

- A peaceful year-end
- City Watch cut-back
- Tanarri Attacks the City

- 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 2 • Issue 1
January 1998*



Year Ends Peacefully

Despite year full of violence the city sleeps away the final months

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

It has been a very tumultuous year. The war chances looked bleak for a while and still we were victorious. There was an election and we found out that the people of Ravens Bluff wanted a change at the top, and after all the service he had done to the city, Lord Mayor Charles Oliver O'Kane passed on the title to Lady Amber Lynn Thoden. It was a year to remember.

In a years time we had four mayors, five if you count mayors in power. First was Mayor O'Kane, followed by Mayor Fenmarel, then acting Mayor Kothonos fulfilled the finale of the war and the rescue of again Mayor O'Kane and finally Mayor Thoden. Needless to say, a scorecard was needed to keep track of everything.

The last months of the year were very welcome to the city. Peace reigned and Mayor Thoden helped close two large deals to ensure the city's prosperity. Now that the city's army and Tempurian mercenaries are tried in battle, they were very much in demand. A large contingent of Tempus mercenaries recently left town towards the Kingdom of Chessenta to assist in the protection of that realm. This engagement will greatly profit the city of Ravens Bluff as it will

begin the process of filling the city coffers once again.

The other transaction that recently occurred was that Mayor Thoden inked a trade agreement between the city of Ravens Bluff and the city of Yhaunn, which lies across the Dragon Reach in the Kingdom of Sembia.

This trade agreement has already provided a market for the excess weapons from the war and the normal furs and goods of the city. From Yhaunn the city has been able to import a number of items from around the realms. The agreement has kept the price of these items reasonable. This has included shipments of the fabulous elven breads, from the lands of Shadowdale and the elven realms of the northern plains.

So we look to the following year. Hopefully we will find peace but the threat to the city is not yet gone. There still exists the artifact, The Heart of Bane. Already army patrols have turned away followers of Bane, Cyric and Xvim alike. We can only hope that the patrols catch them all, but we know it is not likely. The city will be infested and the Mayor has desperately begun the task of attempting to destroy the artifact. So we will continue to search for the Orb of Protection in Sarbreen, hoping that the Orb will be able to protect the city and destroy the Heart of Bane. However, we

should not allow ourselves the luxury of placing all our hopes on that one solution. The Mayor has instructed the Wizard's Guild to find alternate possibilities and they have started to search. Hopefully, one of the methods will work and the city will stay peaceful.

There of course is the problem with Mrykyssa Jelan, she has reportedly routed one of the armies of Tantras sent to apprehend her.. It is hopeful that the Lords and their men that are preparing even now find better luck in their ride against the evil warlord.

Mayor Thoden recently spoke with a number of merchants and lords of the city about her plans for the upcoming year. "I want to take care of all threats first", she started, "we have to eliminate the Heart of Bane as well as capturing the warlord. However, it is time we reestablished relations with many of our neighbors. I am attempting to arrange a meeting with our neighbor in the sea. Those are strong allies who we should reforge lasting bounds."

Overall it appears that this coming year is going to be a very busy one for the city and our famous adventurers. There is a new Knight Commander of the Golden Roosters to elect as well as a Speaker of the House of Lords. Many things will be happening and it is our pleasure to report them for yet another year.

So here's to our last year and to our next year, may we survive and prosper.

City Watch to Cut back positions

by Silva Sinderan

With the city coffers still very low after the war, Chief Constable Rolf Sunriver has decided to cutback the city watch costs. This will include cutting back many of the part time watch members who hold full time rank in times of the Veil.

Justin Kordt, the city watch scribe asks that all city watch members please forward him a copy of your watch certificate along with any current rank you hold in the city watch or the army of Ravens Bluff. Justin can be reached care of Dennis Everett, PO BOX 5297, Maryville, TN 37802 or over the internet at Denrayever@aol.com

Justin would like all city watch members to verify their status by WIRB 98 (April 30, 1998)

Constable Sunriver also stated that he feels terrible about the loss of positions so the first city watch member that will be released is himself. He has contacted some of the senior officers of the watch in search of a replacement but at the time of this printing he had not announced a new constable of the city.

