

- Temple of Mystra attacked from the Abyss
- House of Desire closing its doors
- Another Rogue Gallery Entry

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# The Trumpeter



*The Newsletter of  
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## **Temple of Mystra attacked!**

*Forces from the Abyss attack and destroy the Temple of Magic*

by Fred Faber

In what has become a regular monthly report, the forces of the Abyss have struck yet again. This time it was the Temple of Mystra in the city that felt the burden of the violence. It seems that the Temple was of course also associated with the Heart of Bane and the attack actual came as no surprise to many at the temple who were preparing for such an occurrence even prior to the attack. What was surprising was the number of attackers and if eyewitnesses are correct, the type of creatures that attacked the temple.

The Temple was destroyed almost completely, only portions of the Spire and a few associated buildings were left in one piece. Most of the damage done in the temple was the result of the large physical creatures that were summoned to the temple by the first wave of demonic creatures. The most common experience from the battle, according to survivors were very large black "dog-like" creatures that charged in to the melee and attacked almost all the specialty priests of Mystra in the Temple. It seemed that these dogs were protected somehow from the attacks of the protecting warriors and paladins.

The devastation was almost complete, many of the magical research facilities were torn apart and various devices and protected rooms destroyed. When at last the battle was over, almost half of the defenders of the temple were down, some seriously injured and others dead. It seemed that the highly touted forces of the House of Desires took no part in the rescue of the temple. In fact, it was a large contingent of Golden Roosters

who came to the aid of the Temple of Mystra.

It seemed that a number of Roosters were about arranging with numerous businesses and temples the final arrangements for a number of fundraisers to support the construction of a new Roost. They obviously heard the commotion and moved to engage, helping to organize and redirect the counter attack that finally drove the remaining attackers from the ruined temple.

Surprisingly, one other notable joined in the attack against the demonic forces. Hathmar Blademark, the city's most infamous mercenary showed up quickly, and with his assistance many of the black dog-like beasts were destroyed. When he was asked about the situation and of course his fee for such services he only said, "...these creatures, I have had experience with. Not a wonderful, painless one, but all must learn from their encounters and gain from each experience. I learned and have passed some of this knowledge today. The knowledge was free, but if my experience is correct, and it usually is, the forces attacking your city have gotten very serious and I have additional knowledge that may be useful. Of course, that will cost the city, per my usual charges."

There was no comment from any Temple officials or officials of Mayor Thoden's government about Hathmar's claims. We attempted to speak with an official of the House of Desire about the situation but were unable to get any comments from them. An additional story was filed in regards to the

House of Desires and it can be found in this edition of the Trumpeter.

### House of Desires closes Ravens Bluff Location

**by R. U. Grothnick**

In attempting to gather comments regarding the attack on the temple of Mystra, another story became apparent. This side story is perhaps more serious than the devastating attack on the temple. The House of Desires has closed its doors. The priest Jean-Surial was the only one left at the building when I went to speak to them. What he told me is reported down below.

Apparently, the Merchant's Council revoked the license for the House of Desire during its last session. Apparently, a vote was taken at the close of the session and a number of members had already left. The vote was completely legal and the House of Desires is not going to appeal the process. "We obey all laws and as most of your readers know, laws can be manipulated and these were. It was quite the fine piece of legal proceeding.", Jean-Surial gave in a statement.

With the departure of the House of Desire, most of the priests and priestess of Sharess will begin to attend services at the Infernal Hunt Club, which as most know is the home of the other temple of Sharess in the city. As for the infernal Ceraphane and her minions, all we have been told is that they have left the city and although Ceraphane may well return or visit, she is planning on allowing Ravens Bluff to get accustomed to her lack of presence

before reapplying for a merchant's license.

Lord Silver Fox, the proprietor of Potions, Lotions & Notions was approached later about the situation. "I certainly feel that commerce will not be affected, but only due to the return of Waukeen. I am arranging for Potions, Lotions & Notions to assume the task of accepting special requests from the adventuring community. However, the resources that PLN can draw upon are not nearly in the same class that the House of Desire could draw upon. I will also try to establish a trade agreement with the House of Desire in Procampur so to facilitate the handling of some of the special requests.

