

## Highlights

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# The Trumpeter

*The Newsletter of  
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## Cambion Birth in Ravens Bluff, Child Abducted

*Events at temple of Lathander send chill through city*

by Fred "Porky" Porcine, roving reporter

With the closure of the House of Desires, the end of the so-called Soulstorm, and the post-war construction boom, I thought for sure that things were moving in the right direction. That was before I learned about the horrors that occurred last month. The Temple District was abuzz with news that a demonic baby was born to a merchant woman in or near the Temple of Lathander. Despite the best efforts of the priests, in the end the mother could not be saved. Apparently she was returning to Ravens Bluff with other merchants in a caravan when they were set upon by tanar'ri. The woman, whose name is being withheld at the request of her family, was delivered to the temple by a representative of Clan Shado, which put a stop to the tanar'ric attack.

Debate over what to do with the child quickly became very heated, and it was decided to relocate him to The Hand of Mercy orphanage. Some factions within the Clerical Circle wanted to allow the boy to be raised under their tutelage while others demanded that he be slain immediately. Indeed, the priests of Tempus had to be physically restrained while the matter was referred to the Circle's next full meeting. Unfortunately, the matter will never be discussed. Several days after his admission into the

orphanage, a contingent of gargoyle-like creatures burst onto the scene, slew a pair of guards, and took the boy away with them. The fiends left a chilling message, according to witnesses. Scrawled on the wall in the blood of the slain guards was the message, "The son of Vondryxx must meet his destiny." Thank the gods that most of the children were away for the day.

It is becoming clear to me that these fiends from the lower planes are here to stay. Rumor has it that the "child" was rapidly maturing, speaking words, and even striking an attendant at the age of one week. I can only imagine what evils he will soon visit upon the City of Ravens. Just for the record, let me state categorically that the priests of Tempus had the right idea. It is my fervent hope that any future captive fiends - regardless of age - will be slain immediately.

### Primer on Vastian Geography

A Primer on Vastian Geography has been compiled and published on the Web at <http://www.netspace.org/~dwb/vast/> People interested about the settlements and land surrounding Ravens Bluff should take a look at this resource. Authors of modules set within a town or village outside of Ravens Bluff must review this information to help build their creations.

### New Ship Launched

The following announcement is a posted from the admiralty.

The weather was fair, and spirits were high, as Lady Mayor Amber Lynn Thodin smashed a bottle of champagne against the bow of the *RBNS Victorious*. The new ship slowly slid down the ways to take to the water, while the crowd cheered. Admiral Fleetwood gave a speech on the function of the ship in the new Ravens Bluff navy. Also in attendance were Rear Admiral Quincy Blackmantle, and his wife, Lady Valas.

*RBNS Victorious* is unlike any naval vessel the Navy has in commission. It is a carrier for griffons. It is a large war galley with a flat deck for griffons to land and take off. When they land, they can be walked down a ramp to the griffon stables down below. Besides the triple bank of oars, the vessel has two auxiliary masts that can be raised when the wind is fair, and flight operations are not being conducted.

Admiral Fleetwood said the addition of griffons to the navy striking force allowed scouting over the horizon for enemy ships, and the opportunity to attack them without being attacked in return.

The inspiration for these ships came from Spike McGurk's flotilla of death, sunk during the opening battle of the war.

### Bards Guild Stands Against Glaysa

The following announcement is a posted from the Bards Guild.

The Ravens Bluff Bards Guild announced today that it stands firmly against the presence of the evil power Glaysa in the city. Damien Runyon, Dean of the College of Loremasters spoke for the Guild. "Our city has long been a place where adventurers dedicated to Goodness have come to strike out against evil. To allow Cerephane, Glaysa, the House of Desires and their ilk to remain in the city is unthinkable! The Ravens Bluff Bards Guild opposes their presence in the city, and we hereby issue this edict:

"No Guild member may perform for, work for or on behalf of, or knowingly support Glaysa or work toward permitting Glaysa, Cerephane or their allies to remain in the city. No supporter of Glaysa, including any citizen, resident or guest in the city of Ravens Bluff may receive any benefit or service from the Guild, or from any member of the Guild."

When asked about the implications of this edict, Runyon explained, "Since the Guild has the exclusive legal right for licensing performers within the city, no licenses will be issued for any performances which in any way support Glaysa or those who work to her benefit. That means that if, for example, a socialite like Lady DiVillars were to work toward benefiting Glaysa - not that she ever would, of course! - Lady DiVillars would no longer be able to have any performers at her parties. It would be illegal! That means there would be no musicians, no poets, no magic shows. No entertainment of any kind, probably, which would make for a very dull gathering indeed."

An investigation of the contract between the City of Ravens Bluff and the Ravens Bluff Bards Guild shows that the Guild does indeed have the exclusive right

to license performers. Traditionally, performers who would only be in the city for a short time could purchase a temporary permit to perform in the city for 100gp, but Guild officials say that those permits will not be issued for any performances the Guild sees as in any way aiding Glaysa or any of her supporters or allies. In addition, Guild officials say that any permits that are issued become null and void immediately if the terms of the ban are violated.