Keeping a Bad Gnome Down – Part I

By Nadd Parker, freelance reporter

It seems quite possible that the rumors of Mohammed's death were greatly exaggerated. Recently, a strong rumor of his presence back in Crow's End has been making its way through the various paths of information. What is not know is how Mohammed returned to life after his witnessed death, or even

what goals the infamous thief has in the city of Ravens. Hopefully a crime wave will not result from this nefarious gnome, however Constable Sunriver has stated that he is very concerned and has asked all citizens of Ravens Bluff to keep a careful eye out for the notorious thief.

Tanarri run Rampant in the City

by Tomaldi Everspring

No sooner do we take care of the problem with Jelan's army than an army of tanarri have made their presence felt in the city of Ravens Bluff. I imagine it was only time since most of the other "named" cities in the realms have had their problems with tanarri and the likes. It seems that a major invasion is rumored to be forthcoming while, a major "princess" was described as being under the Temple of Tyr. I must admit the adventurer that I spoke to about the situation was well in their cups along with the rest of their companions. I did get the feeling that a major tanarri was released by them into the city proper.

This "princess" was described, and I am not making this up, as a beautiful woman, naked to the waist with the body of a great snake. Now that is enough to cause you to turn but they went on. She had six arms and wielded weapons in each arm. So, perhaps the adventurers never left the bar, still rumor on the street is that these adventurers did in fact visit what was jokingly called the Tent of Tyr, since Tyr is still in the process of rebuilding their temple. Of course a naked six armed, snake bodied female travelling down the streets is sure to attract attention so since the watch has not heard any complaints perhaps she has left town, or perhaps is visiting relatives at the Temple of Tempus.

Keeping a Bad Gnome Down – Part II

By Nadd Parker, freelance reporter

The infamous gnomish adventurer Heather Dragonsnap (*played by Larry Headorn, FL*) has laid claim to a large section of unclaimed land well over a ten-day from the city. The land is wild and is rumored to be over run with goblin and orc tribes. Still, Heather, and a devote group of followers has decided to secure the area and build a small town. Surprisingly, their first buildings have not been at the town's future location, but in the mountain pass, where a stockade is partially formed. The dwarven mining company of Steprock and Sons is working a new mountain quarry to provide material for the stockade construction. The town has already been named even though it has not yet been built – "Hidden Hollow will be an independent town, hopefully allied with the other towns and cities in the area.", Heather Dragonsnap

Battle in the Streets

by Silva Sinderan

This event has just occurred and not many details are available but it seems that yesterday outside of the Sleepy Dwarf Tavern and the Cresno China Shoppe there was a large battle resulting in death and massive structure damage. A number of priests of Cyric encountered priests of Bane and were joined in mid-battle by a group of Xvim worshippers. They fought to the death the city watch only finding one survivor. A number of citizens were also killed. One adventurer was also wound, Meegan (*played by Shy Aberman, GA*) is the bouncer at the Sleepy Dwarf Tavern, helped break up the battle, but was severely wounded in the process.

IMPORTANT ANNOUNCEMENT:

I want to take more than the usual section of the Trumpeter this month to announce a new organization for the Living City. To begin with Robert is stepping back from the campaign. There are many more items for his time and the network is stepping up its participation in the campaign.

I have expanded the Living City Campaign staff and added a whole new group of people running plots in the city. These plot coordinators want to hear from authors about writing into their plot lines either as a full module or at least incorporating the plot into their modules. The different plots and their coordinators are:

- Wizard's Guild – Paul Pederson (mightywyrms@aol.com)
- Knights – Brian Burr (bburr@aol.com)
- Outlying Villages – David Baker (dwb@netspace.org)
- Nobles – Gail Straiton (fvb111111@aol.com)
- Crime Lords – Erik Mona (iquander@aol.com)
- Temple Plots – Joe Cerillo (lassars@aol.com)
- Harbor/Sea Elf – Roger Rhodes (rhodes@summa4.com)
- Foreign Relations – Greg Sherwood (gregsher@aol.com)
- Government – Jason Nichols (sirgevan@aol.com)
- Silent Network/Crows End – Bob Tomihiro (Robert_tomihiro@aff.net)
- Merchant Houses – Jim Alan (jalan@ameritech.net)

These coordinators will work with the authors, me and each other to provide consistent plot through the Living City Campaign. If you have any ideas as either a player or an author please get in touch with the appropriate coordinator.

