

- Taxes Reduced due to unexpected windfall
- Golden Roosters Defeat Tanar'ri attack
- New Ambassador enters the City

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The Trumpeter

*The Newsletter of
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Record Taxes Paid by Merchant House *City shocked at influx of gold*

By Clio Hesperin

Vernon Condor reported that the House of Desires paid in excess of three million gold pieces last week in taxes. That is by far the largest sum paid by any single tax payer for a single year in the history of the City. "It was a surprise to me," stated the exchequer. "Taxes are not due for several months. Therefore, we were completely unprepared when 83 wagons carrying chests full of gold arrived on our doorstep. Cerephane told me that the reason for the early payment is that she will be leaving the City for a while and wanted to put all her affairs in order before her departure. She attributes her unannounced arrival was for security reasons. She did not want to be robbed on the way to pay her taxes."

It took 30 men over nine hours to move and count all the coins. Most of the coins are gold, some were forged of platinum, and a small percentage was made of mithril. The mithril coins were accepted at a 50:1 gold piece ratio. Not only were the coins minted from all over the realms, several coins were from places no one could identify. When asked about some of the coins, Cerephane said they come from all over. The mithril coins specifically are from a place called Glantri. Several wizards from the Ministry of Art were called to verify the nature and value of the payment. "Although a few coins do carry some enchantment, it is all what it appears to be," reported Oracle, Minister of Divination, Ministry of Arts.

While Vernon's men carried and counted the gold, Vernon, himself poured over Cerephane's ledger of business transactions. He reported that she is paying about 10% more than her

records indicate she owes. When she was asked why, she replied "Several of my transactions included intangibles, which I was unsure as to the appropriate accounting method to use. The extra payment is to cover anything that might have been overlooked." After reviewing the ledger and the Ravens Bluff Tax Code several times, Vernon gave Cerephane a receipt stamped paid in full.

When asked for comment, the Lady Mayor was jubilant. "I am glad to see that speculation and innuendoes is not the only thing to be generated by the House of Desire. While the adventuring community has been outraged about Cerephane's presence in the City, they have been her best customers. I cannot speak to the value of individual trades, but the tax revenue generated will do a lot of good."

"I have had the opportunity to discuss what the City should do with these unforeseen funds with Vernon and his finance team. We have the money earmarked for four different projects. About a third of the funds will go to finance the last of the war restorations, especially around the Harbor district. A portion of the money will be used to finance the research into destroying the Heart of Bane, which has recently caused this City and its surroundings such strife. Some of the funds will be used to provide tax relief to the members of the Merchant Guild. Although Vernon has not completed his calculations, he believes that with the funds we have earmarked for this project, he can reduce taxes from the Merchant Guild by 10% this year. Finally, the last portion of money, about 200,000 gold, will go in to an investment fund to be saved for the next time Ravens Bluff finds itself in need."

Golden Rooster's Survive attack

by **R. U. Grothnick**

It appears as if the Golden Rooster patrols may actually stem the attacks of the tanar'ri. Over the last three weeks, four separate attacks occurred and only one of the attacks involved any innocent deaths. The attacks all occurred in the lower residential area, near the demolished Temple of Mystra. In three of the attacks, a patrol of Golden Roosters were close at hand and managed to drive the creatures away.

"We were very pleased with the results, however, the attacks continue and unless we can do something to destroy the Heart of Bane, then we will not be able to continue to stop their attacks.", said Acting Knight Commander Lorien Keltree Darkarrow from his estates near Mossbridges.

We could not get any details as to who led the defenses of the city, Lord Lorien would only mention that it was a team effort with multiple patrols converging when the report of an attack was made. Witnesses mentioned a warrior dressed completely in scarlet armor that was also involved in the fighting.

Five citizens of the city were killed in the other attack that occurred outside of the Sleepy Dwarf Tavern. The group of men were coming out of the tavern and proceeded down a nearby alley. Apparently the alley was a staging area and the tanar'ri already summoned quickly killed the men. However, the commotion drew the attention

of a patrol whose members were able to finally defeat the tanar'ri incursion.

Lord Lorien did mention that he was still forming patrols and that each patrol improved the chances of successfully eliminating a tanar'ri attack before it could start.

Tanar'ri attack Mossbridges

By Fred Faber

It seems that Mossbridges has also gained the hatred of the outer planar creatures. A full two score of hideous fiends stormed the frail town's walls two days ago. It was apparently a practiced reaction, most of the town folks were warned of the attack but magical alarms and began to take shelter in specially built structures in the city.

During this "evacuation" the defenders of the town moved to engage the incoming tanar'ri. Lord Lorien would not be specific as to what happened next, however according to a merchant not far from Mossbridges, the sky was filled with fire and lightning. The sounds were terrible and the entire sky seemed to be on fire. The result of the attack was a total of four dead defenders, three of which have already been raised by the priests in the town. The other has been transported to Ravens Bluff in order to have a resurrection attempted upon them.

While speaking to the same merchant the reason for the attack was easily determined. The merchant had heard in Tantras that Lord Lorien has taken control of the Heart of Bane from the city and is studying it in Mossbridges. The merchant was warned about stopping in Mossbridges since the Heart of Bane would undoubtedly corrupt the merchants of the small coastal town.

