

# Gateway To RAVENS BLUFF™, The Living City

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**Dedication:** To the present and future members of the RPGA Network, whose camaraderie and devotion to the gaming hobby will keep Ravens Bluff alive for many years to come.

# Welcome To Ravens Bluff



Welcome to Ravens Bluff, The Living City. Just off the coast of The Dragon Reach on the Sea of Fallen Stars, the city beckons to adventurers, promising to stir their imaginations. It is a city filled with memorable characters, fascinating shops and businesses, political intrigue, and, of course, adventure.

Opening the gates to our city you will meet Charles Oliver O'Kane, the lord mayor who has turned Ravens Bluff into a bustling seacoast city; Howard Holiday, the deputy mayor who has a network of spies headed by a somewhat civic-minded doppelganger; Lady Katharine Moorland, the half elf lord speaker of the Council of Lords who has a talent for magic; Ambassador Carraque, the city's senile building inspector; King, a dog that is more than a dog and is considered a hero in the city; and many more colorful personalities.

The city is also filled with many shops to browse through and spend your gold pieces in. Stop by Ye Who Dares, where you will find arms and armor at reasonable prices; The Sparkling Edge, a shop

that buys and sells gems; the Shod Talon, a tavern that caters to elves and half elves; and Ways Unknown, where you can find a guide who could lead you to adventure. We also present the city barracks, filled with officers and fighters (some of who are a bit barbaric), and Narwhal Manor, the city's customs warehouse. And in future issues of the POLYHEDRON™ Newszine and in other special Living City products you will find other businesses, characters, and events that you won't want to miss.

These buildings and personalities will fit right into your Living City campaign, or they can be used with other existing city campaigns. The adventure included in this product, "Rats!", also can be used in existing city campaigns.

DMs and players who use the material in this and future packs will learn there is as much adventure in a city as there is in any dungeon or wilderness setting. And there's just as much fun, too.

Ravens Bluff and the lands around it belong to the ROLE PLAYING GAME ASSOCIATION™ Network, an international organization of role playing game enthusiasts. The characters, buildings, and adventures in this Gateway Pack are created by Network members. In addition, Living City features appear in each issue of the POLYHEDRON Newszine, the official bi-monthly magazine of the Network. If you want to join the Network, fill out the membership form at the end of this product. The RPGA™ Network also sponsors Living City tournaments at GEN CON® Game Fair, which are open to members only. And the Network only will consider Living City material submitted by Network members. Submission guidelines appear at the end of this product.

The city is a changing environment. Events will take place in Ravens Bluff that will alter the political climate, affect the businesses there, and impact on the colorful characters presented in this pack and in the POLYHEDRON Newszine. These events can provide adventures for Living City campaigns and can inspire DMs to improve and change their own cities. The city will also grow.

In future products you will see guilds and new personalities, learn about the nearby druidic community, and discover the secrets of the tent town outside the city's gates.

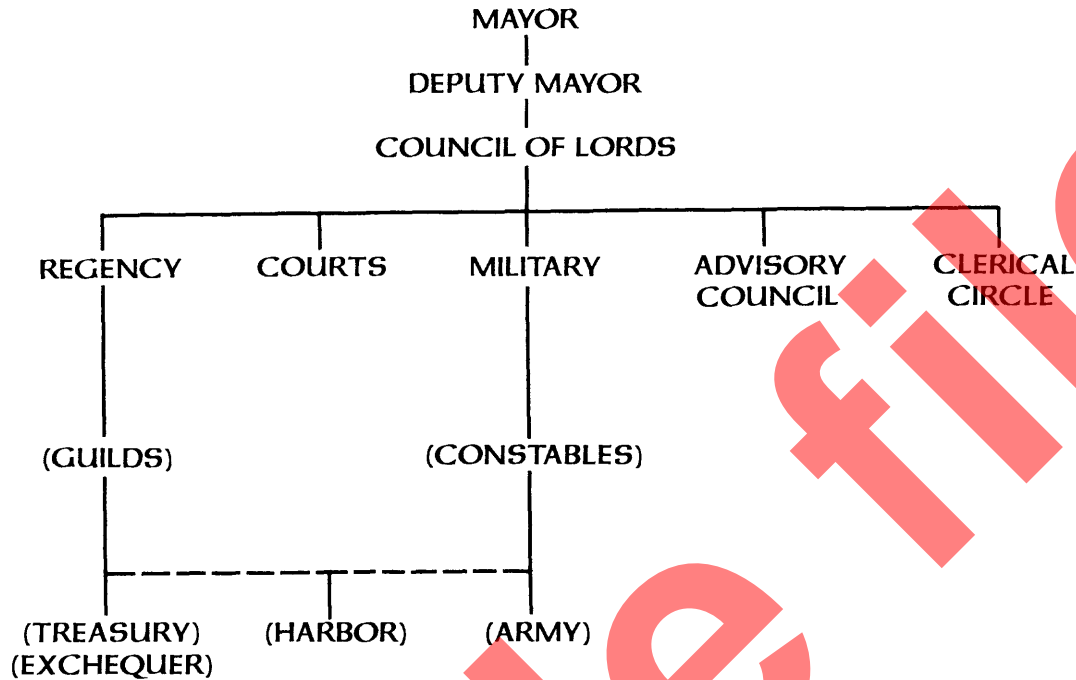
There is so much to explore that it cannot be contained in one product. Ravens Bluff is home to the rich, the poor, and all classes in between. Travel from the warfs, where you might chance upon some unsavory characters in a run-down tavern, to the merchants' district alive with activity. Visit "Smuggler's Town," a collection of buildings isolated on an island in the river, but be careful of your purse. Journey to the peaks southeast of the city where winged mounts bring important visitors to the city. Nearby is a collection of hill dwellings, cave-like homes occupied by an enigmatic and mixed group of people. And make sure you have time to walk by the waterfall—the one that sprouts from a fissure in the ground—not from a river. This is a city you can explore again and again.

