

- Mrykssa Jelan attacks on Tantras continue
- Trouble Again with Tyr
- Temple Problems again on the Rise

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# The Trumpeter



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## Myrkysa continues Attacks in the Vast *Defeat at Ravens Bluff hardly slows Warlord*

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

There comes a time when researching a story that the motivations and concerns of those involved become clearer. Obviously, Jelan has been striving for the past two years to take over a city in the Vast. She has formed alliances between humanoid troops, drowen mercenaries from the underdark, evil temples and hired adventurers. She seems to find powerful spellcasters to support her goals all while staying completely unseen to her enemies.

Do not misinterpret my meaning, there is something to be admired in how she has forged her forces. However, the goals and motivations of this woman, if she is actual a woman, might be coming clearer. In her attack on Tantras she has shown an urgency, as if her alliance may be falling apart or an urgency as some time limit may be approaching. As we all know the deities are sometimes very fickle. Perhaps, one of the evil deities granted her some powers and those powers had a duration. It is also conceivable that she has had a quest to perform which also makes the time constraint important. I spoke to High Prelate Dayspring at the Temple of Lathander on this subject and this is what he had to say.

"Fred, it is quite possible that Jelan is under a quest type magic. She may have

to become ruler or conquer a city to succeed in the quest. The downfall of failing a quest is very specific to the deity and the quest granted however, it is not something that she obviously takes lightly. If this is the case, if we assist Tantras in stopping her forces again, although it will weaken our own defenses, it could destroy her permanently."

I also attended the meetings of both the Council of Lords and the Council of Merchants in regards to the sending of aid to Tantras. Merchant Prince Trembor of the House of Connor spoke elegantly to the Council of Lords. The Council of Merchants refuses to allow the army of Ravens Bluff to depart to Tantras. Especially since that would leave the city open to attack, and it was Trembor's opinion that Jelan has not given up on Ravens Bluff and is using the smaller attacks on Tantras as a diversion to attack Ravens Bluff once more.

Many members of the Council of Lords agreed with Trembor. Noted however were most of the new Lords of the city whose voices cried out for justice and the capture of Jelan. Mayor Thoden attended both sessions and sat quiet allowing the members of both councils to discuss the matter freely. She offered no opinion either vocally or through her expressions, instead waiting to see what

the Lords decided. When the discussion was complete and the councils had both decided NOT to send the army she looked a little concerned.

"I respect the votes from both the councils on this matter", the mayor began, "however, our northern neighbor did send aid when we most required it, how can we do less."

She allowed the silence in the hall to build until she continued, "I understand the concerns, however, there are two matters I would like to address. The first, is helping out a trade neighbor, a neighbor which helps line the pockets of the merchants and supplies goods to the city. The second is capturing Jelan and putting an end to the threat to not only Ravens Bluff but also the entire Vast. How many cities will have to endure the starvation and destruction that the war against our city of Ravens Bluff endured."

The mayor peered into the souls of all in the room, for myself, I admit I trembled as her gaze fell upon me. Never, have I seen anyone capture the complete undivided attention of a room without magical assistance.

"Thus," she continued, "I will abide by your wishes however, it is not my wish to allow Jelan to take Tantras or for Tantras to suffer as we have suffered. I have spoken to Rendeth of Procampur and he has graciously committed to

sending troops to help guard the keeps of any nobles who decide that a training exercise near Tantras for their troops might be helpful. Lord Blacktree will perform one last task before his retirement from the army and that is to command the troops guarding the city and the keeps of the nobles who depart for Tantras."

"It is my belief that this solution will provide the relief that Tantras needs and gives us a chance to get Jelan!"

With this, Mayor Thoden and her Knights of the Lady left the council chambers, which remained in silence for at least a minute after her departure.

[ed Note: For those nobles attending Winter Fantasy, A special event will be held on Friday night if you wish to lead troops to Tantras. For those non-noble PCs who wish to participate, nobles will be available to follow in the quest to take down Jelan.]

## Temple of Tyr destroyed Again

by **Silva Sinderan**

In one of the most bizarre events to ever occur in this city of bizarre events, the Temple of Tyr is being torn down, brick by brick by the followers of Tyr. I had to look into the situation personally since my special adventurer friend, E, would not go near the Temple of Tyr.

The story I found was amazing. Apparently, the high priest of Tyr was possessed over a year ago on his way to Ravens Bluff by an evil wizard and his associate a priest of Mask. The priest directed the consecration of the temple. The fact that the temple was never holy to Tyr and never discovered by the followers of Tyr tells of the powers of the Mask priest and the faith of the followers of Tyr.

The whole plot came to an end last week as apparently Hathmar Blademark, a mercenary known to many in the city was attending services at the Temple of

Tyr. Of the followers I spoke to most did not include Hathmar's presence in their descriptions of the events. I suppose it was an oversight.

The crux is that apparently Hathmar noticed that the priest was possessed and deemed it best to cast what is titled a Mordenkanien's Disjunction upon the priest and the altar area. The spell succeeded to restore the high priest to his body and began a large battle, which resulted in the death of the priest of Mask and another follower of Mask.