As for the secret vote, it appears as if a number of merchant council representatives were swayed due to the large number of nobles that preferred the artisans and merchants being established in Mossbridges to the merchants that would allow fiends to be represented by their council. From what we were able to gather, the merchants that have recently established locations in Mossbridges are seeing a steady stream of adventuring and noble patrons from Ravens Bluff.

## Bodies Wash Ashore North of Tantras - Part II

By Fred "Porky" Porcine, Columnist

I foolishly decided to follow up on this story and spend some time in Ravens Bluff looking for the other members of the now famous "Slave Raiders". Unfortunately, although the IHC and Denzil offered me the run of the house I was not able to determine anymore on the situation from the IHC point of view. I was however directed to a section of the city still in ruins from the war. There in a burnt out building a spoke with a priest of Kossuth who was supposedly on the mission.

This priest claims to have been with the other IHC members during the incident and mentioned how he despised slavery, however he unwilling to destroy "the method the slavers were kept from the evil grip of the sea." He claims that while he stood on the ship awaiting treachery from the slavers, that Sir Colwyn (*played by Bob Caldwell of NY*) swam under the "evil water" and rescued the slaves that were currently captured by the slavers. None of the slavers were harmed and the vessel with the IHC members outran the slave ship without incident.

I have no reason to distrust this priest, he spoke with a fervor about the incident and inferred much should I read anything into his words other than the truth he offered me. I found no record of this priest being a member of the IHC so I have to conclude that the IHC was not responsible for the dead slavers and that instead they have been framed by some force attempting to discredit them. My personal apologies and congratulations on the peaceful extraction of the captured slaves.

## A.V.O.W. shelters returns lost foal to Outer Planar mother

by Ryvven GreySpire

Recently, the organization known as AVOW (Animal Victims Of the War) had posted want ads for adventurers around the city. It is unknown as to how many individuals actually responded, but several of the younger squires recently taken into the various knightly orders of the city were seen in the area of the Marigold Menagerie, the only permanent structure in the tent city outside of Raven's Bluff. Notable among those seen in the area were Toron Silverhelm, a Paladin of Torm and Squire to the Right hand of Tyr (*Played By Edwim Williams of MN*), as well as a priest of Selune named Claydius the GiantSlayer, a recent Squire to the Knights of the Phoenix. (*Played By Jeff Payne of MN*).

A ghastly plan on the part of one Janessa, the leader of a group of Malarites, called for the kidnapping and destruction of a unicorn foal. Taken from the planar home of her Ladyship Mielikki, the foal and its assailant appeared on the road about half a day outside of the city. Fortunately for the unicorn, its assailant arrived back on our plane directly in front of a knight and his squire. The Malarite was cut down and buried, and without knowledge of how to tend to the small creature, the two brought the young unicorn back to the AVOW shelter for care.

After meeting with the knight and his squire, the group of adventurers left the city to find the burial place of the dead Malarite. After destroying several large humanoid creatures, reportedly Ogres and Gnolls, the party found the burial area. After excavating

the body, a letter was found on the corpse. A druidess in the group (*Played By Aerine Caerwyn of MN*) managed to decipher the cryptic message after its strange sentence structure baffled the young scout reading it. According to the decoded message, in three days the unicorn was to be brought to a certain location, for reasons undetermined. The group decided to attempt the return of the foal in the time before the rendezvous was scheduled to occur, and find the meeting site to bring the Malarites to justice. The group returned to the AVOW shelter immediately.

"Lilly", as the unicorn was later found to be named, spoke of clouds coming down from the sky to play with her, or so was the story of a woodland scout that accompanied the group to help the foal, one Ryvven GreySpire (*Played By David Cooper of MN*). Unsure of what to make of the "playful clouds", the scout used some form of magic to summon a pegasus. After chatting for a while with the noble creature, Ryvven reported that the reference to the clouds most likely meant that Lilly's home was extraplanar in origin. After checking the temples of the various faiths of the group, the priest Claydius sought and received the aid the group needed from a high ranking member of the Selunite Temple, supplying the plane shifting magics needed to arrive in Mielikki's domain. A drawback to this spell was that when it is cast, the caster could not control the place in which one appeared in the new plane. Hence, there was no guarantee there would be enough time to return to stop the Malarites at their rendezvous after returning Lilly to her home. It was decided that the party should split. The scout, one of Mielikki's faithful, and the priest of Selune volunteered to go on the planar journey. The rest would locate the site referenced on the dead mans letter, and prepare for an assault at the appointed time. Farewells were said and in a flash of magic the two heroes and Lilly were gone.

