

- Tannari attack again
- Waukeen Freed from the Abyss
- Selune Orb Recovered; New High Priest(s) Chosen

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# The Trumpeter



*The Newsletter of  
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## **Waukeen Freed from the Abyss**

*Great Celebrations marks the return of the Merchant God*

by Fred Faber

A wondrous event occurred over the past week, that may very well shake the foundation of the city for years to come. Waukeen has been returned to the realms. Rescued from her imprisonment in the Abyss by a number of Ravens Bluff's own adventurers.

Although the missions seems to be veiled in secrecy I was able to speak at length with Lord SilverFox, a Lord of Ravens Bluff, priest of Waukeen and the proprietor of Potions, Lotions & Notions. The details of the mission and the implications to the city of Ravens Bluff can be found in the July Edition of the Trumpeter. Lord Silver Fox was ecstatic over Waukeen's release saying, "It is a good deal for all of the Realms!"

By Gilbert Hadfree

This week Ravens Bluff adventurers, led by Sir Rethgif Deepburrow, Knight Commander of the Order of the Fox (*played by Brooks Banks of GA*), traveled to the 47th Plane of the Abyss to thwart a dastardly plan by that plane's ruler. These brave adventurers faced multitudes of Tanar'i fiends to rescue the captured Goddess of Trade. The ruler of the plane, whose name cannot be printed in this paper, had reneged on a deal to return Waukeen to the Heaven's during the Times of Trouble.

"The true followers of the Lady of Trade are overjoyed at her, somewhat belated, return from the Times of Trouble" stated the newly re-annointed Goldeye Lord Silver Fox. "With Ravens Bluff's struggles to rebuild after the war the resulting favor of Waukeen

upon the city can only aid in strengthening our economy."

Other adventurers taking part in the daring mission included Lady Melissa Eldaren (*played by James Alan of OH*), Dean Azoth Malashar of the Wizard's Guild (*played by Larry Douglas of MI*), Ghent Flattop (*played by Jason Lundy of NC*), Lord General Rashaverak Dandelion (*played by Lee McClurkin of GA*), Drew the Red (*played by Ray Sindyla of OH*), and Denzil Lassars (*played by Joe Cirillo*). Lady Anna Kara Des Solara (*played by Carl Buehler of NC*) stood by to lend aid. Many fiends, including several hasted meriliths were encountered. The group was also able to free several survivors from the Tanar'i attack on Big Moe. Those survivors are recuperating under the care of Sir Deepburrow.

Specifics of the mission, and the effects upon the Faerunian Pantheon could not be determined. Rumors to the effect that a second group of adventurers were also sent to act as a diversion for the main effort could not be confirmed at press time. Fact is, we have been able to confirm a second mission, but it is unknown if one was a diversion or if Waukeen was hedging her bets with twice as many rescuers.

"We look forward to taking our rightful place back on the Clerical Council" continued Lord Silver Fox, "and I'm sure that we will have the support of all merchants in the city in our plans to rebuild the Temple of Waukeen."

**Numerous City Offices  
Burglarized**

**by Nadd Parker, freelance reporter**

In a daring series of raids, four records offices in the city were violently infiltrated and extensive confidential records were removed. The City Records Office, City Watch main office, and headquarters of both the Knights Council and Civic Religion were all involved. Fatalities were reported at the Watch barracks, where a number of watch members were slain and one is reportedly missing. It isn't clear who or what was behind the attacks, but comprehensive records on the city's entire populace are now missing.

Constable Rolf Sunriver released the following statement late last night: "The individual or individuals who are behind this will be hunted tirelessly and brought to justice. Citizens should not be concerned about their safety, or the confidentiality of their records." It isn't clear whether Mr. Sunriver's comments were intended to mean that citizens have nothing to fear, or that he feels we should not have to fear such things.

As reported last month, the Wizards Guild was similarly compromised, and numerous vaults were reportedly torn from their housings. That investigation is ongoing, but no apparent progress has been made. One thing is certain, though. Whoever or whatever is behind these burglaries is incredibly powerful, and now has extensive information on all the city's residents.

