

- More Troubles in Ravens Bluff
- Another New Knighthood
- Return of the Ravens Bluff Rogue Gallery

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The Trumpeter



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City Harbor's Tanarri Lords

Multiple Creatures found within the Sewers of Ravens Bluff

by Fred Faber

With spring approaching the city has again become a war torn region. The war is that of the war between the tanarri and the baatezu. The Trumpeter has recently learned that a baatezu hunter has been in the city and aided/directed the forces of Ravens Bluff's adventuring community to destroy a large number of tanarri that were in the city. Combine this with the tanarri that were protecting Mrykysaa Jelan and the tanarri that have been attacking throughout the city and it seems that the outer planes have been very busy and are very interested in Ravens Bluff.

The Ministry of Art along with the Wizards Guild, have proclaimed that all of their members will cease with ALL summoning spells until this crisis is settled. Jerrod Korbandor, the acting Dean of Conjunction and Summoning at the Wizard's Guild had this to say on the subject, "Obviously someone is summoning these creatures to our plane. It is most likely not one of our members, however, with the way the weave has been changing recently, it can not hurt to cease all summoning to assure ourselves that we are not the indirect cause of this problem. It is a temporary restriction and we will soon know whether our normal conjuration are empowering the fiends or agent of the fiends allowing them access to the city."

So far the death total from tanarri attacks has reached 50 citizens and Mayor Thoden expressed her deep concern with only this short statement, "Even if we could prevent them from entering the city, the tanarri want the Heart of Bane. The sooner it is destroyed the sooner they will forget our city

and go back to wherever it is that they come."

The tanarri are not the only visitors to the city. Rumor on the streets is that there are at least two "proxies" in the city. A proxy is a direct servant of one of the planar powers. These proxies have a tremendous amount of personal power, and of course have the direct ear of their god or goddess.

Worshippers of Lathander Rejoice!

by Tessa Desmodona

The people of Ravens Bluff have more to celebrate than just the return of Spring at the Greengrass Festival this year. This year marked the groundbreaking ceremony for the new Temple of Lathander.

Lady Mayor Amber Lynn Thoden, Relarn Dayspring, and other representatives of the Clerical Circle were all on hand as Raphieonas, the chief contractor, unveiled a scale model of the new temple, which will be renamed as the Halls of the Glorious Dawn. Relarn Dayspring was quite surprised when he saw how "enormous" this holy place of worship will be. "I had no idea it will be the tallest building in all of Ravens Bluff. It looks absolutely gorgeous, yet so massive", Relarn Dayspring said while onlookers at the unveiling were applauding Raphieonas.

After the ground breaking ceremony, Raphieonas began fielding questions on himself and the construction of the temple. "For something as grand as this, I would say 6 to 8 months. Granted, a bit of the arcane

arts will be applied as well to help speed up the process. When it is all done, I assure you, what happened to the old temple, shall never happen again. I hope in the future I can lend my services to other faiths in the city."

The Temples of Gond and Mystra Call a Truce

by Tessa Desmodona

After months of constant bickering between the two temples, the Clerical Circle has decided to interfere and resolve their problems once and for all. The quarrel originally stemmed from an airship that the Gondsmen had created as an experiment. Unfortunately, it crashed through the roof at the Temple of Mystra. "Words were exchanged and then arguments and debates over artifice vs. magic began to sprout. It was beginning to make the Clerical Circle look bad", Chief Prelate Relarn Dayspring commented, "We thought it was our duty to step in before it got out of hand."

After a day of meetings, the Clerical Circle decided that the best way to improve the relations between the two faiths was if they worked together on a 'special project'. No word on exactly what it is going to entail. I was told by Father Otis Gregor, the High Priest of Gond, "It will be something that will benefit the city." As to who is overseeing the project, Gregor commented "It will be a third party individual. They have not been appointed yet."

