Lady Knight Tara Sojournn, of the Roosters (1,000,000)

Fort Longbottle: Lady Chiara Zhelanaya (1,500,000)

Fort Moonsilver: Lady Analiana Blessing, of the Lady (1,060,000)

Fort O'Kane: Lord Silver Fox (gift from Lady Amber)

Fort Thoden: Lord Knight Darkarrow, of the Roosters (gift from Lady Amber)

Fort Skyhawk: Lord Knight Uldred Deepaxe, of the Griffons (1,250,000)

Adventurers Investigated

Rolf Sunriver, head of the city watch, today confirmed that there is an ongoing investigation into crimes committed during the course of adventuring. "Now adventuring is a dangerous business, but we've been hearing reports that some unscrupulous individuals are committing crimes against their companions and we want to make sure that the laws of Ravens Bluff are followed. I'm sure you remember the notorious thief Mohammed, who preyed on his companions for years, before he was brought to justice. We're afraid that a vigilante attitude may take hold unless the city watch acts promptly".

The exact details of the investigation are secret, but are believed to include a scrutiny of adventurer deaths and the individuals who were their companions at the time. We spoke to noted city watch member Aven Elonis who said "We're investigating this Carlista wench. She's easy to spot because she's tattooed her head to look like a tiger's stripes. She's known to have killed one fellow adventurer and a young boy, but so far she's been able to talk her way out of jail. She's also reported to have led several other groups into danger and then abandoned them to their fate. We're hard at work on this investigation and I trust that the press will not hamper our work by divulging the details of the case".

Shrine Opening Marred by Violence

Dozens of city watch members were required to quell a near-riot as a crowd of over 100 people threw rocks and debris to protest the opening of a shrine to the drow elf goddess Eilistraee in Ravens Bluff's warehouse district. Several injured watch members were treated at the shrine. According to observers, the crowd was almost entirely human and many appeared to have been drinking. Unconfirmed reports state that the protesters gathered at the Ill-Eagle Inn (a bar best known for its eagle mascot and prejudice versus non-humans).

Rebekkah Darklyte, a female drow elf, founded the shrine and is the acting high priestess. She reported that damage to the shrine was minor, although a large quantity of food and clothing which was going to be distributed to the poor was damaged or ruined in the incident. Rebekkah stated "Eilistraee teaches her worshippers to embrace all non-evil beings and promote harmony between the drow elves and other races. This is an example of the challenges we face in spreading the word of Eilistraee. The shrine is open and functional, there are just a few minor details to handle over the next few months."

Classified

Mercenaries - Lord Vondryx needs adventurers to fight in the Blood War. High pay and exceptional death benefits available to mercenaries willing to relocate to the Abyss. Transportation not provided.

Lost Pet - Our son's pet mammoth is lost. Last seen yesterday near the tent city outside the gates of Ravens Bluff. Has a orange birthmark on abdomen and loves to have his stomach rubbed. Answers to Billie. A generous reward is offered to anyone returns our missing pet. Send replies to the Box 201, care of

the Ravens Bluff Trumpeteer. Billie likes fruit and nuts, but under no circumstances should he be allowed to drink apple cider.

Ivory Prices go even Higher

Representatives of the Jewelers and other craft guilds have expressed concern to city officials over the rising cost of ivory. According to the merchants, the price of mammoth ivory has quadrupled over the past six months. The affected merchants deal in the larger pieces and can not work with the smaller ivory pieces available from marine sources.

Reliable sources report that no one is hoarding the ivory, but the amount of ivory harvested has been steadily dropping. Neither merchants nor hunters would comment upon a statement from the temple of Melikki that over-hunting was the cause of the shortage.

New Lords to Form Lord's Knights

Speaking to many of the new Lords of the city, many showed interest in forming their own knighthoods. These Lord's Knight would be recognized knights of the city although would have their reputation both effected by their Lord's actions and their actions affecting their Lord's reputation. At this point there are only six recognized organization of Lord's Knights in the city, the most visible one being the Knights of the Lady.