**New Faculty Member Sought  
by the Wizards Guild**

## by Nadd Parker, freelance reporter

In a surprise move, the Wizards Guild today announced that it has created a senior position among its faculty for a new archmage. The "Dean of Planar Research" post will be a chair position, which is to say that it will be filled by the ranking wizard in the city. Qualified applicants are encouraged to contact Archmage Sir Alcides Von Tighe directly.

Commenting on this announcement, Sir Von Tighe said, "There has been a lot of extraplanar activity in this vicinity recently, and we feel that the time has come for a qualified researcher. With an impressive new facility and growing membership, we believe we can attract a superior talent to serve in this position. This announcement is more goodness for the city's wizards, and for the

## Bodies Wash Ashore North of Tantras

By Fred "Porky" Porcine, Columnist

The following is excerpted from the Tantras Daily Sentinel, dated last week:

*Fishermen reported that dozens of bodies washed ashore north of town today. Judging from their garb, they were sailors from Selgaunt or perhaps Sembia. Having been dead for at least a week, the carcasses were rotting and partially eaten by sea life. As is usual for cases such as this, the city's priests were called in to ascertain if foul play was involved. They spoke with the late seafarers. What they learned gave them pause..*

*It seems that the sailors were actually slavers, but they had broken no laws of either Tantras or their port city when they came across a ship carrying citizens of our southern neighbor, Ravens Bluff. After an altercation between the two vessels, some of the Ravens Bluffers decided to attack. One of them appeared as a hulking winged fiend before their very eyes. The other appeared human, but was no less demonic. After laughing and giggling incessantly, this one magically disturbed the sea until it engulfed their vessel.*

*After further research, this columnist was able to determine that these individuals swear allegiance to the so-called Infernal Hunt Club, an adventurers clique harbored by our southern neighbor, Ravens Bluff. Operating out of a temple dedicated to carnal pleasures, they are known to consort with the very sort of creature sighted by the dead sailors. When asked*

*to comment on this, local evangelist Reverend Dr. Luther Pendrake waxed eloquent, "These heathens practice cannibalism, they perform human sacrifice, and commune constantly with minions of the devil."*

*I ask you. What sort of city would allow these kinds of goings on???*

What sort of city, indeed? When asked to comment on this published report from our northern neighbor, Denzil Lassar had this to say. "If there is one thing I detest more than evangelists preaching utter nonsense on their soap boxes it is the abominable practice of slavery. I have seen it first hand growing up in my native Chessentea. Speaking for the Infernal Hunt Club, we will make sure that slavers exploiting the lowest form of the human condition never get a chance to reach the shores of Ravens Bluff."

Mr. Lassar spoke these words with conviction, and I found myself taken in by his sincerity. Yet I cannot help but be concerned by the grave nature of the accusations leveled at his organization by respected members of the Tantran community. For the time being, I believe that the "IHC" deserves the benefit of the doubt, until such wild accusations as these can be proven.

## Selunite Orb recovered - New High Priest' Appointed to Selune Temple

by Dame Leiren Hollybow

Recently I was invited to join many of the cities most prominent Selunites and their allies to find the Selunite artifact, The Selune Orb.

It all started when Dame Valas Stargazer-Blackmantle (Aaron Martin/OH) asked me to meet with her and her friends at the Gardens of the Selune Temple to record the exploits of a forthcoming quest in Selune's name. I soon discovered that Sir Lorien Keltree Darkarrow (Daniel S. Donnelly/GA) had gathered such notables as Dame Amanda Redmoon (Brian/OH), Darren of Selune (Greg Peevers/Ontario), Dame Valas Stargazer Blackmantle (Aaron Martin/OH), Anna of Mystra (Carl Bueler/NC), Sir Gevan (Jason Nichols/MI), Lady Melissa Elderan (Jim Allen/OH) and a Tiedfling Selunite priest known as Tief of Selune (Todd Smart/NC)

for the task of recovering the relic known as the Selune Orb. After a wonderful dinner of fresh vegetables and assorted fruits and meats Sir Lorien revealed that indeed the temple priest had divined that the relic lie somewhere deeply buried within the Earthfast Mountains to the southeast of the city. He also further revealed that we lay followers and allies would have another task, to watch and decide who we thought would best be fitting to lead the local temple now that the former high priest would be founding another and stepping down from his current post. With this in mind, I followed the others into a dimensional gate Sir Lorien graciously had opened with one of his many ioun stones to the area we sought and our adventure began.