What transpired in Mielikki's domain is not clear, save to say that Lilly was returned to her mother, and the two adventurers that traveled there returned unscathed. The young scout was visibly changed, while the Selunite merely smiled away most inquiries as to what transpired. A strange unicorn head shaped blemish had appeared on the forehead of the scout. According to Toron Silverhelm, "They just appeared in the group during our ride out to raid the Malarite

rendezvous, as if they were never gone.". Indeed, this was the general consensus as the party, together once again, traveled out to battle the Malarites.

The battle was hard won, several of the animal captives were slain in the conflict as the fiendish Malarites accepted heavy blows by the heroes to focus on slaughtering the small creatures in their cage. In the end, the Malarite leader Janessa escaped the fray, and the party settled back to lick their wounds. The scout, disabled early in the battle with magical paralysis, recovered to collapse in tears before the cage of the dead animals. Muttering prayers of begged forgiveness for his failures, a radiant light filled the cave, shining down upon the cage. The queen of the forest, Mielikki, appeared in the cave to gather the slain animals to herself. Forgiving Ryvven and blessing the group as a whole, the Goddess departed again for her realm, leaving a profound silence in her wake. Significantly relieved that his Goddess held no blame to him for his failure to save all the animals, the scout joined the party in the grim task of sorting out the dead. Afterwards the party returned to report the happenings to the AVOW staff, some taking reward for their efforts. From all I have heard, those young squires in the group lived up to the ideals of their orders admirably, and the young scout of Mielikki wandered off into the woods whistling a joyful hymn.

### Golden Roosters to Patrol the City

**By Morris Teltree**

Lorien Darkarrow, the acting Knight Commander of the Golden Rooster announced today that the Golden Roosters would be patrolling the streets of Ravens Bluff in the hopes of preventing any future tannari attacks. He has a large number of patrols active today, but wants to extend the patrols into the outlying villages and towns. In order to do this Lorien has sent out messages to all current Knights of the Golden Roosters and those that have been Golden Roosters but are currently involved with another Knighthood.

His goal is to have at least 20 constant patrols in place each day and night until the Heart of Bane is destroyed. He was asked if

he would accept other knights or adventurers into the patrols and he mentioned, "...that would be fine, as long as the individual realized that they would be taking orders from the Knight of the Golden Rooster in command of their patrol."

Lorien has also mentioned that he would like to borrow as many sets of Cones of Communications from his fellow adventurers in the city to provide sure communications with all the patrols. He currently has 15 sets and wants to ideally get up to 30 sets of the magical items.

The early patrols have already had a great deal of success. A small group of tanarri was found sulking in an alley in Crow's End and defeated by a patrol lead by Sir Harold Rivensbane. The group of tanarri consisted of one vrock and a number of lesser creatures. "They were being very quiet, probably waiting to be summoned to an attack.", said Sir Harold. "That seems to be the pattern. For a large group to attack, they most likely are summoned then teleport to a central location for the attack. The city watch has taken over the investigation to determine why this particular alley had tannari waiting in its dark path."

With the removal of the House of Desire and the baatezu forces that once protected the city, it will be the duty of these patrols to protect the city and its citizens from future attacks.

### Blackmantle to Officially Join Navy

**By Morris Teltree**

The reknowned Quincy Blackmantle is set to officially join the Ravens Bluff Naval Forces this summer. In official naval correspondence the following announcement was made.

"In light of Lord Commodore Quincy Blackmantle's contribution to the navy, his experience with pirates and piracy, and his success in the area of merchant shipping, he is hereby appointed as Rear Admiral in the Ravens Bluff Navy, junior in rank only to Admiral Sir Willem Fleetwood III, and Rear Admiral Sir Vincent Jervis."