Lord Lorien would not comment about the Heart of Bane itself, however he did have one statement in regards to the rumors spreading in Tantras. "So that is why we were attacked. I guess at least it was not rumors about me personally, however I can assure you that the merchants of Mossbridges have not been corrupted any more than any other normal merchant. I do expect the attack to cause some of the merchants and artisans to seek a safer location, however I hope most of them stay in Mossbridges and help the town to grow even more."

When asked about the town's success in repelling the tanar'ri Lord Lorien credited the actions and advice offered by the new Dean of Extra-Planar research, Simon Regulus.

In what might be another unrelated story, it seems that while researching this story, that Lord Lorien was having his entire manor redone and redecorated. There were over 50 artisans and merchants crowded about the manor house the entire time we were in Mossbridges. In fact, Lord Lorien met us in the town since he had no meeting area completed in his estates. When I asked about the subject he only smiled and said that they were almost done after two ten-days of constant work.

SOULSTORM continues to Rage in the City of Ravens

By Morris Teltree

The Ministry of Art and the Wizard's Guild made a rare joint announcement regarding the raging Soulstorm and the uncommon length of time that the Veil has stayed in the city.

"We are unsure yet how to dispel this unnatural storm. But until then, the Wizard's Guild and Ministry of Art have declared that the casting of ANY spell of the school of Conjuraction/Summoning will be deemed ILLEGAL and result in the arrest of the caster and permanent expulsion from either the guild or the ministry. This law will be in effect until the Soulstorm is gone. We have spoken with Chief Prelate Dayspring and he has agreed that any clerical summoning spell will also be deemed ILLEGAL and be treated in the same manner."

We managed to get a copy of the list of spells from Archmage Alcides, which is printed here for our readers benefit.

Wizards:

Armor, Cantrip, Find Familiar, Grease, Mount, Unseen Servant, Glitterdust, Melf's Acid Arrow, Quimby's Enchanting Gourmet, Summon Swarm, Flame Arrow, Ghost Armor, Monster Summoning, Phantom Steed, Caligarde's Claw, Sepia Snake Sighl, Evard's Black Tentacles, Conjure Elemental, Leonmund's Secret Chest, Mordenkainen's Faithful Hound, Summon Shadow, Conjure Animals, Ensnarement, Invisible Stalker, Forest's Fiery Constrictor

Priests:

Call upon Faith, Draw Upon Holy Might, Summon Insects, Abjure, Animal Summoning, Call Woodland Beings, Dispel Evil, Aerial Servant, Animate Object, Conjure Elemental, Wall of Thorns, Weather Summoning, Word of Recall

Specialty Priests:

Eldath: Control Vapors, Helm: Sentry of Helm, Exaltation, Summon Spectator, Lathander: Boon of Lathander, Shield of Lathander, Millil: Battle Song, Tymora: Luck Bolt

It was also announced that the Soulstorm makes all divination and detection spells useless. The results of the spells are untrustworthy while the Soulstorm is raging said Chief Prelate Dayspring, although there was no prohibition against the casting of these spells announced.

Ed Note: This will include all the modules played through the end of August 1998.

More Changes for the Knight's Council

By Fred Faber

With the knighthoods of Ravens Bluff still feeling the effects of the recent removal of the Knights of the Right Hand of Tyr from their seats on the Knight's Council it appears that the council has suffered yet another blow. Sources close to some members of the council have told me that in an unscheduled closed session yesterday the head of the council, Uldred DeepAxe, announced his resignation. Now, this does not come as a complete surprise what with Thane DeepAxe's new responsibilities but the effects of this change may be felt for some time to come. At a time when the knights of the city look to their leaders for guidance, the guidance for the leaders is uncertain.

I briefly spoke with Thane DeepAxe concerning his resignation this morning and he had this to say. "The news has spread already? Well, I should not be surprised, as bad news does seem to travel faster than good. Yes, I have resigned my position as the head of the Knight's Council but I have already asked the members of the council to honor my recommendation of a successor. For the past two months I have been working closely with one of the Raven

Knights of the city to take over the position and I feel that he will do just fine. My successor to the post of head of the Council is a knight by the name of Thomas Kelly. His participation in the war effort and his natural ability to lead others made him a logical choice to lead the Council during these trying times. I wish him, and all the knights of the city, the best of luck as they move forward in the next few years.'

When asked for an interview, the new head of the Knight's Council only said that he was still trying to get a handle on the current situation with the knights of the city and that he would have a statement at that time.

Simon Regulus named
Wizard's Guild Chancellor

By Nadd Parker, freelance reporter

During a special compulsory session late last night, the Wizards Guild announced the results of their search for a chancellor and dean of planar research, a newly created post. With the Tower of Philosophy as a backdrop, Sir Alcides Von Tighe made the announcement: "Colleagues, the result of the deans' balloting is in and the decision is unanimous. It is my distinct pleasure to introduce our senior faculty member. Let me simply say that not only is Simon Regulus perhaps the mightiest mage to ever visit our fair city, he is also a decent man, and worthy of the title 'Chancellor'."