We soon found ourselves in a small valley. Soon, a cave was discovered by Melissa, and we began to explore. The first notable encounter we had was when we came upon a village deep within. It lie in ruins and appeared abandoned for some time. We soon discovered many fallen gnolls, which appeared as husk, the very moister seemed to have been sucked from their bodies. Soon, we were besieged by hoards of undead, gnollish in appearance but they were soon dispatched by the combined efforts of the party. As we rested we were once again surprised by a pair of cyclopin, and a rather unusual dwarf but they too soon fell to the combined might of the party. We continued to decent the winding and spiraling cave for quite some time until we came upon a large chamber. Within lied over a dozen more of the cyclopsin and we once again found ourselves in battle. Again the monsters were dispatched after a long fight.

We continued for a very long time, seeming to have traveled many miles underground when finally we came upon a large cavern and the path seemed end here. Many of the husk of dead gnolls littered the floor and the stench of death was hard to overcome. Rounding a corner, we could see four bassinets containing pieces of an orb, each depicting one phase of the moon. As we began to examine the artifact we also discovered its guardian. A great ancient Topaz Wyrmlumbered from it's chamber and breathed it's awful breath weapon which robbed Tief of most of his moisture. A fierce battle had begun and soon Lady Melissa was being drained of her moisture as well, being grabbed by the Wyrml after casting a harm

spell upon it. We were victorious but it had taken its toll as many of us were severely wounded and the Tiefling needed a fly spell to even move, looking like a husk of man.

We exited the cavern and found that the gate once again opening as Lorien promised it would and returned to the temple. Soon I was a witness to another extraordinary event as the fragments we had found were assembled into one brilliant orb. Alric, Darren, Dame Valas Stargazer-Blackmantle, and Dame Amanda Redmoon were then instructed to each place their hand upon the Orb. As they did so, each of their holy symbols were miraculously transformed to resemble a phase of the moon. They soon revealed that each of them had been chosen by the goddess to hold the High Priest position as it correlated to their phase of the moon. Amanda's symbol had transformed into the shape of the crescent, and she was chosen to serve during the phase of the crescent moon. In turn Dame Valas's symbol was shaped into the half moon, Alric's into the full moon, and finally Darren's became a single white disc, depicting a new moon. As cheers rose up from among those of us assembled and I was then charged with penning the exploits of our adventure into the Selunite Rolls, a true honor for a bard and devout Selunite.

The temple shall see much prosperity with these four honorable souls leading it for many years to come and I am glad Selune made the decision rather than letting me pick, as I would have been faced with a tough choice.

In a tragic side note, I have learned that Tief in his injured state also placed his hand upon the orb, and was struck dead. That however, is another story....

### Tannari attack again, different Results

By Fred Faber

The tanarri have again attacked the lands of Ravens Bluff, but this time the results were different. They completely destroyed the farming community of Haven, two days ride south of the city on the lands of Lord Hildegrim of Tempus. The farmers someone had been warned by Lord Hildegrim and many escaped the attack.

Only 8 families ignored the Lords warning and were slaughtered by the tanarri.

After the village was burning, the tanarri set their sites on Fort Belanor. In a terrible battle that took the lives of over 50 men-at-arms, Lord Hildegrim turned back the tanarri claiming a total of 30 dead tanarri, whose heads adorned the walls of Fort Belanor that evening.

We asked him what the key to his victory was and he answered, "Belief in Tempus, Loyal Friends and Troops and the appropriate allies". I am sure there will be more on this story in coming months.

### Rogue Gallery Entry #2

**Azoth Malishar** 12<sup>th</sup> level Human Fire Elementalst-Wizard/7<sup>th</sup> level Fighter

**STR:** 18/ 01  
**INT:** 19  
**WIS:** 8  
**DEX:** 19  
**CON:** 18  
**CHR:** 8  
**AC Normal:** -9  
**AC Rear:** -5  
**Deity:** Azuth  
**Alignment:** Neutral Good  
**Languages:** Common, Elven, Orcish, Dwarven  
**THACO:** 13 melee /11 missile  
**HP:** 92  
**Height:** 6'1".  
**Weight:** 183 lb  
**Age:** 49 (looks 25- immune to aging)  
**Hair/ Eyes:** Long, straight black hair and piercing, emerald green eyes.