When asked about the effect of this ban, Constable Rolf Sunriver sighed, "It's a sad time when we have to arrest singers for performing at the wrong parties, but I suppose it's our duty. At least we all know that Bards are a lot easier to take into custody than other adventuring types!"

According to Runyon, the goal of the ban is the complete removal of Glaysa and her influence from Ravens Bluff. "It's quite simple. She's not only evil, but an evil Power. We don't want the City to have anything to do with her."

### Dame Irwina Austentell Kidnapped

By Clio Hesperin, city desk

A reliable source has informed the Trumpeter that Dame Irwina Austentell, Knight of the Right Hand of Tyr, and betrothed to Lord General Rashaverak Dandelion, has been kidnapped by a foul creature of the lower planes. The abductor is an arcanaloth known as Veragrim. The kidnapping occurred in a field outside of Fort DeVillars just north of Lions Crossing. Evidentially, several small children were magically tricked into crossing some kind of planar doorway before Dame Austentell arrived at the scene. It is said that she willingly exchanged herself for the children. Dame Austentell was last seen being escorted by Veragrim through the doorway that probably leads to somewhere in the lower planes. The children were released unharmed (except of trauma of the experience itself).

According to sources at the mayor's office, Veragrim's ransom demands were delivered to Lord Dandelion in his private chapel by some lower planar creature. Veragrim has asked for nothing less than the Heart of Bane for Dame Austentell's safe return. The artifact is to be provided to Veragrim by the end of the Winter Festival or Dame Austentell's safety can no longer be assured.

A meeting was held in the mayor's office and it was agreed that under no circumstances could the Heart of Bane be allowed to fall into the hand of Veragrim or any other lower planar creature. Lord Dandelion is reported to be preparing a rescue attempt and has contacted several members of the adventuring community for assistance. Lord Dandelion was unavailable for comment.

### Exclusive - Hawk Knight Representative Speaks Out

Recently, the Trumpeter Offices were contacted by the Knights of the Hawk and asked to send a Representative to meet with the Voice of the Hawks. As this type of opportunity does not come along often, we were eager to meet with the Voice of the Hawks to see what this illusive Knighthood has to say.

Expecting a meeting in some dark alley, we were pleasantly surprised when the meeting was scheduled to take place at the Silver Shot Inn, a pleasant meeting place owned by Teli the Archer (*played by Christy Nichols of MI*). We arrived early for the meeting and took advantage of the Silver Shot's "First Drink is Always Free" policy while waiting our Hawk to arrive.

At the appointed time, a human male of Kara-Turan descent entered the Inn and moved to a corner table. We would have paid him no notice at all, but there was something familiar about him. After a moment, the woman serving tables came over and told us Sir Jacen Tachi~ Treach (*played by Tim Hernandez of MI*) would see us now.

Imagine our surprise ! We were expecting a Gold Elf , not a human. Once

we approached the table, it was obvious that this was, in fact, Sir Jacen and, that there was more to discuss here than the Hawk business he had come to relay.

Sir Jacen, as always, got right to the point. "There are a number of items we need to address and a few items we would like shared with the people of Ravens Bluff."

"First, The joint venture between the Knights of the Hawk, the City, and the Elven people known as the Hawk Brotherhood has been discontinued. The need for which it was established has ended. All Hawk Knights that were assigned to that group have been assigned to other duties."

***As there were no PC knights in the Hawk Brotherhood, it is being eliminated in an effort to streamline the campaign.***

"Second, recently, a walking tour of the City was published in which the alleged 'Secret' Headquarters of the Knights of the Hawk was revealed. This was an unfortunate error. The property at the corner of Hawk Passage and Raphiel Roads is in no way connected to the Knights of the Hawk. It is private property, belonging to an un-named person. I know this person would appreciate you letting your audience know that anyone caught trespassing on his property will be dealt with under the laws of the City.

The Hawks would also like to publicly express our displeasure with the mis-information this Raraerdo Moonspring unleashed upon the people of the City and hope that, in the future, greater care is taken with the truth."

If anyone needs to contact and/or desires information about the Knights of the Hawk, they can get it at our offices in City Hall.

***The Knights of the Hawk can be found online at <http://www.rpga.net/lchawks/index.html> or, reached by e-mail at [hawkvoice@aol.com](mailto:hawkvoice@aol.com).***

"Thank you for your time."

With this, he excused himself and headed to the door, leaving enough money on the table to cover our drinks and a gracious tip.

## Trumpeter Crime Reporter Missing, Believed Dead

by Fred Faber, editor

Long-time Ravens Bluff Trumpeter crime reporter, mascot, and hero of the common man, "Guido," has not been seen for several months, fueling speculation that his investigations into the criminal element of Ravens Bluff may have finally cost him his life. Guido's regular "Crime Report" feature has not been seen in these pages for five months. While this absence would not normally have been important considering the reporter's habits (the Trumpeter has discovered many, many gambling debt I.O.U.s in Guido's desk), circumstances surrounding the final story he filed seem to point to foul play.