I was able to speak at length with Admiral Fleetwood about the appointment and he

told me the following in regards to Rear Admiral Blackmantle's duties.

His duties include but are not limited to the following:

- a. Organization and registration of all merchant vessels flying the Ravens Bluff flag.
- b. Issuance of Letters of Marque, and Privateer charters, in time of war.
- c. Purchase, lease or build, naval auxiliary ships necessary to meet the supply, transport and support needs of the navy, and operate such vessels.
- d. Organization and training of a Naval Militia force, to augment the navy in time of war.
- e. Command and coordinate special operations as directed by the Admiral, hiring adventurers for individual operations as needed, and training a special operations force, for hazardous assignments, as necessary.

### Sinister Letter to the City

**Set by Morris Teltree**

This is an open letter to all the "fine" citizens of Ravens Bluff. You never learn. You all just got invaded no more than a year ago, and did not learn anything from it. You cried so loud, when someone invaded your city, but alas you find it ok to destroy someone elses home. Why do you bring your problems to the underdark? Why do you slay innocents? You think its ok to come into someones home and start destroying and killing all in sight? Well think again. I am here to inform you that not all of the creatures of the beautiful darkness are as helpless as the gnomes, dwarves, and the other creatures that you have already slaughtered. Their are not many of us that would even warn you. I warn you. Stay out of our home, and keep your stinking above ground troubles to yourselves.

Shadow of Ibrandul

### Anna Kara Des Solara announces Speaker intent

**By Fred Faber**

The Lady of Mystery from the Temple of Mystra announces her candidacy for the

position of Speaker of the Lord's Council in a letter delivered in person to the Trumpeter offices. Anna is a very well-known adventuress in the city whose exploits have been heard of for many, many years.

"The war that threatened Ravens Bluff is over, however, there are new challenges for our fair city. Some crucial issues coming to a head include dealing with the Heart of Bane, mending relations between the city government and the Merchants Guild, and developing strong ties with the Kingdom of the Brightsword. These issues must be addressed with wisdom, intellect, tact, and a strong sense of what is right for Ravens Bluff. Using these qualities I will help to guide our city into a prosperous future."

### Rogue Gallery Entry #6

#### Lord Torik Briarrose 9<sup>th</sup> level

Human Priest of Tyr

**STR:** 18  
**INT:** 7  
**WIS:** 18  
**DEX:** 8  
**CON:** 16  
**CHR:** 19  
**AC Normal:** -3  
**AC Rear:** -2  
**Alignment:** Lawful Good  
**Languages:** Common  
**HP:** 62  
**Thac0:** 12  
**Deity:** Tyr  
**Height:** 6'4"  
**Weight:** 225 lb  
**Age:** 38  
**Hair/ Eyes:** Black with long handlebar mustache

**Weapon Proficiencies:** Longsword  
 Hammer Flail Mace

**Non-Weapon Proficiencies:** Law, Dancing, swimming, observation, religion, etiquette, local history, ancient history (Sarbreen), riding land based, heraldry, other planar creature lore

**Magical Items:** Chaosbane longsword, Flail of Fury, Girdle of hill giant strength, Mystical Holy symbol of Tyr, Ring +3, Eyes of infravision, Silver ribbon of Torm, Winged boots, Amulet of friendship (Torm), Arrow of T'nari slaying, Equus Amulet, Book of recording

#### Character Background:

Torik was born in Procampur but exiled at a early age when his family was overthrown in the constant infighting of the nobles of that city. He began his career at a early age adventuring under a false name, this was mostly because of a fear for his life that his parent had. Torik's parent were Alahna Briarrose and Derik Briarrose, Derik was a priest of Tyr while Alahna was a mage of some power. The start of Torik's adventuring life came on him suddenly when he was awakened by his mother 1 night she told him that his father had been arrested and that the star guard were on their way to arrest him as well. Torik wished to stay and meet the guard and argue for his fathers freedom but his mother protested and cast a spell on him blanking his memory till he reached his 19<sup>th</sup> birthday. She then sent him to Ravens Bluff with a trusted ally but unfortunately they didn't make it safely there. On the road to Ravens Bluff their caravan was attacked and Torik's friend was slain, so when he reached Ravens Bluff at the age of 12 he was placed in an orphanage where he continued his studies of Tyr's faith.