**Weapon Proficiencies:** Lance, Light Crossbow, Longbow, Long Sword, Punching, Scimitar, Short Sword, Staff, 2-Handed Sword,

**Non-Weapon Proficiencies:** Alchemy, Ancient History, Animal Lore, Armoring, Blind Fighting, Engineering, Forgery, Heraldry, Herbalism, Lip Reading, Mountaineering, Observation, Read/ Write-Common and Elvish, Riding- Horse, Rope Use, Spellcraft, Swimming, Tropical Jungle Survival, Hunting

**Magical Items:** Bracers of Defense AC5, Ring of Protection +2, Cloak of Displacement, Dusty Rose Ioun Stone, Helm of Brilliance w/ 1 Ruby, Girdle of Dwarven Friendship, Short Sword +2 Defender, Dragon Pin of Protection +1, Goblet of Fire, Goblet of Earth, Goblet of Air, Goblet of Water, Ring of Ice, Charm vs. Charm, Belt Buckle +2, Scarab of Protection +2 w/ 19 charges, Waukeen's Curing Clasp, 2<sup>nd</sup> level Pearl of Power, 2 Quarterstaves of Rapid Magery, Zagyg's Spell Component Pouch (3x day), Ring of Wizardry (1<sup>st</sup> level spells), Nolzur's Marvelous Pigments (3 pots), Ring of Spellstoring (w/ Enlarge, Fly, Knock, Invisibility and Wraithform), Medallion of Spell Exchange.

### Background Story:

Azoth is an attractive human with an excellent physique, sculpted features and piercing green eyes. Despite his good looks Azoth can seem abrasive and strange to others at times perhaps due to his extraordinary intellect and eccentric nature. Azoth usually dresses in black boots, black pants and shirt with his displacement cloak shimmering around him. Atop Azoth's head rests a crown which is perhaps one of his most prized possessions.

Before Azoth arrived in Raven's Bluff around age twelve, he lived a secret life that almost no one knows about and that he never discusses with anyone. To this day only three people in the Vast know of Azoth's past and they have been sworn to secrecy.

The story begins when Kodren Malishar, who was a mercenary soldier from Raven's Bluff, was sent as part of an expedition to Bezantur. This expedition was intent on rescuing a kidnapped ambassador from Raven's Bluff who was sentenced to be executed. The Zulkir of the region, Anzar Thrul, learned about the imminent attack and set up an elaborate ambush for the sizable force which resulted in the destruction of the entire company save Kodren. During the chaos of the ambush a disgruntled student of Anzar's, Aleria Valhaena, took it upon herself to flee the grip of Anzar.

Aleria's absence would not have been missed that much were it not for the fact that she was an unwilling consort for Anzar. She despised this treatment and felt that the Zulkir of Conjuratation was not furthering her studies, as an aspiring fire elementalst. When

Aleria fled she took her spell book with her which was filled with several Red Wizard spells. This was a mistake that ensured that Aleria would have to be dealt with by the Zulkir.

Aleria and Kodren fled the town of Bezantur and decided to try and make it back to Raven's Bluff. Shortly afterward the two refugees fell in love and Aleria gave birth to Azoth. Through age 12, Azoth and his parents wandered about. They always managed to stay one step ahead of the Zulkir's pursuing forces. Finally at age 13 Azoth and his parent's managed to secure safe passage on a vessel bound for Calaut.

Once at Calaut, Azoth was instructed by his father in how to be a soldier. Kodren wanted his son to follow in his footsteps and become a great warrior. As a youth Azoth did learn to fight and served as a mercenary soldier. However after several adventures and near-death experiences, Azoth decided that his mother's pursuit was more to his liking.

Azoth always admired his mother's magical talents and her mastery over fire. For many years he studied hard to learn how to master magic. Aleria was amazed at how gifted Azoth seemed in his ability to creatively weave the very essence of magic in new and innovative ways. His studies progressed rapidly until the age of 22 when Azoth had an experience, which changed his life forever.