Guido's last Crime Report suggested that "sumtin (sic) BIG (sic)" was going to happen in Crow's End, intimating that at least one member of his extensive family had already fled the city. The report centered around rising gang violence in Crow's End, and focused on one gang, the Black Talons.

During the city's extended war with the forces of Myrkyssa Jelan, the Black Talons instigated an all-out gang war between the guilds and gangs of Crows End. At least seventeen members of the City Watch, two score adventurers and one Trumpeter Reporter were killed in that conflict. The most famous casualty, however, was Anton Paere, the city's Lord Thief Taker, who was found murdered by a stiletto in the small of the back, the traditional execution style of the Black Talons. Though later investigation exonerated the gang, and suggested Paere may have been slain by magic, nothing ever came of the investigation.

Beginning next month, the Ravens Bluff Trumpeter will rigorously investigate Guido's disappearance. Rest assured, Ravenaars. His death (if he's not just laying low again) will be avenged!

Letter to the Editor

Hello, readers.

My name is Kala Shantar, and I am a priestess of Sune. My church has tasked me with making things more beautiful in the city, and I thought an article in the paper on fashion would help. I have trouble writing, so my sister, Katrina Dandekar is scribing for me.

For women, this season has seen the introduction of two different styles of clothing. The first is the empire waistline, from Cormyr. Quite fashionable for evening wear, the empire waist dress usually has a beaded top, with the waistline under the breasts, falling to a floor length skirt. It is often made of silk, with a sheer over skirt for evening wear. It has short, puffy sleeves, or no sleeves at all. A U-shaped neckline allows a woman to display her finest necklace. It is worn with long over the elbow matching gloves, a matching purse, and low slippers. To protect against the night air, a lace or fur stole is worn over the shoulders. For daytime and casual wear, a cotton or linen version of the dress can be trimmed in expensive lace, with ribbons on the short sleeves.

The second new style is imported from Kara Tur. The dress inevitably is made of silk, usually in gray, green, blue and teal. Black and red are available, but less common. It has a high collar, short or no sleeves, and fits the figure, to display a woman's shape to perfection. It is slit up the sides, to reveal a woman's leg to mid thigh, contrasting starkly with the modesty of the neckline. Heels are definitely worn with this dress. Since it does cling to the figure, undergarments must be at a minimum. Also, you have to be in near perfect form for it. As a caution, accidents seem to occur around women wearing this dress.

Next month, men's fashions, or why you cannot wear that smelly hide to a dress ball...

Signed, Kala Shantar

Tanar'ri "Nest" Destroyed in Hidden Hollow

by Nadd Parker, freelance reporter

The bustling township known as Hidden Hollow, located a brief journey to the east of Ravens Bluff, was recently the home of a simmering evil. Over the past month, construction had been hampered by increasingly frequent murders among the laborers who had been brought in to rapidly build the town's infrastructure. Duchess Heather Dragonsnap (*played by Larry Heydorn of FL*) was considering imposing a state of martial law when she was approached by Kima Greyleaf (*played by Cisco Lopez-Fresquet of CA*) and a number of associates. Clan Shado had been assisting the Golden Roosters in dealing with Tanar'ri incursions, and had traced the source of the problem to Hidden Hollow. The following account of what transpired was pieced together from eyewitness reports and court records, and is deemed reliable.

At the request of the Duchess, the adventurers redoubled their efforts to root out the evil and destroy it. After a short investigation, they were framed for a murder and brought before the new judge... Judge Judith Hangman, of the Tantras Hangmans. This is in fact the same family as the late Judge Hangman of Ravens Bluff fame. Though brilliant beyond human ken, the judge was eventually revealed to be a Nalfeshnee - a creature with the power to transform people into Tanar'ri. As combat broke out, a horde of other fiends joined the melee and threatened to overwhelm the outnumbered Clan Shado force.

As if things weren't alarming enough, the Balor Vondryxx was apparently drawn to the conflict. Desiring to settle an old score, the fiend began by arrogantly calling Ellaquin Shadowsteel (*played by Tony Scalise of MN*) out for a rematch. Despite an awesome demonstration of skill and technique, this time Ellaquin did not fare well against Vondryxx and his magics, and Vondryxx took his head.

Meanwhile, as the situation grew tense, several other powerful fiends including a marilith were bringing the Clan Shado forces to their knees. To turn the tide of the battle, warrior-turned-

wizard, Sir Aranwe of Aglarond (*played by Tim Marling of CA*), utilized a powerful arcane device which transformed him into a being of the upper planes. In this form he was somehow able to reverse the effects of Ellaquin's decapitation. Eyewitnesses swear that this occurred not just once but after two separate beheadings. For his part, Vondryxx tried mightily to slay Kima and the others with his formidable abilities, but ultimately failed and was destroyed in a tremendous flash that rocked the area and led to the destruction of the town's new courthouse.