Society News

by Jacinth Moonspring

As you may have heard loyal readers, Mayor Thoden was captured or accosted by the followers of Bane during the winter festival and replaced by a doppelganger in an attempt to ransom the Heart of Bane from the city. This ploy was discovered almost immediately and the mayor rescued by brave citizens of Ravens Bluff. During her rescue, an acolyte of Bane was captured and brought to the court to be questioned. Once there dear readers, the trial of Mrykyssa Jelan began and the acolyte was dutifully guarded by three loyal citizens until the sentencing was announced. Edena (*played by Michael O'Neal*), Digward Bruck (*played by Thomas Bartlett*) and Lassiter of Lugh (*played by James Kelley*) performed their duty flawlessly.

Speaking of duty, dear reader, Jackie has found another dirty secret and is very pleased to make this society report. Captain Quincy Blackmantle (*played by Tom Nolan, MI*) married Lady Vellas Stargazer of Selune (*played by Aaron Martin, OH*) as the city celebrated the end of the war.

The wedding almost never took place. It seems that Captain Quincy had been seeing Glenda Silvershade (*played by Eric Clark, MI*) for quite some time. Sir Gevan (*played by Jason Nichols, MI*) took exception to Quincy's so-called "one in every port" treatment of Glenda when Quincy agreed to Lady Vellas' surprise proposal at the Spring Festival. Gevan promptly challenged Vellas to a duel to save Glenda's injured honor. Quincy stepped in and told Gevan in no uncertain terms that he was going to wed Vellas no matter what Gevan did or said. In order to placate the spurned lover, Quincy gave her one of his brand new ships. These ships are of the group built to replace the large fleet of ships that Captain Quincy lost during the war.

The wedding took place on Quincy's flagship, dear readers it was his only ship afloat at the time, but his fleet is growing rapidly. The wedding was performed by Rowan, a druid of Silvanus (*played by Kris Williams, NY*) and featured such famous adventurers such as Sir Reginald Markworth (*played by Paul Dorothy, MI*) as Best Man. Sir Reggie has been seen since and although he seems to be in very good spirits, has grown attached to a large stuffed bear. Amanda

Redmoon of Selune (*played by Brian Miller, OH*) was the Maid of Honor. Amanda is considered to be one of the leading contenders for Selune's Clerical Circle seat as one of the adventuring High Priests and Priestess of the city.

A Pleasant Housewarming

By Tessa Desmondona

Our society reporter recently attended the housewarming celebrating the completion of a residence/boarding house/chapel and colocated stables on the northeast side of town up the hill. Briar Oldhill (*played by Keith Hoffman*), cleric of Chauntea and long-time adventurer, completed his construction on his 3-acre plot this last month and named it, with droll Chauntean humor, Briar's Patch. Briar hopes to relax his frequent adventuring schedule and start devoting more time to the House of Bountiful Harvest and his Civic Religion duties. The high point of the event for Briar was when Arabella, High Harvestmistress of Chauntea, blessed Briar's chapel. His adventuring companion, Shadra (*played by Claire Hoffman*), a lean, whip-cord woman of few words but a sharp sword, announced she was planning on breeding and training horses--fine stallions and war-horses. Several visitors to the housewarming bargained for stabling space and training for their horses. Shadra's Stables are located on the same grounds as Briar's Patch. Punch and cookies were served to the guests. Many of their adventuring friends were able to attend the party. Peace among the considerably diverse adventurers was maintained by the thoughtful loan of two peace cranes and a salt box. The party was crowded, but the following friends signed the guest book: Sir Uldred Deepaxe (*Brian Burr/OH*), Beryl (*George Aber/GA*), Rebekkah Darklyte of Eilistraee (*Ed Gibson/OH*), Sir Alexander, Paladin of Tyr (*Alex Lombardi/CT*), Lady Dominique (*Gail Reese Straiton/ NJ ?*), Lorin Keltree Darkarrow (*Dan Donnelly/GA*), Anna Kara Des Solara of Mystra (*Carl Buehler/NC*), Sir Reginald Markworth, Paladin of Tyr (*Paul Dorothy/MI*), Amanda Redmoon of Selune (*Brian Miller/OH*), Ghent Flattop of Kelemvor (*Jason Lundy/NC*), Benzoate Glycol (*Jean Rabe/WI*), Rogan (*Bruce Rabe/WI*), Rory Slowfoot (*Carl Maus/NY*), Kedric Stonefist (*Mark Jindra/OH*), Rowan