After a moment's applause, the powerfully built, middle-aged Regulus said a few words. "It is an honor to be here among you, as a fellow wizard and as your leader. I shall endeavor to be worthy of the confidence you have placed in me, and I pledge my abilities to unlocking the potential of this esteemed body. With the outer planar forces already interested in Ravens Bluff, my work has already begun."

After the ceremony, rumors were flying like rice after a Kara Turan wedding. The most reliable are that Mr. Regulus is a brilliant and dedicated researcher, who apprenticed to none other than Khelben "Blackstaff" Arunsun, a lord of Waterdeep. After a decade's training, he allegedly befriended some sort of celestial creature and soon found his calling researching the planes

of existence. Although typically friendly, he reportedly also has a short temper and long memory for evildoers.

Other, less encouraging reports attribute his reputation as a sorcerer to a pact with a loathsome fiend. The source, who asked not to be named, also stated that Regulus was once captured and held by diabolical forces in a frigid land. He eventually escaped after a long confinement, but the source felt that this experience shaped his viewpoints more than any other.

New Tavern has Grand Opening

By Silvia Sinderan

The master bard Dinsul recently opened his own tavern in the city, The Golden Flute. The tavern is located in a prime location in the city being very close to the Temple of Sune and Lliira.

The Golden Flute Tavern represents years of work and dreaming for Dinsul. This marks a golden achievement to the self made Bard. He opened the Tavern with the intention of being a hall of training for younger bards. A place where they can stay and perform.

Dinsul has remodeled the attic of the Tavern to be a large dormitory where bards will be able to stay for free as long as they perform in the Tavern and donate 1% of their night work's. Aid is also given to any wishing to join the Bard's Guild.

Dinsul closes the entertainment each night in a performance with all the nights bards, using his Golden Dragon Flute. In addition every Friday a dance/ball will be held at the Tavern. (Admission will be 1 gp/drinks not included).

The Tavern has the ground level where the bar and kitchen is located. The Second Floor has some private booths for more intimate conversation and some VIP seating. In addition, it has a study area where bard can seat, share, compare, compose stories. It has a guest room, usually used for any of Dinsul's friends that might want to stay for the night.

Interview of a Deputy Mayor Candidate

Hi everyone, my name is Gary Goodnews. I have been recently hired by the Trumpeter to cover the election. My first assignment was to interview one of the candidates for deputy mayor, Miss Harmony of Milil. I caught up with her and her bodyguards, employees of B&V Security Agency, as they were leaving the Temple of Tyr. I asked her if she had time for an interview, she said she had a few moments. She said she was hungry, so she suggested we talk at one of Ravens Bluff's dining establishments. We grabbed a booth at the Singing Sword Inn. Then I started to ask a few questions:

Goodnews: You recently decided to run for Deputy Mayor. What qualifications do you have?

Harmony: Well, after a long absence from Ravens Bluff I saw how bad the city was getting. Something had to be done. As for qualifications, I am quite familiar with the laws of Ravens Bluff and I know most of the city officials. I have very polished oratory skills and have a way with people.

Goodnews: You mentioned laws. I noticed you leaving the temple of Tyr. Doing some praying?

Harmony: (giggling) No silly, I was donating some money to help the church with its new start. As for praying, I save that for my lord, Milil.

Goodnews: Sorry about that, you said donations. Have you made any other donations in the city?

Harmony: Yes, I visited AVOW yesterday and left some money. I was at the vocational school run by Cyradus Pentdragon (played by Agnes Thompson, Ca) last week and made a health contribution.

Goodnews: So, if elected, what kind of goals do you have?

Harmony: For starters, help to raise the way of life. I have a plan to lower taxes that will lift some of the burden placed on the citizens, unlike some of my competition who will more then likely stuff their pockets with the hard working people's money. The only other thing I can think of, on a empty stomach, is ousting Cerphaine from Ravens

Bluffs. Yes, she helps the city by defending against T'anari but she is the lesser of the two evils. I understand, one of my competition deals with her all the time. I am not talking about the dead one.

Goodnews: Last question, if you were to chose a running mate from one of the people running for Speaker of the Lords, who would it be?

Harmony: Even thou I don't know him, I would probably chose Denzil (played by Joe Cirillo). He kinda of cute, even thou he has the ugly tattoo.

Ed Note: The candidate named Denzil was recently transformed into a woman during an incident involving the Temple of Selune. Lady D. is now an accepted candidate for the position of Speaker.

Order of the Rose

A New Knighthood by Jason Nichols

The Order of the Rose is a branch of the Knights of the Dove who specialize in aiding those unable to help themselves. Their primary duties are to lend aid to those in need, to protect the weak, and to keep Ravens Bluff healthy by keeping its people healthy. Doves of the Order of the Rose are healers, but they are also champions and protectors of the population of Ravens Bluff.

Due to their duties as healers, the requirement to be eligible to become a member of the Order of the Rose, a Dove Knight must have the ability to perform any one form of healing to aid the population. They must also have received either the White or Red Rose Ring as one of their Dove specific honors. If an applicant has yet to distinguish themselves with either of the honors, the ability to treat two additional forms of illness/injuries may be deemed merit enough to be considered for this order. The types of healing being referred to are the non-weapon proficiencies such as Healing and Herbalism, or magical abilities such as the cure wounds types of spells, the ability to cure diseases or insanity, and/or the ability to remove lycanthropy or other curses. This list is by no means exhaustive, and those who believe that they are qualified may petition the Dove's council for a ruling on the

worthiness of other abilities in satisfying the requirements of this order.