Individual heroics were displayed by all Clan members, as they stood a test which stretched them to the limit. One interesting comment was obtained from a Dwarven priest who identified himself solemnly as 'Cuenduhol, son of Cuenduhol' (*played by Marcus Diederich of CA*). "I was told that we were on the Mountain of Woe, but let me state for the record that this mountain was very poor in mineral content and really wasn't much of a mountain at all." Be that as it may, a spokesman emphasized the idea that Clan Shado's success was due in part to a recognition that, "You cannot expect to deal with these devious creatures of murderous rage on your own terms, especially on their home plane. We were prepared to do whatever it took to get the job done."

If there was any doubt as to the caliber of the Clan Shado forces or their value as a force for good, these were certainly dispelled.

### Monolith Dedicated in DeVillars Park

by Nadd Parker, freelance reporter

A brief statement was received at the Trumpeter office last week announcing the donation of a large monument by Wizards Guild Chancellor Simon Regulus. The entirety of the message read, "I wish to dedicate this monolith to my new home of Ravens Bluff. It is the exquisite handiwork of craftsmen where I once lived. My fervent

hope is that the good people of this city will enjoy its beauty as much as I have."

The monument is already in place, and strikes an interesting contrast with the greenery of the park. Rising out of a massive stone base set into the ground, the lustrous black column stretches over twenty feet into the sky. Though a deep black, it is polished to a high gloss and has the unusual quality of reflecting the light of the sun in a peaceful cascade of colors. Indeed, couples are already walking around it and marveling at its glimmering colors, including a number of followers of the Goddess of Beauty. No Latharderites could be quickly reached for comment.

Interviews with the Sunites have established that the monument is non-magical, and discussions with a number of local Dwarves indicate that the unique stone is not native to the Vast, or possibly even Toril. This raises interesting questions about this monument, and where the good chancellor used to live.

### Clan Shado Leader Grants Interview

by Fred "Porky" Porcine, roving reporter

Faithful readers will recall my report of some months ago of mysterious goings-on at the Clan Shado compound. Recent events have made clear that Clan Shado has in fact for some time been involved in combating the recent Tanar'ri attacks in and around Ravens Bluff. I was recently able to catch up with Clan Shado leader Kima Greyleaf at the Dragonsyr house, where we shared tea in their courtyard and she agreed to answer a few questions.

**T:** *What is the role of Clan Shado in combating the Tanar'ri?*

**KG:** For some time now we have been working quietly with the Knighthoods. Clan Shado has been patrolling the countryside surrounding the city, and escorting merchant caravans as they enter and leave the area.

**T:** *What led Clan Shado to take on this role?*

**KG:** It came to our attention that the Knighthoods had their hands full protecting the city itself, and the people of

the outlying areas had been left to fend for themselves. Clan Shado has the skills and necessary to carry out patrols in unsupported areas, and we volunteered to patrol the countryside.

**T:** *Why didn't you announce the fact that Clan Shado was helping the city repel the Tanar'ri attacks?*

**KG:** While certain knighthoods I can think of seem to feel an overwhelming desire to announce to their foes their actions beforehand, Clan Shado is more pragmatic and practical. We have found that it is often in our (and the city's) best interest to act quietly behind the scenes. If weren't for the unfortunate recent occurrences at Hidden Hollow and the temple of Lathander, likely the involvement of Clan Shado in the fight against the Tanar'ri would never have become common knowledge. While we did not expect that we could have continued much longer without notice, we certainly would have preferred it that way.

**T:** *Clan Shado's feelings regarding the Tanar'ri incursions seem clear, but what is your position on Ceraphane?*

**KG:** I felt that it was unwise of the city officials to allow her such unfettered access to the city. Even today we still do not know her true and complete motives in coming to Ravens Bluff.

**T:** *But didn't many Clan Shado members have dealings with her? Didn't you?*

**KG:** The enemy of your enemy is not necessarily your friend, but sometimes their help can prove advantageous. Some of the items that Clan Shado members procured from Ceraphane were found to have the seed of evil in their construction, and all such items have been destroyed. The priests of several temples have assured us that those items remaining are free from her taint.

**T:** *So did you personally deal with Ceraphane?*

**KG:** I met with her on several occasions during her stay in the city, yes. While it would be inappropriate at this time to share the nature of the conversations that I had with her, rest assured that I feel the information I obtained was valuable.

**T:** *What would you say to those who are calling for the destruction of all items that bear the taint of Ceraphane?*

**KG** < laughs > Well, if we are to destroy every item in Ravens Bluff that Ceraphane touched, we are going to have to pull up a lot of cobblestones from the city streets! However, the reality is that most items in the world are not intrinsically good or evil – a knife is just a knife, though it can be used to cut bread or murder someone. It would be shortsighted of the city to remove key tools from the hands of its defenders right when they are needed the most.

**T:** *Is it true that your husband Jean-Dorial Encarthan's absence from the city is related to the Tanar'ri incursions?*

**KG:** No comment.

**T:** *What further plans does Clan Shado have to deal with the Tanar'ri incursions?*

**KG:** No comment.

**T:** *There have been sine recent complaints about the pets that some Clan Shado members keep at your building, would you care to comment on that?*

**KG:** All creatures kept here at the Dragonsyr house have the proper permits. However, we are sensitive to the effect that some of the more exotic ones may have if they come in contact with the general public. This is one of the reasons that we have begun constructing an estate at Hidden Hollow.