Wilander of Silvanus (*Kris Williams/NY*), Denzil Lassar (*Joe Cirillo/NJ*), Dora, Paladin of Sune (*Jae Walker/MI*), Lady Valos Stargazer-Blackmantle (*Aaron Martin/OH*), Hollis (*Pat Connolly/OH*), Chessemore MacDermott II, of Lathander (*Steve Null/CA*), Sir Onyx Deathcure (*Doug Grabenhorst/WV*), Lord Berek Bane of Torm (*Roger Cherni/OH*), Strommos of Torm (*Nick Perch/OH*), Jandar Stargazer of Mystra (*Michael White/OH*), Sir Justin Time (*Eric Johnson/NJ*), Kassondra Markonnen of Mystra (*Cheryl Richards/OH*), Alric Markonnen (*Jeff Richards/OH*), and Sir Jacen Tachi-Treach (*Tim Hernandez/MI*). The housewarming was a pleasant spot of calm in the turmoil of Ravens Bluff.

More Elections Forecoming

By Tessa Desmondona

Mayor Thoden shocked both the House of Lords and the House of Merchants by declaring two positions in her government open for general elections. The two positions include the Speaker of the Council of Lords, a position currently held by Bernard Tallson (*played by Jeff Levi, ON*) and the Deputy Mayor's position still vacant since the war. These positions will go to election ballots during the summer festival, with the results announced upon the tabulation of all the ballots. The House of Thud has only one initial wager available. The odds are 4:1 that Belanor Fenmarel will come back from the dead prior to the election and again run for the position of Deputy Mayor.

From Dan: This election will occur at the Gen Con Game Faire Living City Interactive this summer. I would like anyone planning on running to please let me know as soon as possible. There will be two formats for voting. A ballot will be shipped with the June Trumpeter to allow ALL players to vote for both positions. Also, for each permanent magic item given to the city, an extra vote is gained. These can be mailed in as well as done in person at Gen Con. At Gen Con, charity donations will also be accepted for gaining additional ballots. NOTE: There will be different ballots at Gen Con to prevent the photocopyer ballots.

Ravens Bluff Rogues Gallery

From Dan: This will mark the return of the Rogues Gallery for Living City. If you have a detailed background such as this one please send it to me and

we will publish those. I would ask all the Lord/Ladies to please send one.

Uldred Stonefist DeepAxe 11th Level Dwarven Fighter

STR:	19*
INT:	17
WIS:	9
DEX:	16
CON:	19*
CHA:	12*
AC Normal:	-10
AC Rear:	-7
Deity:	Morthhammer Duin
Alignment:	Neutral Good (Lawful)
Languages:	Dwarven, Common
THACO:	10
HP:	115
Age:	98
Height:	4' 1"
Weight:	175 lbs.
Hair/Eyes:	Reddish-Brown/Brown

Weapon Proficiencies:

Battle Axe (specialized), 2-Handed Battle Axe, War Hammer, Light Crossbow, Short Sword, Dagger, Lance

Non-Weapon Proficiencies:

Speak/R/W Dwarven, Speak/R/W Common, Armorer, Heraldry, Land Based Riding - Horse, Local History, Leatherworking, Blacksmithing, Brewing

Magical Items:

Dwarven Plate Mail +4, Mithril Shield +3, Battle Axe +3, Girdle of Hill Giant Strength, Gauntlets of Ogrillion Strength, Ring of Protection +3, Dwarven Battle Axe +3, Periapt of Wound Closure, Scarab of Protection +1, WarHammer +2 - Spellbreaker, Silvanus' Torque of the Beast

Mundane Items:

Holy Symbol of Muamman Duathal, Silver Daggers x2, Waterskin, Flint/Steel/Tinder, Candles x3, Chalk (1/2 lb. powder, 10 sticks), Parchment Sheets x10, Writing Ink x2, Bag of Marbles, Belt Pouch, Ivory Meerscham Pipe

Background Story:

Uldred is a handsome dwarf, by human standards, and his ready smile, outgoing personality and quick wit tend to make him stand out from other dwarves. He usually wears a deep red vest without a shirt, brown trousers and black boots while traveling the streets of Ravens Bluff in the company of the

many friends he has made since arriving in the city several years ago.

Uldred's life was not always tied to Ravens Bluff, however. He was born 98 winters ago in the dwarven community nestled in the Earthspur Mountains to the north known as Deepdelve. He led a happy childhood playing in the tunnels and caverns surrounding the community with his brother and sister. He especially liked to accompany his father during trips to the human communities and towns to sell the armors and weapons created by his clan. It was during these trips that he began to hear stories of the adventures that awaited outside his home.

At the age of 25 he entered his apprenticeship with the Master Armorer of the clan in hopes of someday taking over the family business. After 25 years of intense study and training, Uldred became an acknowledged armorer of great skill and was ready to begin working with his father.

It was also about this time that he began the formal courtship of his childhood love and after only a year Uldred and Jessra announced that they would marry. He and Jessra settled down and began their own family with the birth of their first child, a daughter, named Thelarna. Things were going well, Uldred was working in the family trade and was making a good profit, Jessra was pregnant with their second child, and Thelarna was growing up quickly.

However, while on a picnic outside Deepdelve to celebrate Thelarna's twelfth birthday tragedy struck. Uldred had gone to a nearby stream to fetch some fresh water for Jessra when he heard Thelarna cry out in terror. As he raced back to the site where he had left his family, battleaxe in hand, he could only pray that he was not too late. As he came into the clearing he could only watch in horror as Jessra was killed by a large orc and as he scanned the area he could see that Thelarna was already dead. In a blind rage he killed the eight orcs all the while crying out the names of his beloved wife and daughter.

When a party of dwarves from Deepdelve came looking for the couple and their child the next morning they found Uldred cradling Jessra and Thelarna in his arms surrounded by the remains of the orc raiding party.

Jessra's and Thelarna's bodies were brought back to Deepdelve and buried in the family crypt. Uldred's parents then set about the task of helping their son grieve for his loss.

Despite their best efforts Uldred's mood continued to darken and he would become irritated at the slightest provocation. His mother worried that his grief would take a turn for the worse and drive him to do something foolish. She suggested to his father that he take Uldred on the next trading caravan. She hoped that the trip to Tantras would help take Uldred's mind off of things for a while and help him to start enjoying life.

The caravan was in Tantras for three weeks and was preparing for the trip back when Uldred told his father that he would not be going back. Shocked at his son's announcement he asked the reason for Uldred's decision. Uldred told him that as long as he remained in Deepdelve he could not get over the loss of his family and that he needed some time to himself. When his father asked where he would go, Uldred told him that he had heard that Ravens Bluff was always looking for adventurers. After wishing his father good-bye and writing a letter of explanation to his mother, Uldred set out for The Living City trusting in Muamman Duathal to guide his steps.

Uldred never suspected the wide variety of people that were being attracted to Ravens Bluff. He was in the market buying breakfast one morning when opportunity struck. He was presented with his first adventure, the retrieval of an item stolen from the temple of Waukeen in the city. Completing that task he found that his skill with the battle axe was much sought and he quickly found himself employed for several missions by the city.