One day while practicing a new spell Azoth was approached by a glowing apparition. The unearthly form spoke of dark times ahead where evil would spread and threaten all those pure of heart. Before disappearing the apparition mentioned that Azoth needed to leave for the city of Raven's Bluff to better prepare himself for the times to come. When the apparition vanished Azoth took leave of his parents and headed for Raven's Bluff. There he made a name for himself over the years through hundreds of adventures where he saved the city, the Vast and even the Prime Material plane from countless threats.

In time the city recognized Azoth's efforts and his dedication to furthering magical knowledge by granting him the seat of Dean of the Fire Elementalist school in the Wizards Guild. Using the guild's resources Azoth teaches and he conducts magical research into spells and the creation of items.

Recently Azoth has started to date Kara, the daughter of the Murkos. With her assistance Azoth has been regularly visiting the City of Brass on the Elemental Plane of Fire to learn the secrets of fire magic.

## Society News

### By Jackie Moonspring

Dear Readers!!! It has simply been too long. What, with all the goings on and rebuildings, new temples opening (and the parties that go with them), I've simply been swamped with invitations. So, it's out and about for me, and you get to follow along here. Simply darling, isn't it??

So, let me fill you in on the latest. I'm a bit concerned that there is a bit of philandering going on within the adventuring community, Dear Reader. This time, though, wonderfully, it seems that it is someone of note who doesn't have the surname "Blacktree!" Drahl Phreem (*played by Frank Timar of NJ*) arrived in the city about a month ago with a young half elven woman, and get this, a young girl. He put them up at the Seven Tigers Inn and has been seen holding company with them several times a week. Now from what I've heard this is his wife and daughter. But, as I'm sure you know Dear Reader, three years ago he married a noble woman, Amali of Gull-Easel and they moved back here to Ravens Bluff. As my always-mentioned Well-Infomred-Sources tell me, Mrs. Gull-Easel-Phreem lives at his house out past the South Gate of the city.

The curious part about this whole triangle is that since he came back he's been living at the temple of Torm and both women seem to be furious with him! Delicious, isn't it?

A little bit of inquiring has yielded that this man is a Captain of the Investigative branch of the City Watch, and a Squire to the Right Hand of Tyr; not to mention a volunteer Red Raven. In fact rumor has it that he is one of the people who founded that Religious order called the Holy Hands of Torm. I'm not sure how much stock to put into that latter one, but who would I be to ever print an unsubstantiated rumor??

Stay tuned, Dear Readers!! We'll be the first to let you know if the Gull's feathers get ruffled, or if the Seven Tigers suddenly is without an extra guest or two. To say nothing of what might happen should the

Elders in the Temple of Torm read this and decide that these actions should be, shall we say, judged immoral??

Delicious, isn't it!!

## Campaign News

### By Daniel S. Donnelly

I want to take an opportunity in each Trumpeter to provide some incite into how the Living City campaign is growing and what type of campaign questions I have been receiving at the conventions that I attend. Recently, I attended WIRB NC, East Coast Gamers Fair and 3-Rivers and spent a great deal of time talking about the high level campaign. So to help out those players not at those conventions here is a quick synopsis of the High Level Campaign - Underdark.

The Heart of Bane is currently in the city and its corrupting affects will continue to warp and distort nature in the area until it is destroyed. So far, none of the outer planar powers have shown any desire to take this ancient relic from the mortal hands. Animal births are starting to be corrupted with a number of misshapen creatures being born in the area.

The city is researching different ways to destroy it, however, the dwarves rescued from Clan Brightsword tell of an ancient relic of Clan Brightsword called the Orb of Protection, which was said to have the power to destroy any evil artifact. The search will start at Gen Con, with the goal of recovering the Orb of Protection. Otherwise, how long will it be until humans begin to be corrupted.

With the Heart of Bane in the city, the tann'ari have begun to attack. They want the heart so to begin the assimilation of the Prime Material planes into the Abyss. This being done with a grand mechanism residing on the Astral plane. This mechanism is the basis for the Planar High-Level Campaign beginning at WIRB 1999.

The High Level Campaign is one of the new features of the Campaign. The other is the semi-retirement of characters. This semi-retirement option allows a player to continue to play their favorite LC character in six regular tournaments and as many high level/megadeath tournaments as they wish. Associated with this retirement, is the successful conclusion of an adventuring career. Note: It is not that they are just not

adventuring as much. In all the semi-retirement cases, the characters obtain a character goal and have now become NPCs with the ability to be played on an occasional basis. This semi-retirement is not designed to increase the power of the characters in terms of items or levels, but to add to the story of the PC by allowing them to reach a goal in their careers.