On Torik's 16<sup>th</sup> birthday he left the orphanage to serve Tyr and spread justice through out the world, but his idealist views were soon shattered as he saw the corruption of the city officials and even of some of Tyr's servants. Torik vowed to fight these injustices till he could one day gain the power to change them. He has come a ways in doing this by gaining leadership of Fort Ogrebane to the north east of the city on the Fire River.

Torik currently is working to become the speaker of the lord's council so he can further his goal to change the corruption in the city. He has recently been working to help a servant of Tyr who has come into the city to bring justice back here, since he hopes this will end the problems facing the temple of Tyr. Torik serves the city now as a Lord and a knight of the Golden rooster, while squiring to the Right Hand of Tyr which he hopes to achieve soon.

### Lord Silver Fox for Deputy Mayor?

#### Set by Fred Faber

Although a little long, this letter arrived via Lord Silverfox's Knight Commander and has been published in its entirety.

"The city and citizens of Ravens Bluff endured may horrors during the recent war. Horrors that have only been magnified by the current problems with the Heart of Bane being brought into the city. For the common citizen of Ravens Bluff, there is little concern over the whos, wheres, and whys of these events. There is only concern over providing food and housing for their families.

I wish to run for Deputy Mayor to aid these people. The only true way to help them is to improve the economy of Ravens Bluff. Bringing in more trade, sending out more exports, and providing jobs to all those who seek them is the best, and most long lasting, way to bring about improvement for all.

With Waukeen's Blessing and Aid, and with the authority of the city of Ravens Bluff as Deputy Mayor, I will do all I can to improve the economy and standard of living for all.

My gift to the city is twofold. First, and this has already been accomplished, I will aid in the return of Waukeen to Her rightful spot in the Heavens. With the Lady of Trade looking over the city of Ravens Bluff, it can only help re-animate our economy.

Second, I intend to build a grand, new, Temple to Waukeen, and to bring Her word and beliefs to the city. As long as her worshippers and faith in the City is strong, we will always have her Blessings. Trade and wealth will follow."

### City Watch Investigating Magic Shoppe Fraud!

#### By Dilbert Gottlieb

City watch commanders are currently investigating a rash of scams involving the selling of fake magic items in the city of Ravens Bluff. These scam artists are using the cover of one of Potions, Lotions, &

Notions many franchise arrangements to bilk adventurers out of hard earned magic items.

These franchise arrangements allow many of the City's festivals to open and run a temporary Potions, Lotions, & Notions operation, under the supervision of Lord Silver Fox of Ravens Bluff. Unfortunately some adventurers have been tricked into buying items that have turned out to be very temporary in nature. The latest took place in one of the Northern Festivals known as Conn Con. All items purchased from the supposed Potions, Lotions, & Notions have since been found to be non-magical. Rumors also persist about fake magic items being sold through Lord Andon's Festivals, though as of yet no proof has been uncovered for those events.

"I really can't comment" was Lord Silver Fox's response, "except to say this sort of thievery must be stopped immediately, or else the city will lose all trust in our ability to continue this franchise agreement. Many of the smaller festivals that neither I, Navarre, nor Ceraphane can attend will lose out on a chance to trade and sell magic items."

So far the City Watch has been unsuccessful in recovering any of the magic items traded into the fake PL&N. The City Watch Lieutenant in charge of the investigation, who prefers to remain anonymous, doubts any of the items can ever be recovered.

Lord Silver Fox has put up a generous reward for any information regarding the apprehension of the culprits of this scam. Anyone with any information is urged to contact him immediately.

Author's Notes: Strict rules have been implemented for the running PL&N and sending the magic shops out to conventions requesting it. Unfortunately, all magic trades that occurred involving PL&N at Conn Con have been ruled void. All magic items sold from PL&N at Conn Con are now non-magical. All items sold into PL&N for these items are voided, and should be considered lost. Rumors to the effect that blank certificate sheets were floating around Andon HQ at Three Rivers Con are being investigated. Remember no magic items from PL&N are valid unless stamped.