Society News

Ed note: Unfortunately Jackie was not able to submit a column this month. However, the Trumpeter staff was able to see the sights and meet the people in Societies News. Here with the headlines is Guido.

Like Yo. I done sees a bunch of fruity high lipped types dis month and here is whats I sees. Like dis knight dude from da Tyr temple, he goes and wants to marry did doll. I guess she likes him something cause she says yes. Oh yeah, da doll her name is Crystal and da pretty boy, he is Percy. Streets say dey goin' away on da doll's boat after da weddin'.

I been seein' a lots of fiends in da city. Not da average type, da good lookin' doll type. Dey married a number of da adventurers of da city and are startin' to cause trouble. I will keep an eye on dem. Guido.

(the Tess, alu-fiend which is a CE creature that some PCs married is now being played by judges as a CE factor in the PCs lives. Dan)

LIVING CITY Questions and Answer

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Q: I recently purchased two items at Barney's Bazaar that lowered my armor class and had a DM not allow them. Who is correct?

A: It depends. The thieves helmet besides looking completely stupid and marking you as a thief! Will lower the armor class of a PC IF they are wearing non-magical armor only. It does not help if you wear magical armor or protective magic items. The same goes for the chemise.

Q: Q&A, I thought strength bows for strength 16-18 were considered normal items and could be purchased normally since the PHB states that they cost the same as a normal bow. I heard that all strength bows require a certificate. Which is true?

A: If the items can be bought out of the Players Handbook or Arms and Equipment they do not need a certificate. Remember, a number of oriental weapons are not allowed in the campaign without a certificate.

Q: I am looking at joining the wizards guild. Part of the cost is in experience points. If the drop in experience takes me down a level, do the spells gained for that level disappear from my spellbook?

A: This answer applies to all the guilds which have experience costs. If the cost would drop you a level, you CAN NOT take that gain in the guild. Also be aware, the cost of increasing levels in the guild has also been increased over the last couple months to coincide with the tiered experience we are gaining.

Q: More than one person on the RPGA message boards mentioned donating unwanted magic items to their cons charity auctions. Is this allowed?

A: Yes it is. That is the only way now to get any magical items for a charity auction.

Q: What about pets. We are starting to see hunting cats, falcons and many other creatures as both pets and familiars. What is allowed?

A: Pets are property and as such they can be purchased under the rules if the pets are in the PHB. If a PC can buy it and it fits into the environment of Ravens Bluff (There are no elephants), they can have it. A DM can always disallow a pet or warhorse from an adventure, and it is very acceptable to consider each HD of the animal towards the tier for monsters only, not gained experience.

Q: Can I be a specialty priest/elemental wizard?

A: It is not allowed. You can not be both a specialty priest and a specialist wizard. You may only be a specialist in one thing. You can have a kit such as noble, or militant wizard, but not two specialist.

Q: What is allowed or not allowed from the Powers and Pantheons book?

A: This is a repeat but a very important one since the answer has changed. At this point unless the player has a certificate from me with permission to test play a specialty priest from the Powers and Pantheons book, none of the spells or abilities found within may be used. There are priests and priestesses of Sharness that are legal (none are specialty priests), and there is one priestess of Isis (again not a specialty priestess). Over the next couple months a number of people are going to be testing some of the priesthoods for possible inclusion into the campaign, they will have a certificate specifying their complete abilities authorized with a seal from me.

A player at my table had a ring of spell storing that they were

recharging themselves with different spells than were listed on the certificate. Is this allowed?

A: No. The ring can only hold those spells listed on the certificate. On another item question, the Ribbons of Tahluta are one shot items only! There are no exceptions to this.

Q: Do characters that have an intelligence or wisdom higher than 18 get the benefits as listed in the PHB?

A: No, there are no benefits such as immunity to illusion or spells from extra high statistics.