There are also Campaign Administrators that will be running the various programs for the campaign. These people are going to be responsible for keeping people informed in

their organizations. They are also responsible for any interactive situations in regarding these organizations. The organizations and the people responsible are listed below, please note the two new organizations which I will shortly explain:

- City Watch: Dennis Everett (denrayever@aol.com)
- Silent Network: Bob Tomihiro (Robert_Tomihiro@aff.net)
- Wizard's Guild: Paul Pederson (mightywyrms@aol.com)
- Bard's Guild: Tim Breen (breenrt@lightside.com)
- Knights Council: Brian Burr (bburr@aol.com)
- Clerical Circle: Keith Hoffman (kwh53@aol.com)
- Rules: Cisco Lopez-Fresquet (cfresquet@aol.com)
- Magical Trading Requests: Todd Smart (plnotions@aol.com)
- Magical Trading Values: Steve Hardinger (partdragon@aol.com)

Of the first new areas, let me please talk about rules. Everyone knows the campaign has rules, you would be amazed at how many different rule interpretations I have heard. For TSR Skip Williams provides a Sage Advice for Game Mechanics. I would like to introduce Cisco. Cisco is going to be the Ravens Bluff Sage. Questions regarding the campaign should be addressed to him. These questions to be pertinent to the campaign.

Next, I have placed Todd Smart in charge of requests from conventions for magic trading. Instead of making sure Robert is at your convention to trade magic items, Todd will be able to get you magic items for trading and have some unique pieces only for your convention. NOTE: There will be no blank certificates and the walk up and ask for an item not on the proscribed list will not be allowed. Only the packaged certificates that are mailed to the convention coordinator will be for "sale". Each item will have a set price and each item in the campaign has a set value. Todd and Steve Hardinger will maintain the list of item values. It is not a negotiated value, and all the convention will work with the same item values.

The goal is to provide to convention coordinators a list of items and procedures for all the above organizations prior to Winter Fantasy. The plot coordinators will be writing stories to fill up the Trumpeter pages but stories from the network are still requested. What we are attempting to do is to create a living moving campaign with multiple plots and manipulations constantly on-going. To that extent the third position that is going to be formally announced is that of Campaign Development Director. These people are completely responsible for developing and providing authors for an extension of the campaign. At the 1997 Gen Con Game Faire, we introduced the first extension: Procampur. This is going to be directed by Jay Fischer (jlorien@concentric.net), who has been directing it since its premiere. The other extension that will be premiering at the 1998 Gen Con Game Faire, will be the High Level Campaign-Underdark. This campaign extension is for characters with at least 150,000 xp accumulated and is based on eight hour events. Lee McClurkin (mcclurkinl@aol.com) is the director of this extension.

This is not the end of the extensions. Already, a network member is doing the initial building of another high level extension which will allow characters into the outer planes. It is unsure as to when this extension is going to premier but given the trend the 1999 Gen Con Game Faire might be a pretty good bet, although there are a number of modules planned for the six months leading up to the premiere.

I will be more than happy to accept any questions or comments on the new organization and/or how it works. I am exciting at the possibilities and I hope you are too.

Dan



One special note: Living City authors, please e-mail your modules to both RPGAHQ and myself to begin the review process, that will save a lot of traffic between Robert and I. If you already have a module submitted for a convention in the next six months I would still like you to forward a copy on to me. Thanks.

LIVING CITY Questions and Answer

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Q: What is the ruling on the Haste spell, does it require a system shock roll by anyone hasten. If so, what about the opposition?