There are TWO semi-retirement positions that will be available at Gen Con, those of Deputy Mayor and Speaker of the House of Lords. Interested parties should send me a 100-word article on why they should be nominated for the position. So far, I have three candidates for Deputy Mayor and none for the Speakers position. Send them in.

Many have commented on the DARK turn that the campaign has taken. It is true. The campaign is a lot darker and nastier than it was ever meant to be. Why? Because the campaign is reflecting the actions of the characters playing the campaign. A few events were run with very specific campaign implications depending on the PCs actions. At first run conventions across the country events are being run that effect the campaign as a whole. Usually the end result is what the majority of tables accomplished. This trend of darkness is just one of those.

For those that have not heard, the city is hosting a baatezu in its city limits. Not only that, but the creature is the proxy (agent) for one of the Lords of the Nine. You might ask why the city puts up with the creature, very simply, because she is assisting the city in the destruction of the tannari. Thus, in many senses, Ravens Bluff has become a small battleground of the Blood War. It is going to be up to the characters to solve this dilemma, the tannari will not go away until they get the Heart of Bane or it is destroyed. The baatezu are uniquely positioned to fight the tannari, teleporting at will just as the tannari do. The City is definitely stuff between a rock and a hard place.

For those authors, feel free to add tannari attacks in the city, they will occur a lot more often than the random thug attack.

Speaking of authors, please send me a copy of your module as soon as you have it ready to be reviewed. This can be long before you send it in to RPGAHQ. That way we can review the module and allow you to do some editing PRIOR to sending it in to RPGAHQ.

The official process for tournament editing is as follows:

- 1) The LC Staff will review and recommend changes to the author provided we get the tournament ahead of time. The earlier the better.
- 2) RPGA will edit the version that they have. So if you send a copy to both of us at the same time, I will try to get comments back to you in order for the author to get changes to HQ, however, if they start their review session, it will be the current version at HQ that is reviewed. Recently, some events were rejected although the author was working on changes after my review.
- 3) RPGAHQ will request changes and then a final copy will go to the author, Steve Hardinger and myself. Steve will take the items available in the event and update the magic item value list.

So you can see the sooner the tournament is in the better you are.

Now a couple of problems/challenges with the LC campaign:

- 1) The first involves the Flail Specialization from the tournament A Little Knowledge. The reason this is being answered here is that it is a general answer. The specialization is only available to single class fighters. The general statement is that if something is going to give your character an ability that they should not be allowed to normally have, make sure that there is a certificate. In this case, no cert, so no special cases and the only characters able to specialize are fighters.
- 2) Elemental Specialty Priests. While these priests will be allowed into the campaign as of Winter Fantasy 1999, there are a few specialty priests with certificates in the campaign currently. Many have reached the level that they can summon an 8-HD elemental. For purposes of the LC Campaign, this elemental is the same elemental each time and if KILLED during an event, then a +2 weapon or armor must be sacrificed at that event for the elemental to return to the character, otherwise they must

gain TWO levels as a priest before they are allowed to summon another.

- 3) Interactive are popping up at many conventions. Like tournaments, interactive outlines must be in to both Robert and I SIX MONTHS prior to the convention. We have been lenient up to this point but from now on NO INTERACTIVE will be approved unless it's outline is submitted by the deadline.
- 4) Charity Auction Items are available from me. Just send me an email with the convention name, charity, dates, convention coordinator, address and the number of players attending last year.

The campaign is growing. It was already the largest role-playing campaign ever run, and it is getting even larger, With the two High-Level expansion and the Procampur expansion we are starting to see a diverse "playground" for the LC campaign. But it is up to all of the players to keep the campaign an enjoyable one.

We are making all the aspects of the META program available to ALL conventions. Thus every convention can have the clerical circle, knights council, city watch, Potions, Lotions & Notions, bards & wizards guilds etc. I only ask that you contact the appropriate people and THEN RETURN all the appropriate forms as soon as possible. This is especially true with Potions, Lotions & Notions which will be withheld from conventions that do not return the forms in a timely manner.