Q: A player at my table is a specialty priest of Mystra. They had a couple of items of spell storing in which they said they had cast spells into at their temple. They told me that this gave the spells the maximum effect, is this true?

A: Spells cast at the Temple of Mystra by any priest can be for the maximum damage. However, the interpretation by RPGA HQ is that this increased effectiveness would NOT be able to be stored. The effect is due to the strength of the weave at the Temple and does NOT get carried over to a stored device. If the spell was released in a temple, then the priest could select to utilize the maximum damage of the spell.

ANNOUNCEMENT: There are a few players that have attempted to misuse one of the "one adventure" gems of insight to permanently gain a point of intelligence when the adventure took more than 30 days. NO! This is the type of low corruption of the campaign that really gives LC a bad name. The gem works for the one adventure then all benefits are GONE.

Knighthoods of Ravens Bluff Frequently Asked Questions

What are the knighthoods of Ravens Bluff and what do they generally stand for?

- **Golden Roosters** - Proud nobles who are very concerned with the prestige and appearances of the city's knights.
- **Griffons** - Martial skills, planning battles and campaigns against an enemy, and a willingness to prove oneself in battle.
- **Doves** - Using brain power over brawn to find solutions to problems, bringing an evil doer in to face the city's justice.
- **Hawks** - The hunter who scouts out an enemy and uses all their skills to accomplish an assignment.
- **Keepers of the Mystic Flame** - The correct and responsible use of magic by its practitioners.
- **Right Hand of Tyr** - The administration of justice and the opposition of all evil no matter its form.
- **Phoenix** - Committed to keeping the city free of undead and extra-planar creatures.
- **Pillars of the Realms** - A non-denominational order organized by the city's clerical circle.
- **Raven** - The elite commanders and protectors of the city and her people.

How are the knighthoods grouped?

The knighthoods of Ravens Bluff are grouped, top down, in the following way:

- Tier 1: Raven Knight (elite order)
- Tier 2: Pillars of the Realms, Right Hand of Tyr, Keepers of the Mystic Flame, Phoenix (religious orders)
- Tier 3: Griffon, Dove, Hawk (secular orders)
- Tier 4: Golden Rooster (initiate order)
- Tier 5: Individual lord's knights
- Tier 6: Societies (warrior, etc.)

I have heard of an order called the Knight's of the Lady, what type of organization are they?

The Knight's of the Lady order is what is referred to as an order of lord's knights. What

this means is that the order is sponsored directly by one of the current lord's of the city. As such they are not recognized by the city and therefore the knight's council as an official order of Ravens Bluff. The knight's council, however, does reserve one seat for the lord's knights as a whole so that they are represented during discussions that affect the knight's of the city.

I have heard that you need 2 letters of recommendation before becoming a knight, is this true?

Yes, prior to becoming a full knight of your chosen order you need to receive two letters of recommendation from current full knights in the same tier, as defined above, as the order to which you are squiring. One of these letters must be from a member of the order you are attempting to enter and the second can be from any other knight that you have adventured with in the past. The only exception to this is the Knights of the Golden Rooster, they have only a one recommendation requirement.

It has been stated that Knights of the Golden Roosters can give recommendations, is this true?

This statement is partially true. Knights of the Golden Rooster may only write recommendations for candidates attempting to enter the Order of the Golden Roosters.

If there is no one in my area that I can get recommendations from, what do I do then?

In this situation you would then contact the local knight's council representative for your area and they can help you to find a knight in your area to adventure with, if possible. If there is no knight's council representative in your area, you can contact me directly at BBURR@AOL.COM and we will work something out on a case by case basis.

A knight at one of my tables deserves a chivalry point but one was not in the module, what can I do?

In this instance what you need to do, if you are the judge of the table, is to contact me, with the reason(s) that you feel a chivalry point should be awarded and a decision will be made at that point. You may not just award one on the spot as any chivalry points

that are awarded outside a module situation need to be looked into carefully.