Conventions requesting PL&N must return all unsold magic certificates as well as all certificates traded into PL&N within 30 days of the end of the convention. Failure to

do so will result in the voiding of all trades, and the loss of all items traded into PL&N. RPGA HQ has allowed us to create a magic shop available to all conventions, but we must have control over the magic certs in order to continue running the shop.

Conventions and convention Coordinators who do not follow the rules will lose the privilege of having PL&N sent to their conventions.

Any convention wishing to request Potions, Lotions, & Notions for their convention can contact me at [PLNotions@aol.com](mailto:PLNotions@aol.com). For more information about the rules regarding PL&N at conventions, check out the site <http://members.aol.com/PLNotions/index.html>

Thank you,  
Todd Smart  
Campaign Coordinator for Magic Trading

### Another Deputy Mayor Entry

Men and women of Raven's Bluff, I am Alpin and would be Deputy Mayor. I have served this city well from the heavens to the sewers, on the battlefield, and throughout the city and would serve it further. I have served the lords, the priests, the mages, and the common man. Give me leave to serve and I will do so with strength, dedication, and careful wisdom. While I yet have strength, I will fight evil, crime, corruption and bureaucracy. I have no lands, no titles, no riches, but I have honor and a will to serve.

Alpin the Scot

### Another Deputy Mayor Entry

Greetings and well met. I believe you have all heard of me, my name is Belanor Fenmarel and I will be running again for the esteemed position of Deputy Mayor. I have the experience, I have the ability and like Mayor Thoden, I care about all the people in the city of Ravens Bluff. Not just the rich, not just the poor, not the merchants, everyone.

So please, I would appreciate all your support, I know my name and even the prison cell that I called home has been dragged in the dirt. However, remember Judge Hangman would not execute me because he thought I might be innocent and

I was later cleared of all charges after the arrest of Myrkysa Jelan. I was the unfortunate pawn of Jelan but where magic is involved anyone could have been in my position.

So think not of the past, but of the future of the city. Charles supported my innocence and the good I did in the government, please allow me to take up the position that I was born to have that of Deputy Mayor of Ravens Bluff.

### Letter to the Trumpeter Offices

*Statement of the facts as told by Karrisa Chaosborn, amateur bard and cruelly wronged maiden. As they were faithfully recorded by the hand of Ravyn the Gypsy-Bard (formerly known as Navyr Duskwalker of the Vindai Family)*

"I have prepared this statement at the request of my adopted brother Ravyn. He says that this story must be told before Roan Sattlemark abuses anyone else... which is why I made up my song in the first place. Anyway, what I'm about to tell is the tale of how I first had the misfortune of meeting with the Arch-mage Roan...

"It was a month or so ago and my companions and I were investigating a murder. A few of the people that I was working with were basically strangers that were hired at the same time as I was. One of them was Roan, the Lord of Sattlemark. From the beginning I knew that something about him was just wrong; but, I wasn't sure what. It wasn't until late the second night of our job that I discovered that he is the bane of all that is good in the world.

"We were heading back to our employer to tell them of what we had discovered, when Roan grabbed me and glared into my eyes. I felt an intense pain in my skull, as if white-hot pokers were being driven into my brain. And, then I had no control of my own body. I found myself climbing the wall that we were in front of and dropping down into the courtyard of the Thay Embassy. His thoughts were a presence in the back of my mind and his dark will forced me to move towards the building. I fought against him with all the mental fortitude I could muster and for just a moment I regained enough control to shout...

“Thieves in the courtyard’, I yelled. Not a minute later a group of people from the embassy set upon me. I couldn’t even tell them that I was there against my will. They blasted me with balls of fire, pounded me with missiles of mystic force, and sliced my flesh with sharpened steel. Then, mercifully, I feel into blackness.

“The next thing I knew, I was coming around with a group of our heroically helpful guardsmen tending my wounds. They fixed me up and sent me on my way. Thus did I return to my companions.

“I wanted to confront the Lord Sattlemark then and end his evil. When I stood before him, he just laughed and told me that I was too weak. He used his powers to prevent me from attacking him as he left. I’ve only seen him once since then and I couldn’t get at him because, he was surrounded by his friends. (Who are really Tanar’ri summoned from the abyss to serve him in human guise.) Well, that is all there is to tell... Just beware of Roan Sattlemark, because he will bring you naught but ill.”