It was during this time that he first met the druidess Melissa Eldaren. They quickly became close friends, considering Uldred's initial distrust of most humans, and almost constant adventuring companions. Melissa impressed Uldred because she didn't have any of the prejudices toward the dwarves that he frequently found in other humans. It is also due to her friendship and understanding that Uldred has finally come to terms with his grief over the death of his family. She has rekindled in him the desire to protect those close to him otherwise he may lose them as well.

After several years of adventuring Uldred has made a name for himself within the adventuring community that resides in Ravens Bluff and has participated in more adventures and missions for the various powers that be within the city than he can easily remember. He has also been able to start his own business within the city and has

established a fairly solid base of people that seek his custom crafted armors and weapons.

Uldred's participation in the defense of Ravens Bluff and the various missions he was sent on during the recent war have opened a new chapter in his life that he is just now beginning to be able to explore. It was during the last weeks of the war that Uldred, while on a mission to the past was, in part, responsible for the founding of the Kingdom of the Glimmering Sword, commonly referred to today as the Kingdom of the BrightSword, that used to inhabit the area around present day Ravens Bluff. He had often wondered how his clan originally came to live the Earthspur Mountains and he has found out something about the clan that had been removed from the ancient texts that he read as a child. He has found out that his clan was founded by the original dwarves of clan WarAxe after moving north when their clan leader was killed in a combat of honor after he had betrayed not only the clan's trust but the trust of the other dwarves that were traveling with them, clan GemSplitter. Uldred discovered that the dwarves who continued north dropped the clan name WarAxe and took up the clan name of the dwarf that had defeated Hudrell in the combat, DeepAxe. He is still adjusting to the fact that his actions were responsible for the founding of his own clan. He also discovered that this information was removed from the clan records when it was discovered that Hudrell had been acting on his own and that no one else in the clan was aware of the treachery he had planned.

Uldred has recently acquired a fort that was used during the war to guard the road south to Procampur. The fort sits two days southeast of the city in the foothills of the mountains. Originally it was named Fort Skyhawk but when Uldred witnessed Skyhawk attempting to kill Stonefist GemSplitter at the signing of the peace accords he petitioned the mayor of the city to rename it. He was granted his request and the fort is now known as BrightSword Keep in honor of the dwarves he had met during his adventure. Uldred wishes to continue his efforts to improve the keep and to hopefully establish a self-sustaining dwarven community on the land that is under its protection.

Uldred's current plans, in addition to those involving BrightSword Keep, include spending more time at his shop in the business district making custom armors and

weapons for the adventurers of the city. He also wishes to continue his efforts to make Ravens Bluff a safer place for its citizens and visitors through his activities as one of the Knights of the Griffon, a position awarded to him by the city several years ago at one of its festivals. He has also been working hard ever since assuming the first seat on the Knight's Council and continues to look forward to the opportunities that the position offers.

Knighthood of the Phoenix

A New Dawn Has Come! by Michael Watts

The Order of the Phoenix is a knighthood sponsored by the temple of Lathander that is dedicated to protecting the city from undead and extra-planar evil creatures. Membership in the Order is open to all Living City characters played by RPGA Guild members. However, due to the nature of the Order and the problems it has endured in the past, membership is restricted to characters of good alignment only.

Unless otherwise specified, the new member enters the Order at the rank of Squire. A accepted squire must conform to the current guidelines for character generation in the Living City Campaign. The character sheet is subject to inspection by the Knight's Counsel in order to verify that all criteria are within acceptable limits.

Advancement within the Order is based on accumulated chivalry points and knightly honors. When a character has received enough chivalry points and honors to qualify for advancement in rank he should submit a petition to the Knight's Counsel. Once the Knight's Record Sheet has been verified for accuracy, the character will receive the official advancement in rank.