**T:** *I hear that Clan Shado will also soon be operating in Procampur as well. Is this true?*

**KG:** Yes, we are currently in negotiations to buy a property in Procampur. We feel that having facilities available in Procampur in addition to those we have in Ravens Bluff and Hidden Hollow will help us to better serve our members.

**T:** *Despite the high profile that Clan Shado has in Ravens Bluff, many of our readers don't really know what you stand for or what you do. Why should our readers care about what you do?*

**KG:** Because Clan Shado will always be an independent force for good in Ravens Bluff.

**T:** *Could you explain further?*

**KG:** Clan Shado has always been a force for good in Ravens Bluff – a force for good

tempered by reason. Using the filter of reason to steer our actions has allowed Clan Shado to remain flexible in our approaches to the dangers that threaten our city. Clan Shado has an advantage over the formal city organizations, such as the government, knighthoods, and clerical circle, as we are not constrained to one form of action to combat each threat. Being outside the normal circles allow us to evaluate each situation individually, and custom-craft an appropriate response.

**T:** *Thank you for the tea, and taking the time to answer our questions.*

**KG:** Thank you for visiting.

## LIVING CITY Questions and Answer

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New policies for the Living City campaign as of Winter Fantasy 1999.

**Policy Statement:** All player characters must adhere to the minimum starting age for their respective race as listed in the Player's Handbook. At no time will a character that is below the minimum age be allowed to adventure as part of a sanctioned Living City tournament. The ONLY exception to this guideline are those characters that are certified to begin at a lower age (ie. the dwarven males from the module 'Saviors of Sarbreen'). If a character, either through spell effect, magical item, or module event falls below the minimum starting age they are to be considered 'out of play' until such time as their age can be brought back up to the minimum requirement.

Anyone out there with a character affected by this can either A) age the character to an acceptable level; or B) take the character out of play.

**Policy Statement:** The effects of a polymorph other spell cast on a PC do not last beyond the end of a module. If a PC ends a module while under the effects of a polymorph other, it is assumed to be dispelled at some point before the beginning of the next module. This only affects the actual polymorph part of the spell effect. Characters failing the mental check will still believe themselves to be the polymorphed race.

**Policy Statement:** In order to earn the Favor of Solomne, any eligible PC must have had a minimum strength score of 15 at the time they earned it. If a character with this cert doesn't have the requisite strength, they should tear up the cert as if the exchange had never happened.

**Q:** (1) Can a wizard cast while wearing a helm of brilliance?  
(2) What are gauntlets of ogre power made of?

**A:** Wizards (and priests barred from wearing metal armor) may NOT cast spells while wearing either of these items. While it is true that some other helms may be worn while spellcasting, this is explicitly noted in their descriptions and they are not described as armor. Assume gauntlets are metal unless the description of the item says otherwise.

**Q:** If a ranger falls below the minimum strength requirement for his ranger class does he revert to his base fighter class?

**A:** No. You need to only meet class minimums at character creation. Unless the rules state differently (There might be a kit that says differently, for example), losing enough stat points to disqualify you for a current class does not normally cause you to drop that class.

**Q:** Is it allowable to purchase weapons of fine and exceptional quality from the Complete Fighter's Handbook?

**A:** No. Such items require certs, and cannot be purchased normally.

**Q:** What kinds of animals can be affected by an *animal growth* spell?

**A:** There is a difference between "normal animal" and "fantastic animal" (the priest spell *animal summoning* makes this distinction). Unless a spell makes a specific distinction, it only works on normal animals.

**Q:** is an Elf resistant only to spells with the word "Charm" in its title or is it broader than that? Specifically, is an Elf resistant to all

spells, say, from the Charm sphere or the Enchantment/Charm school?

**A:** An elf is resistant to spells that cause the subject to fall asleep, and to spells that cause effects similar to *charm person*, *charm monster* (basically, the spells with the word charm in them, plus a few select others such as *suggestion*...) Elves are NOT resistant to all enchantment/charm spells. Most of them work normally against elves.

**Q:** Does a Cloak of the Blackflame's paralyzation protection extend to hold spells, such as *hold person*?

**A:** Yes.

**Q:** How many of his priest spell slots can the specialty priest of Azuth fill with wizard spells?

**A:** He can memorize as many as he has spell slots.

**Q:** Can an elf be a fighter/mage/thief??

**A:** Yes. The fact that this option is left out of some printings of the PH is in error.

**Q:** To use a quarterstaff of rapid magery, does it actually need to be in the caster's hand, or is merely touching it sufficient?

**A:** In order to be used, the quarterstaff must be wielded. Simply touching the staff is not sufficient.

**Q:** (1) Does the Heat Metal spell make metal armor and weapons so hot as to destroy them? (2) If so, does Resist Fire/

Prot. Fire protect the recipients items as well as their bodies?

**A:** (1) The spell indicates that armor and weapons can be destroyed, if they fail an item saving throw vs. fire. (2) Yes, it would protect equipment as well.