A: The haste spell now requires a system shock since it is magical aging. This was clarified in the Players Options: High Level Campaign, but most of us, either did not read the book, or did not purchase the book. It was clarified again, or maybe we should say the clarification was repeated in the new Spell Users Compendium. For purposes of the LIVING CITY campaign, if the haste spell is cast at others, such as enemy spellcaster they will resist the spell. If they fail the saving throw they are assumed to have a system shock of 85%. Any enemy warrior that fails their saving throw is assumed to have a 88% system shock .

Q: Tell me about half-elves and being specialty priests, please!

A: The ruling for half-elves was made to be very simple and to cause the least amount of character changes while staying with in the rules presented in the F&A. A half-elf character whose upbringing is with humans and whose racial "free" language is common, can be said to have been brought up human and may select any deity from within the F&A. A half-elf character brought up with elves that speaks elven as their native tongue must select an elven deity or one of the F&A deities that specifically allows half-elves. This seems fair, open and hopefully does not adversely affect too many characters.

Q: Can a character continue to put slots to unarmed combat when they dual class?

A: Only single class fighters can double specialize in unarmed combat, so once you change classes you can not improve those unarmed combat skills anymore

Q: What should a judge do if a PC commits an evil act, like killing a helpless foe be it monster or humanoid?

A: Killing a helpless foe is considered an evil act even if the foe is a creature, as long as there is intelligence. However, the PC may not change alignment immediately. Alignment is a norm for behavior, and sometimes there are aberrations. If the PC continued in acts of this kind in the adventure, then the DM should change the alignment as in the Judge Guidelines. If the PC is known by several judges to behave this way once per adventure, to avoid the alignment but still do evil or non-good acts, then one of the judges eventually should change their alignment. Note: a paladin should immediately lose their paladinhood until atonement can be done for the act. For purposes of the campaign, an atonement consists of taking no experience points for the next 1d4 tournaments and taking no treasure or rewards from the same tournaments. The paladin must also be truly sorry for the act and vow never to repeat the act. A paladin is NOT allowed to atone for the same conscious act more than once.

Q: Priests of Ilmater have the ability to cast Call upon Holy Might (TOM) at 3rd level as a god-given ability. They cast this without the normal requirement for rest. If they also pray for a spell do they still require the rest for the normally cast spell?

A: Of course, the special casting does not require rest but any other casting of the spell would have the normal penalties of the spell.

Q: Can crusaders and monks follow non-evil F&A deities that do not have Specialty Priests allowed in LC? Can they be substituted for cleric in multi-class combinations? Can crusaders of Shaundakul be half-elven?

A: Yes. No. Yes. Okay an explanation. If a non-evil deities does not have specialty priests in the LC campaign it can still have monks and crusaders if those are listed in the clergy section of the entry. Multi-class combinations are for priest only, and since Shaundakul allows half-elf specialty priests than you may play a half-elf crusader of the Shaundakul.

Q: Are there plans to incorporate the spells from Prayers of the Faithful into the LC campaign?

A: Note at this time. The spells are only found through quests (special missions) and are not prayed for as normal priest spells. Once in a while (infrequently) there might be a villain or NPC that has undergone the quest for this magic but definitely not in the hands of the PCs. F&A provided more than enough special spells. Special Missions to acquire these spells will also NOT be accepted at this point.

Q: If I was to have a human fighter dual class to specialty priest of Ilmater, would I be able to wear armor. What if I was a multi-class fighter/cleric?

A: It must be Ilmater Month. If you dual class you would not receive XP for any event where you wore your armor and it is not allowed as a priest period. If you multi-class you would still need to abide by the restriction of the priesthood. This also goes for non-elven mages wearing elven chainmail. This does not allow mages to wear armor and cast spells. This is most often asked of human fighters who dual class to wizard. Take the armor off and cast spells, but no spells with the armor on.

Remember, please send questions to Cisco. All questions sent will get answered and we keep a file to keep populating this section - DAN