A Dove Knight seeking membership in the Order of the Rose must also have been a full Dove Knight for at least 6 months (real time), must have earned at least 12 chivalry points (total), and must have earned at least three (3) Dove specific honors.

Responsibilities

- ◆ All responsibilities as defined as a knight of the Dove still apply.
- ◆ Members of the Order of the Rose are expected to lend aid to any sentient creature in the lands of Ravens Bluff that is ill or injured and that is not an imminent threat to the city or its citizens. A member of the Order of the Rose is sworn to uphold Ravens Bluff law and to defend the city from those who would harm it. However, the members of the order will go out of their way to guarantee that a defeated foe is treated well and given fair treatment by the city.
- ◆ A Knight of this order is expected to be ever vigilant for those who would take advantage of the citizens of the city. Members of the Order of the Rose are expected to defend the citizens of the city from attack and harm, especially those who are unable to protect themselves. These knights are expected to be fair to the citizens of Ravens Bluff, many times putting the citizenry and their well being ahead of all else. These knights know that without the people there would be no city.
- ◆ Knights of the Order of the Rose are expected to donate both time and money to support the efforts of the order. Knights of the Order of the Rose are asked (required) to tithe at least 10% of their income to support the efforts of their order. This tithing requirement is in addition to any other tithing requirements that the knight may have, such as those required of the Clerical Circle. They also do much community service type work and thus suffer a 5% experience point penalty due to the time spent helping the population of the city.
- ◆ Knights of the Order of the Rose are allowed to serve in any branch of the

city watch, as their duties tend to fit well with the duties of the city watch.

Benefits

- ◆ Members of the Order of the Rose are always called to aid the citizens of the city and because of this they are each given a potion of extra-healing to be carried and used as needed. These knights are expected not to abuse this privilege, since the use of these potions does mean that they cannot be put to use elsewhere, and it would take exceptional circumstances for a Knight of the Order of the Rose to receive more than one of these potions in a week's time.
- ◆ In times of war, Knights of the Order of the Rose will assist the army in treating the wounded and caring for prisoners. Knights of the Order of the Rose receive the rank of Major when called into military service.
- ◆ Because of their daily activities, any Knight of the Order of the Rose who is not proficient in healing prior to joining the order receives training sufficient to give them the Healing non-weapon proficiency at (WIS/2). Those that already have the Healing non-weapon proficiency receive a bonus of +2 to their proficiency checks.
- ◆ Also, because the Knights of the Order of the Rose spend a great deal of time traveling the city, each also learns the non-weapon proficiency Local History (Ravens Bluff only) upon being accepted into the order. Those knights that already have the Local History proficiency receive a +2 bonus to their proficiency checks with regards to uses directly related to the city of Ravens Bluff or its people.
- ◆ A Knight of the Order of the Rose may write a letter of recommendation for a squire's admission into a knightly order.
- ◆ A Knight of the Order of the Rose qualifies for another knighthood with three (3) fewer chivalry points than those who squire directly to the order.
- ◆ A Knight of the Order of the Rose receives three (3) fame points upon being accepted to the order. They also receive three (3) fame points for earning either the White or Red Rose Rings instead of the usual two (2) that most

knights receive for honors. All other fame benefits are the same as these for the Knights of the Dove.

Upper Class Overview

By Alaric Harland, Trumpeter Staff Reporter

Ravens Bluff has a new ambassador in the city, her name is Delshara Windhair and is representing the Island of Orlumber. Orlumber is an independent nation off the Sword Coast by Waterdeep that has had dealings with Ravens Bluff in the past. At this time, she has come to open up official trade relations with the city as a result of the efforts of Lord Lorien Keltree Darkarrow. At press time, neither one was available for comment, however, it is rumored that Lord Charles O'Kane may have some involvement in the arrival of Miss Windhair. Unfortunately, at the time of this writing, Lord Charles, Lord Lorien and Lady Delshara were not able to be found for comment. Lord Charles administrator at his office would only state that Lord Charles is working on the pirate problem that the city has continued to experience and may be working in the field.

With all the problems with the extra-planar creatures, the pirates, the temples being destroyed, and the actions of the Knights of the Right Hand of Tyr, the Trumpeter was looking for a comment from many of the nobles. The most common response we encountered was, "NO COMMENT." However, Lord Drake DeVillars did agree to offer a statement. "The Knights Council, the Council of Lords, and the Military of Ravens Bluff are very concerned with the attack our city has been under by many evil forces. The time has come to take our city back. We are taking steps to ensure that the ends do not destroy this city. We have survived one war, and it is time to stop being the playground for others that wish to take over our city. I call upon all the citizens of Ravens Bluff to start taking an active role in the defense of our city. This includes the Temples working together, the Knighthoods working together, the Mages Guild and the Ministry of Art working together, and the government agreeing to open their eyes to all the problems. Finally, all these factions must begin to use the best that each can offer to

truly protect one another and the city as a whole." He continued by saying, "The efforts of the adventurers have not been overlooked, however, I do not believe that the major groups of the city truly understand the magnitude of what is happening and that they must give up their petty differences to deal with them. We have seen what kind of good can be done when rival adventuring companies or organizations work together. I speak of the forged peace between the Infernal Hunt Club and Clan Shado. In addition, Armor and Vengeance has also opened their facility to aid in training adventurers in the city. This is how we should all be looking at things. Individually, we are weak and up against great odds.... Together, NOTHING CAN STOP US."