FINALLY, one last issue. Retirement. Word has come of a number of characters that have dual classed but then have continued to use their old abilities so they will never have to retire. Sorry, but the retirement is the amount of experience earned in tournament play. If you play a tournament and WOULD HAVE EARNED 5,000 xp this COUNTS towards your retirement total. Even if a character uses an ability from their previous class the experience still counts towards their retirement.

Enjoy the campaign and have some fun.

Daniel Donnelly

## LIVING CITY Questions and Answer

**Q:** Regarding the 4th level spell "Seeking Sword" from F&A, p71: Does the sword use the casters THACO? It is not specified in the spell and seems to indicate that it just hits. However, the last line in the first column states "...with each successful hit." which would indicate that an attack roll is required.

**A:** Use the caster's THACO, and roll to hit normally.

**Q:** Is it OK for a priest character to have no declared deity?

**A:** Clerics can get away without committing to a god until 5th level, because 1st and 2nd level spells do not have to come from a deity directly, they come from training and "the ether". When a priest needs 3rd level spells, he or she has to choose a deity because 3rd and 4th level spells come from minor intermediaries of the deity. So, a cleric can choose to worship "good gods of the Realms" for a few levels, and settle on one later. It's a loophole, but there it is. However, a specialty priesthood must be chosen at the beginning.

**Q:** Who is affected by a *Holy Word* spell?

**A:** The first set of effects (driving evil extraplanar creatures to their home planes) applies to all evil creatures, without regard to the caster's alignment (the reverse drives away good creatures (for the nonce, neutral creatures can't be forced away). The second of effects slams every creature within the radius. Only creatures with the \*same\* alignment as the caster are unaffected.

**Q:** I was told that when a druid reaches 7th level he/she must choose the specific shapes that the druid can turn into, I was under the impression that a druid

could choose to be one bird one day, and a different bird the next day, can you please clear this up for me?

**A:** You can choose a different bird form each day

**Q:** If a gnome, halfling or other size S creature uses a bastard sword with 2 hands (the only way they can use it), do they use 1-handed or 2-handed damage stats?

**A:** 1-handed.

**Q:** I was wondering if a swashbuckler (fighter) could wear elven chain mail and still get the -2 armor class bonus? The fighters handbook says no armor or light armor (leather or padded). Would elven chain be considered light armor?

**A:** Since we have ruled that elven chain is light armor for a ranger, I think it would be consistent to say the same thing here. So yes, elven chain is considered light armor.

**Q:** Is elven chain +0 considered to be magical armor? If not, then I assume that rings of protection and such will function normally.

**A:** Elven chain +0 is not considered to be magical for purposes of combining with a ring of protection.

**Q:** Can "Weighty Chest" be used to crush an opponent to the ground by casting it on a net and then throwing that net on an opponent?

**A:** No. "Weighty Chest" may not be used as an offensive weapon of any

sort. A creature snared by such a net could remove it normally (a net is normally removed by making a successful strength ability check); the "Weighty Chest" effect would only activate if he tried to pick the net up after removing it.

**Q:** Countersong... when can a bard use this ability and just what can be countered? Will it only work if you can take a wild guess as to what the opponent is going to cast or sing or does it act as an instant react?

**A:** The countersong ability of the bard is not an "instant react" ability. It must be declared during the intention phase of initiative just like anything else. This means that either you need to a) try to anticipate that the countersong will be needed, and declare that your bard will begin singing a countersong before it is actually necessary (preemptive use). Or b) if a sound-based attack is begun, your bard can (on the next round) declare the intention to begin singing a countersong, so that the power of the attack will be interrupted (reactive use).

In some cases (such as command spell), the attack is of such short duration that it can only be countered using method (a), as method (b) would not react in time. Other attacks, such as a siren's song, can be successfully countered using method (b). The countersong will protect against the effects of suggestion spells, command spells, etc. However, the countersong must occur during the casting of the spell, and therefore you would pretty much need to be using method (a) for that to occur.

**Q:** My character has a Wand of Fire Extinguishing. How does this item work?

**A:** The use of this item is -- in game-mechanic terms -- very similar to the bardic countersong question above. This wand works automatically if it is in your hand and placed within a fire, or in

your hand and within the area of effect of a fire (magical or otherwise). It will actually negate the entire effect of a fireball spell, if in the right place at the right time. However, that means holding it in your hand -- and while you are holding the wand in your hand, you can't be doing something else with it, like casting a spell, or swinging a sword...so, the way to use the wand is to tell your DM that you are getting your wand out and waiting...