The followers I spoke to all gave me strangely different stories, however, I was able to determine that at least two holy words were spoken one which adversely affected the followers.

Sir Thresh Balancer, paladin of Tyr and Knight of the Right Hand of Tyr gave me a tour of the damage and clarified the inconsistencies I had heard. "We owe Hathmar for the services he provided. He asked those at the temple NOT to tell anyone he was there, however, given the rigid obedience to Law and Justice at the Temple of Tyr the other followers were unsure as to how to answer your questions. They were also stunned and confused by the Unholy Word, thus the battle was confusion for most. We lost a few to the Unholy Word, they have been returned to us. We understand the need to inform the city of the event and explain why were are tearing down the existing temple, however, we would like you to keep word of Hathmar's participation quiet since that was his request of us. It has been a bad period for the temple of Tyr and we pray to Tyr that justice might soon find itself again in the city of Ravens Bluff."

Although I respect the request from Tyr's followers to keep the participation quiet, the deeds of Hathmar should not go unreported and in fact, my friend E says, "Hathmar is all talk and no action." Therefore, I have decided to report the whole story to all the people of Ravens Bluff and know that Tyr himself would

support the acknowledgement of the truth.

## More Temple Problems

By **Nadd Parker, freelance reporter**

The Temple of Tyr was not the only temple to be damaged in the last month. The Temple of Lathander and the Temple of Mystra were both corrupted by what has been described as "The Heart of Bane". This heart is considered an evil relic and was brought into the city by a number of adventurers. "It corrupts all it comes into contact with..." were the words to describe the relic when I asked reputed sage, Carlisle. He continued, "...The artifact or relic should be kept safe as it can only aid those of evil, but never of good or balance. I did hear of a device long ago that reputed could nullify the effects of the relic, but it was lost long ago in the collapse of Sarbreen. The Orb of Protection it was called, powerful but unfortunately it was flawed. It would absorb the magical powers of anything brought into contact with it, perhaps even a relic. It also protected from others attacks but it was deemed that the danger was too great and the dwarves of Sarbreen hid or destroyed the Orb."

## Mayor Thoden announces Appointments

by **Tomaldi Everspring**

The mayor made a number of announcements last week. These announcements were the first in what she called government awareness announcements.

- That in response to the apparent danger of the Heart of Bane, she is funding a complete exploration of Sarbreen to discover if the Orb of Protection exists.
- She plans on selecting a new Deputy Mayor and Speaker of the

Council during the Summer Festival later next year. The qualification for those positions will be announced at a later date.

- She has asked the Clerical Circle to review all known deities to reevaluate the benefit to the city of Ravens Bluff. All temples will be asked to present written or oral argument as to the value of their temple in the city.
- Given, the problems with the Temple of Tyr, she has asked Lord Chancellor Tordon Sureblade to review the qualifications of the city's judges and their actions since taking office.
- She has also appointed Charles Oliver O'Kane as Minister of Adventuring Relations. Charles will be acting as the official liaison between the city and the adventuring community. This is a part-time position and Lord O'Kane may not be in his offices during every working hour.
- She approved the construction of a gnomish invention near the circus lands. The function of this invention was not given.
- Given the court's decision to declare Belanor Fenmarel innocent of all charges, Mayor Thoden gave permission to the late mayor's friends to exhume the body for possible resurrection if they deemed fit. The permission was granted to Madison Amara, a bard and good friend of the late mayor.

Ambassador of Thay lodges protest

### By Armond Arhesian

The ambassador of Thay recently lodged a protest with the government of Ravens Bluff for reputed attacks within the Empire of Thay by a member or

members of Ravens Bluff's adventuring population.

Ambassador Belakira spoke with me at length over the charges. It seems that a number of unrelated wizards were slain in Thay. She admitted that there was no proof that adventures from Ravens Bluff were involved however, in one instance a man fitting the description of Lord Lorien Darkarrow, one of the new Lords of the city was witnessed masquerading as a red wizard in one of the cities of Thay.

Mayor Thoden had these comments, when she spoke of this incident with Ambassador Carrague, "It is my firm belief and understanding that in Thay, if you are a Red Wizard you are treated as a Lord. I have been able to document at least a dozen instances where a Lord of Thay has proven to be disruptive or has killed a citizen or citizens of Ravens Bluff. This is documented fact, in fact, our adventurers have happily provided the bodies of the disreputable red wizards as proof."

"Not only does the Thayvian claim have no proof of the incident, if they did I would still ignore it! Our adventurers and Lords protect the city each day from the evil manipulations of warlords, wizards and other foul creatures, and I plan on giving them my full support. I spoke to Lord Darkarrow in his estates near Mossbridges, he was resting after suffering horrible acid damage from what he described as a black dragon. There were even the teeth to prove his claim. I also spoke to Sir Voltroy of Lathander who arranged to have regeneration cast upon Lord Darkarrow to heal the acid wounds. For me, this matter is closed."