Finally, in social news.... it seems that the arranging of marriages is still going strong in the Noble Houses. We should be seeing alliances being formed very soon, before the close of the year. There are still many who are seeking to make alliances with the institution of marriage. More to come on this in the next issue.

Elections in the City: A noble perspective

By Alaric Harland, Trumpeter Staff Reporter

Now that the reconstruction of the majority of the Noble Houses has been completed, attention is turning to City Affairs once again. With the upcoming elections, many of the Noble Families are concerned with the alliances that are being forged. In particular, many of the Council of Lords are looking to see the outcome for the position of "Lord Speaker." The Trumpeter was able to contact a few representatives from the council. "At this time, we feel it necessary to lay our backing a person that is not an adventurer that has many ties with the Council, Sir William Longbottle. We feel that he has the best understanding being the son of a Lord, a Knight, and also a working man."

The race for Deputy Mayor is also cause for some concern. Many of the nobles in Ravens Bluff are merchants as well as being independently wealthy. Finally, many are former adventurers that retired here and

chose to call our fair city their home. The decision seems to be rather split. When asked for comment... most would not commit, however, the Council of Lords had this to say. "As far as the race for Deputy Mayor is concerned, we are very disturbed by the actions of the Right Hand of Tyr, this 'self-proclaimed King of the Elves,' and Belanor Fenmarrel. We are supporting one of our own in this race, Lady Catherine Moorland. She will be a nice counter for Lady Mayor Thodin."

A conflicting opinion to this is that of Lady Lauren DeVillars.... "I am going to be backing the man who was the mastermind behind bringing Waukeen back to the realms from the Abyss... Lord Silver Fox. He has proven himself worthy and has many interests that work well with Mayor Thodin. Besides, I really like his style. Anyone who can convince adventurers to go to the Abyss, rescue his deity, without paying them to do so and without having to go himself... well, he is truly worth my vote."

Campaign News

By Daniel S. Donnelly

It is August again, another Gen Con Game Faire is upon us and we have some very important announcements for the LIVING CITY campaign to make. As we had stated prior, the changes to the campaign that effect character creation will be announced prior to when they will be enforced and if they result in you having to change your character at all, those types of announcements will be made at Gen Con. Game Faire. Not to worry, nothing major is going to happen at this Gen Con Game Faire, and the only item in the near future will be the priestly changes scheduled for Winter Fantasy after the final Demi-Human deities book is released in November. Well here are the changes for this summer:

1. Wizards and bards will have to abide by the maximum spells known per level rule. This is based on the character's intelligence and limits the number of spells of each level that can be known in the character's spellbook.
2. The elemental priests contained in the Faith & Avatar's book are now approved for play in the LIVING CITY

campaign. There is one additional piece of information on this subject and that is in regards to the elementals that the specialty priests can summon. If an elemental is destroyed or banished outside of the control of the specialty priest. A +2 item must be sacrificed in order to return the creature to the priest. If somehow the priest loses the elemental completely, they have lost the ability to summon that HD of elemental.

3. Specialty Priests of Waukeen are now allowed in the LIVING CITY campaign. There are a couple of changes to the structure and abilities as listed in the Faith & Avatar's book. They include:
 - Due to the lack of a temple or hierarchy and riches, the specialty priests of Waukeen lose the gifts usually given by the temple when a character is admitted into the temple. In fact, in order to advance levels, a specialty priest of Waukeen must donate to the church a magical item. Any item will do and the certificate is ripped up and destroyed.
4. We are now up to the issue of High Level Druids. Each church organization will be allowed to have TWO 12th level druids in the Vast. At the current time there are TWO NPCs in positions currently who will need to be challenged to allow a PC 12th level druid. If you have a 12th level druid and are ready for the challenge please send me an email with the characters name, your name and the conventions you will be attending in the next few months. Remember, you will NOT have spells or abilities of a 12th level druid until you have successfully completed the challenge. The loser of the challenge is returned to the starting point of 11th level. NOTE: Only active druids are allowed to be 12th level. A druid that dual classes must be no higher than 11th level.

These are the only changes/additions to the campaign to be established this year at Gen Con Game Faire. There have been other changes, which I would like to address. I guess I should say, that there have been additions to the campaign that I want to address.

The first is both an old "service" we were providing to the campaign, while to many it

will be a new "service": in the campaign. That is the SPECIAL MISSION. A special mission is a requested mission on the part of a character or group of characters. It can also be the method that the campaign interacts with certain PCs and the plots of the campaign.

There will be an online request form for requesting special missions. This will be online at the RPGA: Living City website. But before I get swamped with requests I wanted to answer a very important question. What will be considered for a special mission?