After my sister gave me this statement I questioned her companions about the incident and a few excerpts from their comments follow...

“Lord Roan is a very evil and powerful mage. He corrupted poor Karris’s mind and; what is even worse, he made me steal! And I hate thieves!” (Danner Lighttouch, halfling ah... warrior.)

“He bad man! He need be smashed!” (Brut the dancing Blue Ogre...)

“I’ve heard of other evil he (Roan) has caused as well. He forced a young apprentice mage to blast the Thayvian Ambassador’s child with magic. He should be hunted down and brought to justice, before he can cause harm to anyone else.” (Melvin Melindor Melopikoff, professional chef.)

The rest of Karris’s companions from that day were either unavailable or declined to comment. I would like to make a statement of my own at this point... Someone must stop this evil man before the corruption he spreads brings the entire city too its knees and sends us to war with Thay.

## Campaign News

By **Daniel S. Donnelly**

This month’s commentary on the campaign should be fairly short. The campaign will be taking some tremendous turns in the next couple of months. Some NPCs that you are very familiar with will be leaving the campaign, and some new NPCs will begin to make a larger impact.

The Interactive at Gen Con will be the start of a new storyline that is not due to complete until at least sometime in the Year 2000. This storyline will effect all the campaigns and plots for Procampur, Ravens Bluff, the Underdark and the Planes.

Semi-Retirement is also going strong. Many players are finding positions for their characters in city government, armed forces, Clan Brightsword, or a new elven settlement being founded in the remains of the Highbank Forest. To give you a better understanding about the type of characters retiring here is a partial list of those that have retired or are talking about retirement:

Pug Stonekeep - Commander of the Brightsword Garrison Guard (ZIP)

Dinsul - Owner/Operator of the Golden Flute Tavern (Frank Portala)

General Kedric Stonefist - General of Clan Brightsword (Mark Jindra)

Thane Uldred Deepaxe - Thane of Clan Brightsword (Brian Burr)

Archdruid Melissa Eldarin (Jim Alan)

Azoth Malishar - Dean of the Ministry of Art for Fire Elementalism (Larry Douglas)

Justin Time - Guardian of Resthaven Abbey (Eric Johnson)

Lorien Keltree Darkarrow - Baron of Mossbridges (me)

Lord Hildegrim (Joe Pavlico)

Lady Irwina Austentell - Knight Commander of the Shield of Tyr (Katy McClurkin)

Denzil Lassars (Joe Cirillo)

Sorshia - High Priestess of Corellon (Ivan Mulkeen)

Sir Kilean Delori (Paul Frees)

Sir Jean-Dorial - Knight Commander of the Griffon Guard (Rick Brill)

Lord Silverspear - Coronal of the Highbank Elves (Kenn Boyle)

Commodore Quincy Blackmantle - (Tom Nolan)

As you can see a large number of players are taking advantage of the opportunity to move their characters into another aspect of the campaign. This will allow players to

accomplish tasks that the campaign does not normally support.

Hopefully you read the entire Trumpeter and noticed that the Knights of the Golden Rooster are now patrolling the city looking for tannari. If you have a Knight of the Golden Rooster character and wish to participate please follow these instructions. If you have a character that would follow the orders of a patrol leader who was a Knight of the Golden Rooster then follow the same instructions:

- 1) Send me a SASE and a basic *copy* of your character. It should include stats, basic THACO and primary weapon, level, race, adjustment to saving throws due to items, and a short list of any significant magic items.
- 2) If you have an e-mail address please include the e-mail address. I plan on producing one hardcopy report on your activities but will send bi-monthly updates if anything major occurred to your character.
- 3) During this time when you are patrolling, you MUST take a reduction in earned experience points gained in tournament play of 40%. This is to represent the amount of time that you are spending on patrol when you could not be adventuring.
- 4) This will be very similar to the war program with a monthly listing of any activity. The only way to sign-up for this will be through the mail. I will not be accepting e-mail or convention sign-up although, if you bring the character sheet and a SASE to Gen Con, I will accept those characters then.
- 5) Finally, ALL patrols will be in place by September 1, 1998. Thus, mail in your characters prior to then to participate in this portion of the campaign. Any character received after that point will be put in reserve only filling in if another character DIES during a patrol. Obviously, if your character is patrolling and dies in an event without being raised, I would like to know so that I can bring one of the reserves onboard.