Ravens Bluff gains Outer Planar Title

The City of Ravens Bluff has been granted title to a piece of astral land containing an astral fortress. The city

government is still attempting to determine what should be done with the fortress and how the city could perhaps build trade with the beings of the outer planes. Mayor Thoden is looking into this personally. "I hope to have a direction for the city in this matter soon. It could be a grand opportunity, it is just one we had not considered before."

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.

**Home for Rent** - Grand Mansion near the Memorial Park is for Rent. Options include the number of bedrooms needed or by wing of the mansion. Rent is 100 gp/mo for rooms; 2000 gp/mo for one of the four wings each with 9 bedrooms. Send replies to the Box 169, care of the Ravens Bluff Trumpeteer. [ed ntote: any inquiries should be sent to [RDRAVENS@AOL.COM](mailto:RDRAVENS@AOL.COM)]

**IMPORTANT ANNOUNCEMENT:** (worth announcing a second time) 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.

I need more stories. Just send them to [RDRAVENS@AOL.COM](mailto:RDRAVENS@AOL.COM) or Daniel Donnelly, 2250 Lexington Way, Kennesaw, GA 30144.

## LIVING CITY Questions and Answer

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**Q:** An oldie but a goodie: Am I allowed to play a ranger/druid?

**A:** No! This class combination is not allowed in the LIVING CITY campaign.

**Q:** I play a paladin who just dual-classed to cleric. What abilities do I have and what restrictions are there upon the character? I do have one of the holy swords.

**A:** The restrictions are the same as if you are still a paladin. You are limited to 10 items and any other restrictions the priest class gives you. Your holy sword functions in the hands of a paladin, but since you are not acting as a paladin, you are not attuned to the sword. You may call upon the powers of the sword, but would lose the EXP for the event. Just as if you were a paladin, if you disobey the stricture of the class, you could end up a fighter who dual-classed to priest. ALSO, if you have a bounded mount, you still do. The calling of the warhorse is the paladin's ability not the riding of said warhorse.

**Q:** I have DM'd a number of paladin's with holy swords, each treats it differently what exactly is the sword.

**A:** It is a +3 purifier from the paladin's handbook. It is +3, +5 vs. Undead. The dispelling power of the sword works exactly as described on page 16 of the Complete Paladins Handbook. The dispel is automatically successful within the 10' radius, and does not extend beyond that. It dispels magic of a level less than or equal to the wielder's level, so spells cast by casters of higher level than the paladin wielder are not affected by the power circle. Only hostile magic is affected. A spell to protect the caster is not hostile to the wielder of the sword. To recap if the sword is out

and the magic is less than or equal to the paladin's level use these guidelines:

1. If the incoming spell can cause direct harm to the paladin, measured in hit points or magical aging or level drain or psychic attack or something similar, then the spell is dispelled within the circle of power and not affected outside the circle.
2. For spells which do not cause direct harm to the paladin but would effect them, check magic resistance.

**Q:** When one rolls dice for anything (skills, saves, attacks, etc.) is there always a chance of automatic success and always a chance of automatic failure? Can a non-rogue attempt a "pick pockets" and with a natural 01 succeed?

**A:** If one has the skill required to make the roll, then on a 1d20 a 1 is always a success or a failure, and a 20 always a failure or success, depending on whether you want low numbers or high numbers. This represents the 5% chance of being incredibly lucky or incredibly unlucky in each attempt.

On 1d100, 96-100 is always a failure even if the rating for the PC is higher (i.e. if you have a 100% chance of accomplishing something, then 96-100 is still a failure).

This applies only if the character has the skill. A character without the pick locks skill cannot roll on Dexterity and succeed on a 1, since picking locks requires training and not luck. If you are feeling generous, and the character has some chance at all of doing something, then you can call for 1d20 and let a 1 succeed. However, this is your call as DM, not their call as players. Don't let the players bully you.

**Q:** I play a cleric/wizard and have a staff of rapid magery. Can I use it to cast clerical spells? What if I was a specialty priest of Mystra

casting wizard spells through clerical prayers?

**A:** No, the staff only functions on wizard spells cast as a wizard. In addition, the staff is only able to functions on those spells with a casting time of less than ONE ROUND. If the wizard is casting a conjure elemental it still takes a long time, the action must start and finish in one round.

**Q:** I had a judge take charges off my scarab of protection when I was struck by an enervation spell. Were they correct, it destroyed the scarab?

**A:** Yes, the judge was correct. The scarab will use charges for ANY life drain. Even if the life drain is temporary.

**Q:** Can I use multiple copies of the same ioun stone? I have two ioun stones of Protection +1.

**A:** No, they act like rings, only one will function at any given time. However, if you have two spell storing or regeneration they will both function. If you have two that raise your dexterity by one, your dexterity will be raised by two.

I need more questions. I am running out the file that I keep and if you want your questions answered just send them to [RDRAVENS@AOL.COM](mailto:RDRAVENS@AOL.COM) or Daniel Donnelly, 2250 Lexington Way, Kennesaw, GA 30144.

There will not be a December issue the next issue to be released in January.