Let's start by stating what will not be considered:

- A mission to acquire a magical item or ability or spell for a character.
- A mission by one character against another character or the history of the character.
- Anything that has to do with time travel.

Okay those were pretty simple. The key to a special mission is the interaction with the campaign or the ability to add to a character's or group's story. For those considering the special missions, I can tell you that we have run about 10 so far. In every case the participants used up 2-10 magic items each while gaining no treasure and only about 1,000-3,000 experience points. This is not about treasure or experience, but about a character's story. So if you have something in the campaign that you would like to get accomplished and you think it would fall into a special mission category please sign up with the forms online and we will see what can be done.

I am also proud to announce that for those animal lovers a new interactive option is now available. The Ravens Bluff Animal Shelter is the home of numerous partially trained creatures and some exotic animals that are suitable for use as familiars. The Animal Shelter along with the Clerical Circle, City Watch, Knights Council, PLN, Bard's Guild and Wizard's Guild is now available for all conventions to have access to the services for SANCTIONED interactives. Remember to sanction an interactive it needs to be included on the tournament request form sent to HQ and needs to be in to me at LEAST six months prior to the convention.

This last bit is a plea to those PCs that have "Lords" of the city. I do want a Rogues Gallery entry for each of the Lords of the city and any other adventurer of at least 12th level. Face it you have played the character for a while most of the other PCs in the city should be aware of your character. This is the way to do that very thing. Send them please!

Enjoy the campaign and have some fun.

Daniel Donnelly
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Wow, space in the longest Trumpeter yet. Just shows how busy the campaign is and how much people enjoy the campaign. You may have noticed a lot of character generated stories in the last couple of issues. I am still looking for submissions just send them in, come on Bard's this should be easy!

LIVING CITY Questions and Answer

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Q: Does a Phylactery of Faithfulness help priests if they travel to the outer planes?

A: No, a priest can "consult" with the phylactery to determine if an action would go against the teaching of the religion. It does not assist in any way with maintaining the deities contact to the priest while on planes distant from the deity's.

Q: How much plant matter is required to make a plantlance (specialty priest of Chauntea spell)? The problem is the spell is incredibly potent as written, allowing a druid to inflict 3d4 points of damage per level (If all lances hit) for 4 rounds. Is there something I'm missing or is this just a gruesomely powerful spell?

A: We got a chance to ask Julia Martin about this one, and here is what we got...*"The limit is one entire plant transformed into one spear per level. If you don't have sufficient whole plant, you don't get all the possible spears."*

"You also have to have a whole, living plant rooted in the soil. Implicit in the nature of it being a Chauntean spell is that the plant must be growing in its (relatively) natural environment. No potted plants. A lawn of grass counts as one plant (most grass is all connected by runners). Connected lichen gets you one lance. Only completely naturally separate clumps get you multiple lances. Essentially, you can't take the material component with you, but only work with what is in the area where you are contemplating casting it."

"You can't transform intelligent plants (implicit,

"You can't reassign a spear to a different target once the spell is cast. A spear disappears once its target dies. You can assign different spears to different targets, but can't change that once the spell is cast."

"And yes, it is gruesomely powerful, but it is restricted to the church of Chauntea. Chaunteans are generally kind-hearted and helpful nurturers. A threat must be pretty bad for them to haul off with this puppy."

Q: If my character is disintegrated can they be returned to life?

A: This is a clarification. We had made one ruling on this earlier but upon additional comments and questions we have reviewed the situation. Reincarnation requires a corpse to be touched. Thus, a disintegrated character is not capable of being reincarnated. An additional ruling involves resurrection and the creation of undead minions. If a character is animated via a device or animate dead spell, then slain. Their body may be resurrected, but may not be reincarnated since they are no longer a corpse, but a slain undead. If the undead is turned to dust, then only a wish can return the character to life. Obviously the same wish would work on someone disintegrated. Any character that was reincarnated after being disintegrated or turned to dust is still back, however from this point on, the above ruling will be the only one used for the purposes of "dusted" characters.

Q: I have a Yo-Yo of Fate how does it work?

A: The Yo-Yo can alter a die roll ONLY if the Yo-Yo has string remaining and is in the character's hand when the die roll is made. Thus, it can not be used in a future round.

Q: If a Wizard PC uses a potion of Vitality does that mean he can rememorize spells when ever he wants?? ie cast all of his spells, rememorize, then 3-4 hours later use them again..

A: No. A wizard is limited to one memorization per 24 hour period, unless specifically given a method of circumventing this (ie, the NAP spell)

Q: Do ioun stones still float around a person's face if

they are lying down? If a character is killed and falls to the ground do their ioun stones keep floating and functioning?

A: Yes, they they will revolve around a character lying down. But, ioun stones stop functioning when the owner dies.

Q: Can a multi-class thief backstab with a non-thief weapon (allowed by the other class) such as a mace?

A: No, they are still limited to the weapons allowed a thief for backstabbing.

Q: How do you figure Non-Weapon Proficiencies for a character that dual-classes. Do they get a new set of starting NWP's from their new class?

A: No. Dual-class characters do not get any new NWPs when changing classes, but do earn them as they advance in the new class.