A judge has given me a negative chivalry point, what's that mean and how do I rectify the situation?

Judges are allowed to give a character a negative chivalry point when they feel the character has done something that violates the tenants of the character's order or breaks their knightly oath in any way. These negative points are meant as a warning to the character that their actions will not be tolerated by the order and that if they get a total of 3 negative chivalry points their knighthood will be stripped from them. A negative chivalry point can only be offset by attaining 5 positive chivalry points through game play. These positive chivalry points are only used to offset the negative chivalry point and DO NOT count towards advancement within the order(s).

I understand that I can move within the knightly orders, what are the valid movements?

I have listed below the valid movements within the orders of knighthood. Movement within the religious orders of the knighthoods requires the squire candidate to meet with the knight's council for discussions concerning the proposed move.

- **Golden Roosters** - Griffon, Dove, Hawk, Keepers of the Mystic Flame, Right Hand of Tyr, Phoenix, Pillars, Raven
- **Griffons** - Keepers of the Mystic Flame, Right Hand of Tyr, Phoenix, Pillars, Raven
- **Doves** - Keepers of the Mystic Flame, Right Hand of Tyr, Phoenix, Pillars, Raven
- **Hawks** - Keepers of the Mystic Flame, Right Hand of Tyr, Phoenix, Pillars, Raven
- **Keepers of the Mystic Flame** - Pillars, Raven
- **Right Hand of Tyr** - Phoenix, Pillars, Raven
- **Phoenix** - Right Hand of Tyr, Pillars, Raven
- **Pillars of the Realms** - Keepers of the Mystic Flame, Right Hand of Tyr, Phoenix, Raven

- **Raven - N/A**

I understand that there is a different process for squiring to the Keepers of the Mystic Flame, what is it?

The Keepers of the Mystic Flame actually have a formal application that must be filled out and approved by the head of the order before you can officially say you are a squire. This application can be given to you by any member of the knight's council but must be sent to the address listed for processing. You will then receive a written letter accepting or rejecting your PC as a squire of the Keepers of the Mystic Flame.

Does it take any extra chivalry points to move within the knighthoods in a tier grouping and how many?

Moving to an order within the same tier, as defined above, would cost the knight four chivalry points that would then be lost if they wanted to move to one of the higher tiered orders. The knight would also need a knightly honor specific for the new order as well. They would also need to wait the one calendar year before being accepted into the new order.

If, while squiring to an order, I change my mind and wish to squire to a different one will I have to start over?

In this instance, since you have realized that the order being squired to is not in keeping with your characters outlooks, you may switch your squireship to a new order without penalty. However, you need to consider your choice to switch carefully as you will not be allowed to switch back to the order you have just left at a later date. You would also need to get the required honors for the new order as well as confirm with those who may have given you any recommendations that they still wish to sponsor you to your new choice of knighthood.

I have heard that once you attain a knighthood your chivalry points don't count for advancement, is this true?

This is incorrect. A Knight of the Golden Rooster that wanted to move into the Knights of the Dove would need five chivalry points and the required honors before making the shift. If after a year this

same knight decides to move to the Pillars of the Realms they would only need a total of sixteen chivalry points and the required honors to make the move to the new order. This sixteen chivalry point total includes the three 'free' points for already being a knight which are not cumulative as they progress through the orders.

I have heard that you cannot receive the same knightly honor twice, is this true?

No this is not true. You may receive an honor more than once and it is then considered that you have received 'clusters' for the honor. An honor that you have received more than once counts fully toward any honors requirements that may be needed for advancement. The only caveat to this is that an honor with clusters can never replace a specific honor that may need to be received from the order being squired to. An example would be that a jeweled pin with two clusters, a general honor, cannot replace the jade ring, an order specific honor, as one of the honors needed to enter the Pillars of the Realms. Unfortunately, a character that has had to pass on receiving an honor in a module prior to this change may not go back to reclaim that honor.