**Q:** The Fighter's Handbook introduces new weapons which see a lot of use in LC, especially the swashbuckler weapons. Are all of the FH weapons limited to fighters?

**A:** The weapons are not limited to just fighters. Unfortunately, I know of no updated list of which weapons are allowed to which class. Until such a list becomes available, I would suggest simply using common sense, and comparing each weapon to the most similar weapon in the PH.

**Q:** When a evil priest attempts to Turn a paladin, do they use the regular Cleric Turn Undead Table? If so, does this mean that "high" level evil clerics can automatically "turn" or "destroy" low level paladins?

**A:** Yes, they are turned as undead. At sufficiently high levels, this will be automatic. However, I would say that the paladins cannot be destroyed, only turned (The PH doesn't mention that they can be destroyed...).

**Q:** Usually, in order to bring someone back to life, the required spells must be cast at the table. Does Nulathoe's Ninemen affect this, and if not, what is the point of having Nulathoe's Ninemen?

**A:** Nulathoe's Ninemen does not affect this rule. The Ninemen would have an effect if, during the course of the module, it would take a significant amount of time to get back to Raven's Bluff. The Ninemen could keep the body "fresh" until the party returned

to a location where a raise dead could be purchased.

**Q:** Does a bit of flesh kept in a Jar of Preservation allow future resurrection or reincarnation? (assuming loss of the body of the deceased?)

**A:** No. These spells require a part of the body from the time of death.

**Q:** Is Waves of Weariness 3rd level (FRAdv.) or 2nd level (Wiz. Spell Comp.)?

**A:** 3rd level. FRA hardcover is still an official LC sourcebook, and thus takes precedence.

**Q:** If dual-classing provides no starting proficiencies for the new class, how does one purchase required proficiencies?

**A:** Well, usually these are granted as bonus proficiencies. If they are not, then they would have to be learned prior to Dual-Classing.

**Q:** (1) Do reincarnated specialist wizard humans who become elves or half elves become mages if the specialization is no longer allowed? (2) If an elf/half elf/human wizard comes back as a gnome, can he be an illusionist? (3) And how much do the special incenses that allow one to come back as the same race cost? (4) Finally, is the new gender random or is it chosen by the player?

**A:** (1) Yes. (2) Only if he was an illusionist before. (3) These are not normally available (they would have to be certified). (4) The player can choose.

**Q:** The spell "Boon of Lathander" lists a duration of 6 rounds but in the description it mentions only two rounds. So what is the actual duration of the spell?

**A:** Go with the 6 rounds.

**Q:** Two of the wizard kits allowed in the Living City campaign leave the assignment of a special benefit or hindrance up to the DM. The Academician and Militant Wizard mages (non-specialist wizards) call for a DM-assigned special hindrance. What are the details of these?

**A:** Academicians receive a flat +1 bonus to INT and WIS checks. Militant Mages' special hindrance is an inability to learn 8th and 9th level spells.

**Q:** What are the Living City rules regarding movement and spellcasting during the same round? The core rules are not crystal clear on this, but if casting is not considered a "melee attack", it appears that movement is not possible during a round in which spellcasting is performed. However, this can result in ridiculous situations in which a spellcaster is blocking a doorway and preventing his entire party from passing, in which touch spells are often useless, or in which a spellcaster cannot complete a spell because he is slightly off on line of sight.

**A:** Spellcasting is the primary action for the round, so minor movement may be considered the brief action. PCs may move for one segment, which for Living City will be considered 1/10th of their normal movement rate. This brief action may occur either before or after spellcasting, but must be declared during the intentions phase of the round.

**Q:** Are the powers of magical protective devices effective when the protective bonus of such devices have been lost due to

planar distance from their plane of origin?

**A:** No, for most magical items which have a "plus" bonus as well as other powers, the additional powers are considered subordinate to the bonus. When such an item is reduced to "+0" due to planar travel, its other powers are inoperative.

**Q:** Are spell-like abilities such as those possessed by fiends and some specialty priests considered spells for purposes of determining if protective magical devices or spells are effective against them?

**A:** Yes. For example, a scarab of protection could protect against the power word stun ability of a *glabrezu tanar'ri*.

**Q:** I was recently judging an event in which a PC possessed boots of flying, and the player tried to attack a hovering aerial opponent every round. On another occasion, we were not playing using the optional weapon speed factors rule, and a PC was making a full set of attacks per round as he flew past a dragon using these same boots of flying. He slew the dragon with nearly 200 points of damage, even though he and the dragon closed upon each other at a rate of over 50" per round. Can you help me understand how to adjudicate these situations in the future?

**A:** Most (if not all) of the boots of flying in the Living City campaign have a movement rate of 21" and an aerial maneuverability class of C. The core rules state that creatures which are flying with a maneuverability class of C are unable to hover, and must maintain forward motion to stay aloft. Further, aerial combatants moving with maneuverability class C may attack every

other round because it takes them a round to turn around between each pass.