**Q:** How does the pearly white ioun stone work?

**A:** There are actually TWO pearly white ioun stones, which has caused some confusion. There is a pearly white spindle ioun stone, which regenerates the user; and a pearly white prism ioun stone, which provides healing. The pearly white prism (which is what the majority in LC are) provides healing at the rate of 1hp/turn to whomever it is in orbit around, even if the damage was taken before the ioun stone was in use. The pearly white spindle regenerates the user, and will regrow lost limbs and restore the user from death, provided that the ioun stone was already in use at the time the damage was taken. Just like the ring of regeneration, the ioun stone will not regenerate damage caused by fire or acid.

**Q:** I have heard that the spell Moderate Healing was listed in a issue of Poly, and therefore is ok to use in LC. Is this true?

**A:** It is not allowed in LC.

**Q:** Can a Glyph of warding be placed on a weapon, gauntlet, or any other moveable objects?

**A:** No. At least not a small one. The spell cannot be cast on any piece of personal equipment -- but you could cast it on a ship, or the door of a carriage

**Q:** If my character dual-classes, which proficiencies from her old class can she use while starting out in her new class?

**A:** Unfortunately, this in one of those areas where the core rules are more than just a bit lacking, so we just have to use common sense, and go from what little guidance we do get from the PH. The way we are working things is as follows: When you dual-class, you can no longer use the proficiencies gained as a result of your first class, unless they are in a category you have access to as a result of your second class. For example, a warrior who dual-classes to mage could still use riding, land-based, as that is a general proficiency, which a mage has access to. He could not, however, use weaponsmithing, as a mage does not normally have access to warrior NWP's.

**Q:** I was reviewing the LC rulings posted for Living City, in regards to touch spells. You say: "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." You may want to review the touch spell paragraph on page 131 of the black cover PH. It says you only have to touch AC10, for touch spells against a friendly target.

**A:** Oops. The answer guy isn't infallible, and I wish I had cool "I beat the LC Rules Guy" T-shirts so I could send you one. You are right, you only have to hit AC 10 to apply a touch spell to a friendly target in combat.

**Q:** I saw one player whose LC PC has shoes of the woodland, which basically transform the wearer into a centaur. I casually mentioned that if he really wanted to twist the rules, he could wear horseshoes of protection +2. It turns out he was already doing this. Is this legal?

**A:** Well, it would be legal -- however you would have to have a blacksmith apply the shoes while you were a centaur, and then make sure to remove them before changing back. Otherwise you would ruin both the

shoes and the horseshoes during the change back to humanoid form.

**Q:** What aspects of a spell will incense of meditation enhance? If a to hit roll is required, but not as a result of needing to touch the enemy (e.g. spiritual hammer), will the roll be considered to be a 20? If others must make a roll (such as from a choose future), is the result of that roll optimal? Are enemies' saving throws automatically unsuccessful? Do spells cast as innate powers get boosted? Would a clerical reincarnation get the PC's desired race? If a mage spell is cast which used a cleric spell slot (Azuth, Akadi, Kossuth, Istishia, Grumbar), is it also affected? What about an *anyspell*?

**A:** No, they will not hit automatically -- you must still roll to hit normally. No, the incense only effects the rolls of the caster. No, but they save at -1. Yes, the incense works on innate abilities. No, but a kind DM might give a chart bonus to the reincarnation roll. Yes -- Because these are prayed for as a normal cleric spell. No, because the mage spell given with an *anyspell* is not prayed for, but memorized like a mage. In addition, incense also makes any damage rolled maximum, and duration are maximum.

**Q:** Can a priest of Tempus change the type of weapon selected as his holy weapon?

**A:** No. He can change the specific weapon, but the new weapon must be of the same type (eg flail, longsword, etc) as before. This is alluded to in the Allowed Weapons section of the specialty priests of Tempus -- it says "All bludgeoning weapons, the spiked glove, and one other weapon of choice."

**Last Chance --I am looking for good stories from WIRB. Please get me the stories by June 30<sup>th</sup> - DAN**