I have heard that only squire or knight characters can receive chivalry points and honors, is this true?

Yes, this is a true statement. The chivalry points and honors are meant solely as a way for the knighthoods to recognize their members for outstanding behavior and actions during game play. Any honors or chivalry points awarded to non-squire or non-knight characters are not recognized as valid and may not be counted if the character decides to squire to an order in the future. All chivalry points and honors that are to be used for advancement within the knighthoods MUST be earned while the character is either a squire to an order or a full knight.

How long do I need to remain in an order before I can move to another one?

Once you have attained the status of full knight within one of the secular orders you must remain with that order for one full calendar year from the date you took your oath. If you have entered one of the

religious orders you must remain with that order for two full calendar years. However, in any case, movement to the Order of the Raven requires a two calendar year period of service in your current order. The time constraint is there to allow you to show that you are committed to the order you have entered and that you are willing to represent it for at least that amount of time.

Some orders have organizations within them, how long do I have to wait before I can move to one of those?

Most of the internal movements within an order have a minimum of a six month wait before you can accomplish the move. An example of this is a Knight of the Griffon who wants to move to the Griffon Guard, he/she would need to wait six months after being sworn in as a Knight of the Griffon before being allowed to move and then only if he/she has all the requirements for the new area.

I have heard that once you move out of an order you no longer have access to its benefits, is this true?

No, this statement is no longer true. A knight that has membership in more than one order has access to all of the benefits for each order he/she has belonged to.

Can I use a prior knighthood in my formal title?

Yes. You can use any current or prior knighthood memberships in your formal title of introduction. An example of this would be: Sir Uldred Stonefist DeepAxe, Knight of the Pillars of the Realms, Knight of the Griffon.

Other than being required for advancement how do chivalry points affect my character?

The number of chivalry points that a character has affects his/her reaction roll when dealing with NPCs. A knight that has received one to five chivalry points is considered to have a moderate reputation (+1 reaction adjustment), a knight with six to ten chivalry points is considered to have a growing reputation (+2 reaction adjustment), a knight with eleven to twenty chivalry points has an established reputation (+3 reaction adjustment), and a knight possessing more

than twenty chivalry points is a respected and well known figure in Raven's Bluff (+4 reaction adjustment).

I have heard that being a knight also affects my character's fame ratings, how?

Firstly, a character receives 3 fame points upon being accepted as a full knight of their chosen order. Secondly, the knight receives 2 fame points for each knightly honor received and 1 fame point for every chivalry point awarded. These points may be divided among any appropriate categories as the player see fit.

What is the Knight's Council and what do they do?

The Knight's Council is the governing body that oversees the day-to-day activities of the knights of Ravens Bluff. It currently is comprised of both PC knight characters and NPC characters. The player characters that sit on the council function as the regional representatives for the council at conventions in their local area. They have the responsibility of swearing in squires that have accomplished the requirements for full knighthood and for distributing the knight's and squire's permanent records sheets. The council also hears valid complaints concerning the actions of the knights of the city and rules on any expulsion or negative chivalry points that may be warranted. At several conventions during the year the council may also be at the interactive sponsored by the convention and can be met with at that time, however, you can contact your local representative whenever the situation warrants.

Where can I find information about the knighthoods?

There have been several POLYHEDRON® articles published that detail the orders of knighthoods. The first article published was in POLYHEDRON® 110 where the concepts of the knights was first introduced and the groundwork for the orders established. POLYHEDRON® 115 gave a description of the Knights of the Golden Roosters, POLYHEDRON® 117 gave a description of the Knights of the Griffons and POLYHEDRON® 119 gave a description of the Knights of the Dove. The articles for the remaining knighthoods are

currently being worked on and will be published in upcoming editions of the newzine. You can also find information about the knighthoods on-line at the TSR website after September 1, 1997. That website address is <http://www.tsrinc.com> and can be accessed via your local internet provider.