Q: Can a specialty priest of Tymora raise the die roll of anyone by one once a day or just themselves?

A: The entry for the priest doesn't indicate, though it does say ANY die roll. I would be inclined to believe that they could affect any die roll in their presence (including other PC's and NPC's). The modification must be announced in advance.

Q: Is there a reduction in the DEX defensive adjustment if heavy armor such as field plate is worn?

A: No. Dex adjustment is not affected by armor.

Q: Does magic armor have encumbrance?

A: There is a section in the PH on magic armor, under the encumbrance rules. Basically, the weight of the armor counts towards the carrying capacity of the character, but does not count towards encumbrance. The armor appears to weigh as much as normal armor, but does not hamper or tire the character.

Q: Do magic shields add their bonus to saving throws from frontal attacks similar to the way magic armor does?

A: Yes, they both add to the saving throw versus frontal PHYSICAL spells and attacks.

Q: Can the Priest spells Starshine and Moonbeam be cast indoors?

A: Yes, both spells can be cast indoors. Starshine does not work underwater.

Q: Are half-elves with a not allowed elven race half (such as sea elf or drow) allowed in LC? I realize that none of the elven parent race's special abilities would not be passed on.

A: Yes. This would be strictly a role-playing thing. In all other respects the character is a normal half-elf. However, please remember that a half-drow is usually born of a woman attacked during a drow raid. The "real" drow will try to correct the situation if they ever meet the character.

Q: Can a charmed person be put to work on a project involving intelligence (such as potion research) if convinced it would help the caster and is not in direct conflict with alignment?

A: This is pretty much irrelevant to LC, as using a charmed person for such work would be an evil act, and thus

won't be being done by any PC's any time soon. However -- A module author is pretty much free to bend the rules about such things (for the NPC's) if it is important to the module. The spell does allow this, the victim would think it would benefit the spellcaster and would try to accomplish the task.

Q: I've got some questions about unarmed combat... Can my fighter have both a weapon specialization and a punching specialization? How many of his initial weapon proficiencies can I spend on continuing specialization?

A: Yes, single-classed fighters can specialize in one weapon, and as many unarmed styles as they wish. No character can start with continuing specialization. A single-class fighter (or monk) can start with a specialization in an unarmed style, but must wait until a new WP is earned to spend it on continuing specialization. So a 9th level fighter can have at most 4 slots in punching (specialized to start, then additional slots spent at 3rd, 6th, and 9th level).

Q: What happens if my fighter with continuing specialization in martial arts dual-classes to monk? Is it different if a monk dual-classes to fighter?

A: Technically, in either case any continuing specialization is lost and cannot be regained. (In LC dual-classed characters cannot have continuing unarmed specialization.) But there is a good argument to the fact that since both classes the character has allow the ability, the character should still have the ability. Therefore, a dual-class fighter-monk can learn continuing specialization in the new class, and (once his new class exceeds his old class) add ONE extra slot from his old class into his continuing specialization in the new class.

Q: If, for some bizarre reason, a dwarf ended up wrestling a goblin, would he receive the +1

bonus to his attack for being a dwarf?

A: Yes. Wrestling is considered a melee attack, and thus the +1 applies.

Q: How many potions is a character allowed to take at one time?

A: LC does not use potion miscibility, so there are no consequences to drinking as many as you want. Some potion types (such as growth and diminution) don't work together well, however.

Q: Can a character use more than one of the same type of ioun stone?

A: CLARIFICATION OF PREVIOUS ANSWER: No. No more than one of any given type of ioun stone can be used. Type is defined by shape and/or color -- so if your character can find a "pale blue spindle" and a "green ellipsoid" that both give a +1 riding skill, then you are ok. But two "dusty rose" ioun stones is a no-no.

Q: Can a thief put more than 95% into a thief skill (such as find/remove traps) in order to offset penalties that may occur?

A: Yes, but a roll of 96-00 is always a failure. For example, a thief with a 120% in find/remove traps would have a 95% chance of finding a normal trap, and a 60% chance with a magical trap (1/2 normal).

Q: Creatures and monsters with 10HD and a 13 IQ have a chance to see invisible things. This only applies to NPCs, not PCs, right?

A: No, the invisibility spell description makes it pretty clear that players can do this too. (it says ALL creatures) Note that this takes the character's action for the round, so they can't do anything else while they are looking for invisible things (pretty much similar to the way disbelieving an illusion works).