On the matter of aerial melee combat against a dragon, it is important that you as judge fully understand the PCs' declared intentions in order to assign appropriate modifiers. For example, if a flying PC is barreling toward a swooping dragon with intent to strike it head on with his swords, it is reasonable to assign substantial THAC0 modifiers and/or require ability checks. As noted in an earlier issue, dexterity bonuses to Armor Class do not apply to aerial combatants unless their maneuverability class is either A or B. Additionally, perhaps an intelligently played dragon would choose to charge or overbear the PC.

**Q:** When on the Astral plane, one's intelligence effectively replaces one's strength. Will a magical item which augments strength (e.g. gauntlets of ogre power or girdles of giant strength) have any effect on the Astral plane?

**A:** No. These items augment physical strength, and that is of no consequence on the Astral plane.

**Q:** Repulsion, the 6th level wizard spell, states that it causes all creatures in a 10' wide path to move directly away from the caster. However, in the following sentence it says that, "Repulsion occurs at the speed of the creature attempting to move toward the spellcaster." Does it affect all creatures in the area of effect, or only those that are moving toward the caster?

**A:** Repulsion does not evaluate the direction of each target's movement. It affects all creatures in its area of effect (10' wide, extending for 10 yards/level of the caster), unless they are somehow immune to it.

**Q:** My character has a ring of free action, but when he fell

into quicksand the judge ruled that the ring would not help because its description seems to specifically state that it is effective against only three specific spells and when underwater. What is the scope of its power?

**A:** The ring has all the powers of the free action spell (PHB, 4th level priest spell). The spells listed are examples rather than a complete list, just as the example of being under water is also applicable under mud, in quicksand, etc.

**Q:** I have a rope of entanglement, what are the parameters of its power?

**A:** For this question we will use the approach described in Sage Advice to answer a similar question about a staff of the serpent. The rope of entanglement has 22 hit points, which is the rough equivalent of 5 hit dice, so its THAC0 is 15. Like the staff, once it binds an opponent, the opponent is held fast and cannot escape unless it has the means to innately teleport, become insubstantial, or somehow destroy it.

**Q:** Please clarify the powers of *Eldath's origami peace crane*. It isn't clear to me whether the peaceful magic radiates from the device or just appears in all areas within range. Also, the peace crane seems to have rather sweeping powers to change the personalities and behaviors of those who are exposed to it. As written, it would seem that a peace crane could be taken to the lowest of the lower planes and used to force reasonable agreements out of the most vile and depraved of creatures whose natures simply do not allow for such reasonability. Are there any limitations or controls on its powers?

**A:** First, the peaceful magic takes the form of rays of warm light which



emanate from the peace crane, so they do not fill up areas which are not in direct exposure to it. Second, in order to gain agreement the parties effected by the peace aura must have a means of surmounting any communication problems or they will eventually return to their predispositions. Further, the magic of the peace crane is not indefinite, and will wear off after one day. If at any time something occurs which could cause affected creatures to reevaluate the situation, a reaction check or another saving throw may be appropriate at the discretion of the judge. Last, the crane is considered enchantment /charm magic, and as such it is subject to planar alterations which affect such dwellers.

**Q:** (1) Can a druid still communicate with fellow PCs regardless the animal form they take (or must the animal be capable of speech-like a parrot)? (2) Is the druid now capable of communicating with animals of the same animal form he assumed or does he still require a "Speak with Animals" spell to be in use to understand them?

**A:** (1) The animal must be capable of speech. (2) He requires a speak with animals spell to be able to understand them.

**Q:** My dwarven character was reincarnated as a human. (1) Can he take a new kit? (2) Is he able to worship a human god or still a dwarven one? (3) Can I redo my stats?

**A:** You should try to make the reincarnated character as similar as possible to the previous character. However, some changes are permissible if required to bring the character in line with official AD&D & LC rules. For example, a human with an 18 Dex reincarnated as a dwarf would be allowed to move one point of Dex to a different stat, as dwarves are not allowed an 18 Dex as a starting attribute.

This means that you cannot take a new kit, and may have to switch priesthoods, depending on the god and races involved.

Since technically it is possible for a priest to change gods (at the cost of losing a level), I don't see a problem with a reincarnated character switching gods at the time of the reincarnation. Since half of all levels earned are lost at this point, I would count that as payment enough for switching gods.

**Q:** If a character abandons their kit for some reason such as dual classing and acquiring another kit or dual classing to a specialty priest or specialist wizard, do they forfeit the bonus proficiencies gained with that kit?

**A:** No. According to the Complete Fighter's Handbook, if a character abandons a kit he or she keeps the bonus proficiencies but MUST pay for them with the next available NWP slots until they are all paid for. Also, one cannot acquire another kit after character creation.

**Q:** I know specialty priests cannot take kits but druids have specific kits in the druids handbook. Are druids able to take these specific kits or are they in fact unavailable since druids are specialty priests?

**A:** Specialty priests CAN take kits, provided that (a) they are a single-classed specialty priest, and (b) their specialty priesthoods allow it (for example, the F&A contains a passage that disallows all the specialty priesthoods contained therein from having kits, unless a specific exception is made.) Druids, while considered a specialty priesthood for purposes of dual- and multi-classing, ARE allowed to have kits, provided they meet rules (a) & (b) above (that they are single-classed, and not a specialty priesthood from F&A).