Rank	Chivalry Points	Knightly Honors*	Chr	Level
<i>Squire</i>	0	0	N/A	3
<i>Knight-Templar</i>	8	3	8	5
<i>Knight Order</i>	16	5 (1)	10	7
<i>of Aster Order</i>	24	10 (2)	13	9
<i>of the Dawn Order</i>	24	10 (2)	13	9
<i>Order of the</i>				

Crimson

Phoenix 36 15 (3) 15 11

*Number in parentheses indicates the number of honors that must be specific to the Order.

**If the character does not meet the minimum charisma requirement he must meet the Chivalry and Honor requirements for the next highest Order and may never advance beyond the rank of Knight of the Phoenix.

Benefits

- *Squire:*

When a character declares his intention to enter the Order, he is given a Phoenix Amulet that identifies him as a Phoenix. The amulet is created specially for the squire. If it is lost or stolen, it will be replaced. If it is sold, traded, or given away it will not be replaced and the member will be expelled from the Order.

- *Knight-Templar:*

When the PC has met the requirements for advancement, he is given a room at the Phoenix Nest and his training begins. Due to the intimate knowledge with their chosen foes, the PC receives bonus of +2 on all saves against fear caused by undead or extra-planar evil creatures.

- *Knight of the Phoenix:*

1. The member receives the non-weapon proficiencies of Undead OR Planar Lore. The proficiency is based on Intelligence with up to a -6 modifier. On a successful check, the member is able to identify undead and extra-planar evil creatures on sight. The check also provides rudimentary knowledge of the creature's powers and abilities. If the number rolled is 1/2 of the needed score, more detailed information is gained (at the DM's option).
2. *Raise Dead* will be cast on any Knight who dies in defense of his vows for 25,000 GP.
3. *Resurrection* will be cast on any Knight who dies in defense of his vows for 50,000 GP.
4. *Restoration* will be cast on the Knight for a donation of 40,000 GP.

The PC can choose to remain a Knight of the Phoenix or squire to a "higher" Order within the Knighthood. Once the choice is made however, it cannot be changed. The PC can move to another religious Order, up to Raven or the Order of the Crimson

Phoenix but can never obtain more than one secondary Order.

Upon entering a Phoenix secondary Order, the PC's Amulet is enchanted with Lathander's might, giving the Knight miraculous powers to call upon in pursuit of his duty. Once per adventure the Knight may draw upon the power of Lathander to cast *Flame Strike*. This pillar of fire is centered directly on the Knight and affects all creatures in a 10' diameter. The power of this spell is such that against undead and extra-planar evil creatures, it causes a minimum of four (2) points of damage per die. (i.e. 1s are treated as if a 2 were rolled).

- *Order of the Dawn:*
 1. Due to his training, a Knight of this Order receives a non-magical bonus of +1 "to hit" when combating undead.
- *Order of Aster:*
 1. Due to his training, a Knight of this Order receives a non-magical bonus of +1 "to hit" when combating all extra-planar evil creatures.
 2. The Knight is always aware of which plane of existence he is on (astral, ethereal, etc).
- *Order of the Crimson Phoenix:*
 1. 1X / day the Knight can use the Phoenix amulet to cast one (and only one) of the following spells:
 - *False Dawn, Dispel Evil, Plane Shift*

Responsibilities:

1. The Knighthood of the Phoenix is fanatical about the destruction of Evil. Any member who knowingly commits evil acts will be expelled from the Order and dealt with appropriately.
2. The foes of the Phoenix know their quest and their powers. Intelligent undead as well as extra-planar evil creatures will actively seek the destruction of the Knight. In game terms this means that the PC will be the primary target when the party is confronted with these creatures and no punches will be pulled.
3. The Knight is bound by his oath to seek out and destroy undead and extra-planar evil creatures. If the opportunity presents itself (in a tournament), the PC must do everything in his power to destroy the threat. If the PC does not attempt to destroy this evil, he will be reduced in rank and his chivalry points will be reduced to the minimum needed

to attain that rank. This does not mean that the PC must be reckless or fight a futile battle but he must TRY.