Enjoy the campaign and have some fun.

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## LIVING CITY Questions and Answer

**Q:** Is the additional attack granted to unarmed specialists added to the normal 1 attack/round, or to the 3/2 attacks allowed to a melee specialist?

**A:** It is added to the normal 1 attack/round. Martial arts specialists (regardless of class) get 2/1 if both hands are free (1 otherwise). Unarmed attacks do increase for warriors as they advance in levels, so a 7th level warrior specialized in unarmed combat gets 5/2 attacks per round (the base 3/2 for 7th level, plus the bonus attack from specialization). *This is a change from last issue -there is an omission in older printings of the players handbook..*

**Q:** I recently came across a paladin with a set of gauntlets of orgillion strength. The paladin was counting these as a weapon slot in his paladin restrictions. Is this legal?

**A:** No, Gauntlets of ogrillon strength count as a miscellaneous item.

**Q:** My ranger is CG. He recently found a lady friend that has settled him down quite a bit, and given him a different prospective on things. I would like to shift his alignment to NG. What will this cost me? It says in the PHB that it costs XP, but how much?

**A:** As per the DMG, It costs double XP for the next level the character earns. You can accomplish this by taking half the earned experience from a tournament and putting it towards your next level. Of course, the whole amount counts towards the total earned experience for retirement.

**Q:** A Living City character can have only one of: Kit,

Specialty Mage, Specialty Priest. Previously, you said that druids are considered specialty priests for this purpose. Are monks, and crusaders specialty priests for this purpose?

**A:** Yes. Gnome illusionists are, as always, the exception

**Q:** I have a question about the cube of liquid enhancement. Does it effectively turn one potion into two, or does in double the effect of a potion? (i.e. If it is used with a potion of super-heroism, will it add double the normal number of levels and hit points to one person?)

**A:** It turns one potion into two. Two warriors could thus benefit from the potion of super-heroism, but one person could not gain double effects.

**Q:** In regards to the Selune Spell, Moonweb: The Moonweb is supposedly opaque, does this mean that the those within the web can not see out as well as those outside not seeing in? Is the rebounding of attacks and spells two ways or can those within the web attack out? Is the moonweb mobile with the target of the spell or is it fixed in the place that it was cast?

**A:** Those inside a moonweb can see out just fine (the spell description states this). However, the moonweb is a two-way barrier. Nothing can pass through in either direction. This can be inferred from the fact that if cast in a doorway, the spell clearly does not allow passage in either direction -- thus the same effect should occur if cast on an individual. The spell does not state whether or not it moves. Using the standard LC rule of thumb

(always making the most conservative ruling) would mean it doesn't move.

**Q:** If a spellcaster casts a spell with a long duration (the priest spell call lightning, for example), are the spell range & area of effect fixed from the point where the spell is cast, or do they move with the caster? (i.e. can a high-level druid cast a call lightning spell, then spend an hour hiking a few miles over to the dragon's lair to call the lightning down on it, or does he need to wait till he gets to the lair to cast it?)

**A:** Unless specified otherwise, range is measured from the point the caster is at (at the moment of casting) to the target point. Thus, no hiking in the given example.

**Q:** Can the area of effect of a spell be moved about within the range of a spell? Example: If a wizard casts a spectral force of a dragon (assuming a dragon small enough to fit in the 40' cube area of effect), can the dragon then leave the area of effect, provided that he stays within the range of the spell?

**A:** Usually not. Again - unless specified otherwise, you pick a range (and possibly configure the area), and that's it.

**Q:** My character was hit by a dwarven vampire and lost two points of Con, will a restoration spell restore this?

**A:** Each restoration spell cast will restore one lost point to an ability score. Note that the recipient of a restoration spell ages two years, and thus has to make a system shock roll.