**Q:** If I mount red dragon scales on elven chain, what will the penalties be to thieving abilities? Would an elven mage/thief be able to cast spells while wearing it?

**A:** If mounted on ANY armor less bulky than scale armor, it would provide the penalties of scale armor to thieving abilities and casting.

**Q:** Can I use the discus shield as a melee weapon?

**A:** No. It is a missile weapon only. In melee, it is a shield...

**Q:** What spheres do monks have access to?

**A:** Monks get the spheres listed for them on page 185 of F&A, plus the special spells listed for the specialty priests of their god -- provided that we allow those specialty priests in the LC campaign.

**Q:** If a Random Causality spell is cast upon a weapon with special damaging powers (vorpal sword, dagger of wounding, etc) , are these powers transferred to the random enemy who suffers the weapon damage?

**A:** I would say in all these cases, the end target would suffer the effect as if they had been the initial target of the attack.

**Q:** A fighter who multi-classes cannot use continuing specialization. Does this apply to multi-class monks also?

**A:** Assuming you mean a multi-class other than fighter/monk, yes.

**Q:** Could you explain which specialty priesthoods are allowed to multi-class?

**A:** The PHB indicates that specialty priests are allowed to multi-class only at the DM's discretion. The F&A and Demi-Human Deities books list which priesthoods are allowed to multi-

class in the entries for each specialty priesthood. So if it isn't listed as specifically allowed, you can't do it.

**Q:** Could you restate the rules for who is and isn't allowed to have a kit, be a specialty priest, or a specialty wizard?

**A:** (1) A single class character can both be a specialist and have a kit. (2) A multi-class character cannot have a kit, but may be a specialist. Gnome specialty priest / illusionists can actually have TWO specializations. (3) A dual-class character can either have a kit or be a specialist (either wizard or priest), but not both.

**Q:** It was stated under dual-classing that a monk-fighter dual class COULD use continuing specialization for martial arts because both classes could. Does the same apply to a fighter/monk multi-class character?

**A:** Yes.

**Q:** How long does it take a priest of Grumbar to use an innate ability to summon an elemental?

**A:** Unless otherwise specified, an innate summoning takes three segments, just like any other innate ability.

**Q:** Can you still think when under the effects of a hold spell?

**A:** Yes, thinking is not affected by a hold spell, only physical actions are.

**Q:** Can things (powers) that are an act of will be disrupted?

**A:** Innate abilities cannot be disrupted.

**Q:** Do lassos count as melee or

missile weapons?

**A:** I would suggest it is a missile weapon with a range of 10' (short), 20' (medium), and 30' (long). As a missile weapon, Dex bonus would apply.

**Q:** What limits are there on when a wizard can memorize spells?

**A:** The only limitation on when a wizard can memorize spells is that "The wizard must have a clear head gained from a restful night's sleep." This means that the wizard must memorize his spells sometime after a night's sleep, and before engaging in any strenuous activity, such as spellcasting or combat. So, nothing precludes waiting before memorizing a spell, other than the need to maintain a "clear head" until doing so. If something happens that causes stress to the wizard, it then becomes too late to memorize spells....

**Q:** The Selunite specialty priest spell Wall of Moonlight says that evil creatures suffer 2d10 points of damage when passing through while undead suffer 4d12 points of damage. If an evil undead creature passes through the wall will it suffer only the 4d12 or will it suffer 4d12 plus 2d10?

**A:** They would "only" suffer 4d12. Take the higher category, but don't add them together.

**Q:** Will the Favor of Salomne grant an additional attack in conjunction with the Selune specialty priest spell Moon Blade?

**A:** Yes.

**Q:** Can restoration be used to get back a Con point lost from a raise dead?

**A:** No, restoration can only be used to restore points lost to being drained in some manner (usually by a demi-human vampire).

**Q:** Can a specialty priest of Mystra use a quarterstaff of rapid magery? What about a ring of wizardry?

**A:** No, unless they are a dual-class priest/mage -- and then only for wizard spells.

**Q:** Does a Ring of Protection provide an AC benefit if I am using a magical shield?

**A:** No.

**Q:** With regards to the Chaos spell; (1) if a result of "wander away," occurs, can the player choose the manner in which to wander away (e.g. if a fly spell is active, can they fly away, or must they walk)? (2) If a result of "attack nearest creature," occurs, must the attack be a melee attack? Or should it be the most effective attack?

**A:** (1) If you wander away, it will be with either (a) current form of locomotion (if you are flying when chased, you will continue flying) or (b) most natural form of locomotion (humans tend to walk, for example), in that order. (2) With a result of "attack nearest creature," The attack will be in a manner appropriate to the attacker (mages will likely cast spells rather than engage in melee). The specific attack chosen is up to the DM, but will likely be something rather effective....

Send your Living City rules questions to [LCRules@RPGA.net](mailto:LCRules@RPGA.net)