4. The PC must tithe 10% of all wealth to the Order for every tier obtained within the Knighthood.
 - Knight-Templar --- 10%
 - Knight --- 20%
 - Order of Dawn / Aster 30%
 - Crimson Phoenix 40%

Roosters Strike Back

By Jacinth Moonspring

Dear Readers, as you are obviously aware, it is very infrequent that I report on anything other than the society news. However, today I have very important news to the society structure of the city. The Knights of the Golden Rooster have named Lord Lorien Keltree Darkarrow the acting Knight Commander of the Golden Roosters and the Golden Crowns. Lord Lorien besides being one of the most eligible bachelors in the city (again!) is also one of the newest Raven Knights in the city. I spoke to "Lorien" about this newest responsibility and many other issues and here is that interview:

Jackie: Well Lord Darkarrow, you certainly have been busy. Raven Knight, Lord of the City, acting Knight Commander and bachelor what else could you possibly do?

Lord Lorien: Please, I prefer no titles, they make me think of my parents and that social structure.

Jackie: Okay, Lorien? I have also heard you work with the Harpers can you tell me anything about any of these topics.

Lord Lorien: It is not the titles but the responsibilities that are important to me. Let's concentrate on the Knights of the Golden Rooster, since that is why you said you wanted to speak with me. The Roost is destroyed, many Knights are dead, and a number of Knights have left the order. Really makes the Knighthood look weak! Just the opposite. The Knighthood is stronger than ever. The Roost will be rebuilt as a symbol to the new Knights of the Golden Rooster and the city will learn to respect the knighthood again.

Jackie: I understand you have some plans for the Roost?

Lord Lorien: Yes, I am working on the designs for the new Roost and have contacted a number of temples as well as

Lady DeVillars to begin fund-raising for the construction. A number of charity events at the temples of Sune, Lliira and Sharess as well as the charity ball.

Jackie: So, Lorien, who will you be bringing to this ball?

Lord Lorien: Please, I prefer a little discretion. Let's just say she isn't from around here.

Jackie: As you ask, but it is a question on many lips these days. So are you planning a huge celebration to reopen the Roost?

Lord Lorien: Actually that will be the job of the new Knight Commander. I agreed to take the position for six months while we would best lead us into the future. We will have a Rooster call this summer and determine this new leader.

Jackie: So what can you tell me about your first days being a Raven Knight?

Lord Lorien: I would prefer not to speak of this. The mayor requested me to take the oaths and although I later confirmed through the Knights Council that I was eligible, I was not aware of what Mayor Thoden had in mind when she asked me to become one of the Order of Raven Knights. I am still honored, however not all the procedures were followed and there has been confusion over the matter. And before you ask, I do play a harp and the Temple of Lathander a few years back needed to test the discreteness of the potential holy sword recipients. I agreed to be part of that ceremony, since I was in town working on getting new bylaws passed for the Knights of the Golden Rooster.

Jackie: I know I promised to stay on relevant topics, so I will make this my last question. In reference to your earlier comment, are you planning on marrying the heir to your title, the warrior Annabelle? Is she your "not from around here" woman?

Lord Lorien: Of course not. She is the Captain of the troops that joined me in my estates outside of Mossbridges. She is very competent and would serve the city well should I fall.

From Dan: This Rooster Call will occur at the Gen Con Game Faire Living City Interactive this summer. I would like anyone planning on running to please let me know as soon as possible. Only those Roosters at the Interactive will have a vote, although if you want to be considered your Golden Rooster will be brought up during the meeting.

LIVING CITY Questions and Answer

Q: Can you acquire a kit after character creation?

A: No. Once a character is created the time to select a kit is past unless they dual-class and then select a kit for the new class.

Q: Does a 8/8 fighter/cleric get a saving throw against a **chaos** spell cast by a 9th level mage? Does an 8th level ranger or paladin get a saving throw?