Here are the approved Non-Weapon Proficiencies for the LIVING CITY Campaign:

<i>Proficiency</i>	<i>Slots</i>	<i>Ability</i>	<i>Mod</i>	<i>Group</i>	<i>Book</i>
Acting	1	Cha	-1	B	7
Agriculture	1	Int	0	All	PHB
Alchemy	2	Int	-3	M	*
Alertness	1	Wis	+1	All	11
Animal Handling	1	Wis	-1	All	PHB
Animal Lore	1	Int	0	F	PHB
Animal Noise	1	Wis	-1	F,T	2
Animal Training	1	Wis	0	All	PHB
Appraising	1	Int	0	T	PHB
Armorer	2	Int	-2	F	PHB
Artistic Ability	1	Wis	0	All	PHB
Astrology	2	Int	0	M,P	PHB
Begging	1	Cha	Var	T	2
Blacksmithing	1	Str	0	All	PHB
Blind-fighting	2	NA	NA	F,T	PHB
Boating	1	Wis	+1	All	2
Bowyer/Fletcher	1	Dex	-1	F	PHB
Brewing	1	Int	0	All	PHB
Bureaucracy	2	Int	0	P,T	12
Camouflage	1	Wis	0	F,T	11
Carpentry	1	Str	0	All	PHB
Cartography	1	Int	-2	All	11
Charioteering	1	Dex	+2	F	PHB
Cobbling	1	Dex	0	All	PHB
Cooking	1	Int	0	All	PHB
Craft Instrument	2	Dex	-2	B	7
Crowd Working	1	Cha	0	B	7
Dancing	1	Dex	0	All	PHB
Diagnostics	1	Wis	-1	P	12
Direction Sense	1	Wis	+1	All	PHB
Disguise	1	Cha	-1	T	PHB
Distance Sense	1	Wis	0	All	11
Endurance	2	Con	0	F	PHB
Engineering	2	Int	-3	M,P	PHB
Etiquette	1	Cha	0	All	PHB
Fast Talking	1	Cha	Var	T	2
Fire-Building	1	Wis	-1	All	PHB
Fishing	1	Wis	-1	All	PHB
Foraging	1	Int	-2	F,T	11
Forgery	1	Dex	-1	T	PHB
Fortune Telling	2	Cha	+2	T	2
Gaming	1	Cha	0	F,T	PHB
Gem Cutting	2	Dex	-2	M,T	PHB
Healing	2	Wis	-2	P	PHB
Heraldry	1	Int	0	All	PHB
Herbalism	2	Int	-2	M,P	PHB
History, Ancient	1	Int	-1	M,P	PHB
History, Local	1	Cha	0	P,T	PHB
Hunting	1	Wis	-1	F	PHB
Info Gathering	1	Int	Var	T	2
Intimidation	1	Str/Cha	0	T	2
Jousting	1	Dex	+2	F	12
Juggling	1	Dex	-1	T	PHB
Jumping	1	Str	0	T	PHB
Languages, Ancient	1	Int	0	M,P	PHB

<i>Proficiency</i>	<i>Slots</i>	<i>Ability</i>	<i>Mod</i>	<i>Group</i>	<i>Book</i>
Languages, Modern	1	Int	0	All	PHB
Law	1	Wis	0	F,P	12
Leatherworking	1	Int	0	All	PHB
Locksmithing	1	Dex	0	T	2
Looting	1	Dex	0	T	2
Mining	2	Wis	-3	All	PHB
Mountaineering	1	NA	NA	F	PHB
Musical Instrument	1	Dex	-1	P,T	PHB
Navigation	1	Int	-2	F,M,P	PHB
Observation	1	Int	0	T	2
Oratory	1	Cha	0	F,P	12
Persuasion	1	Cha	0	All	11
Poetry	1	Int	-2	B/All	7/12
Pottery	1	Dex	-2	All	PHB
Reading Lips	2	Int	-2	T	PHB
Reading/Writing	1	Int	+1	M,P	PHB
Religion	1	Wis	0	M,P	PHB
Riding, Airborne	2	Wis	-2	All	PHB
Riding, Land-based	1	Wis	+3	All	PHB
Riding, Sea-based	2	Dex	-2	All	11
Rope Use	1	Dex	0	All	PHB
Running	1	Con	-6	F	PHB
Seamanship	1	Dex	+1	All	PHB
Seamstress/Tailor	1	Dex	-1	All	PHB
Set Snares	1	Int	-1	F,T	PHB
Signaling	1	Int	+2	All	11
Singing	1	Cha	0	All	PHB
Spellcraft	1	Int	-2	M,P	PHB
Spelunking	1	Int	-2	F	11
Stonemasonry	1	Str	-2	All	PHB
Survival	2	Int	0	F	PHB
Swimming	1	Str	0	All	PHB
Tightrope Walking	1	Dex	0	T	PHB
Tracking	2(0)	Wis	-6(0)	F(R)	PHB
Trailing	1	Dex	Var	T	2
Trail Marking	1	Wis	0	F	11
Trail Signs	1	Int	-1	F,T	11
Tumbling	1	Dex	0	T	PHB
Ventriloquism	1	Int	-2	T	PHB
Veterinary Healing	1	Wis	-3	P,R	11
Voice Mimicry	2	Cha	Var	T	2
Weaponsmithing	2	Int	-3	F	PHB
Weather Sense	1	Wis	-1	All	PHB
Weaving	1	Int	-1	All	PHB

Source List (in the order that they appear)

PHB	Player's Handbook
2	Complete Thief's Handbook
7	Complete Bard's Handbook
11	Complete Ranger's Handbook
12	Complete Paladin's Handbook

Group List

F	Warriors (Fighter, Rangers, Paladins)
R	Rangers Only
M	Wizards (Mages, Specialist Mages)
P	Priests (Clerics, Specialty Priests, Druids)
T	Rogues (Thieves, Bards)
B	Bards Only