A: This is an update from last month. The official core rules interpretation is that none of them get a save. Only fighters, enchanters, and dual class fighter-enchanters get a save, unless the character has more hit dice or levels than the caster.

Q: Can specialist wizards use scroll spells from opposition schools? Can clerics use scroll spells from outside their spheres?

A: A character who can use spells can use a scroll if it matches his class, so priests can use scroll spells from outside their spheres and wizards can use scroll spells from outside their schools. Wizards cannot use other items (such as wands) that duplicate the effects of opposition schools, unless such items are usable by any class.

Q: Can a mage cast a spell during the round after using a quarterstaff of rapid magery? If it works like a speed weapon, the character should get an additional action.

A: No. Just as a hasted fighter gets more attacks but a hasted mage only gets one spell per round, the wielder of a quarterstaff of rapid magery does not have the opportunity to cast another spell.

Allowing some movement or a minor action afterwards seems reasonable though. Digging for a potion, or activating a different item, are all full-round actions, and so should be disallowed.

Q: When casting cause critical wounds, or similar touch-delivered spells, does the target get the benefit of armor, or does it not apply? What about shocking grasp, which can be transmitted through a conductive object such as metal armor? What happens if I am trying to cast a touch spell on a friend who happens to be engaged in combat at the time?

A: Any touch-delivered spell against an unwilling target requires a successful attack roll against the target's normal armor class, including adjustments for armor worn. Allowing shocking grasp to ignore metallic armor is ok, but any adjustments for the target's shield, dexterity, etc, still apply. If you are casting a touch spell at a friend in combat, you still have to hit them as well. You can ignore shield and dexterity bonuses in this case, as it is assumed that the target will not be actively seeking to avoid the spell.

Q: Does a scarab of protection allow saving throws against spells such as dispel magic and Mordenkainen's disjunction? How does magic resistance work against these spells?

A: (This is a copy from sage advice #231) A scarab of protection sometimes allows a saving throw against dispel magic and similar spells, depending on how the spell is used. If a dispel is cast directly on the scarab wearer or his items, the wearer has a saving throw and the scarabs bonus applies. (Technically, the items gets the saving throw, but its exactly the same as the wearers, see the dispel magic spell description). If a spell such as dispel magic, Mordenkainen's disjunction, or continual darkness is cast on the area containing the scarab wearer, the wearer gains no saving throw because the spell is not directed at him. The scarab wearer might find it inconvenient or even fatal to have spells affecting him dispelled or disjoined,

but that's just a consequence of the spell being there. The situation is similar to what happens when a magic-resistant creature finds itself in one of these spells areas of effect, there is no magic resistance roll because the spell in question is not working directly against the creature. This would also apply in an anti-magic shell.

Q: Are LC characters allowed to become priests and crusaders (not specialty priests, and without use of the special spells) of the non-evil gods found in Powers and Pantheons without needing certs and the like? If so, would they be allowed to use the nonweapon bonus proficiencies given to members of the clergy? Thanks.

A: You can become a cleric (not specialty priest) or crusader of a god listed in Powers & Pantheons, if the god allows such in his clergy (for example, the Red Knight specifically allows crusaders). The character does not gain the bonus proficiencies, however. Basically, you are simply a generic cleric or crusader. Your choice of a P&P god is a purely role-playing thing, as it grants no additional benefits or restrictions. A regular crusader does receive the specialty spells of their deity if that deity is one whose specialty priests are allowed in the campaign. You do not get the spells if you are a specialty priest of the Red Knight, unless the Red Knight becomes an available deity for specialty priests.. NOTE: There are some deities such as some of the elemental deities whose spheres really limit the crusaders, but then you should be aware of that when you choose to play that character.

Remember, please send questions to Cisco (Cfresquet@aol.com). All questions sent will get answered and we keep a file to keep populating this section, NOTE: ruling that are official will be placed in the Trumpeter and be available through the website - DAN