This city is like no other presented in fantasy gaming material, because this city is not finite. Through the years more information about this city will become known and new personalities will be introduced.

And more is to come. There are plans to produce a quarterly Living City newsletter, the Ravens Bluff Trumpeter. This will contain up-to-date information on happenings around the city and information about key personalities. Although this product and each subsequent product involving Ravens Bluff can stand alone, to get the full benefit of all Ravens Bluff, the Living City, material you will need the POLYHEDRON Newszine, the Ravens Bluff Trumpeter, and our other special releases, which will be announced in the Newszine and the newsletter.

Don't miss out on all the activities and excitement. Stroll through the gates of our city. There's an adventure inside waiting for you.

## City Government Organization Chart



## City Government & Organization

### Non Player Character Officials

**Mayor:** Charles Oliver O'Kane  
**Deputy Mayor:** Howard Holiday  
**Council of Lords:** Mayor or Deputy Mayor (when present), otherwise Lady Katharine Marie Moorland (two-year term)

### Heads of Departments

**Regency:** Lord Thomas Raphiel, Lord Regent  
**Courts:** Tordon Sureblade, Lord Chancellor  
**Military:** Lord Marshal Gaius Varro  
**Advisory Council:** Lord Charles Frederik LaVerne Blacktree IV, Lord Speaker (two-year term)

**Clerical Circle:** SIRRUS Melandor, Chief Prelate, High Priest of Tyr

### Subdepartments

**Regent of Guilds**  
**Regent of Treasury**  
**Regent of Harbor**  
**Chief Constable**  
**Field General of the Army**

### Other Officials

Brasclan (Senior Constable; see *Rats!*)  
 Ambassador Carrague (Advisory Council)  
 Lord Russell Roland (Advisory Council)

**Guildmasters:** The NPC section contains descriptions of some, but not all, guildmasters in the city.

Arvin Kothonos (Merchants' Guild)  
 Thorm Sureblade (Independent Fighters' Guild)

### The Regency

#### LORD REGENT

The Lord Regent manages the departments concerned with the city's economic life. He has little policy-making power; rather, he implements policy as set down by the Council of Lords, of which he is a member. The Lord Regent's subordinates are carefully chosen and need little supervision from the Lord Regent. This leaves the Lord Regent time to handle the city's foreign policy. The Lord Regent's goals in this area are to persuade the remaining independent lords in the Ravens Bluff area to accept the authority of the city.

government, and to negotiate commercial treaties with the surrounding cities and realms.

Player characters may be asked to serve as bodyguards for a city ambassador on a diplomatic mission.

The current Lord Regent is Lord Thomas Raphiel. He is fully described in the NPC section.

## Regent of The Guilds

The Regent of the Guilds is a government watchdog and liaison to the guilds. By law, he has review and veto power over the official policy of all guilds, and it is his responsibility to ensure that each guild lives up to its charter obligations. In practice, the Regent is grossly overworked and seldom able to perform his duties in full. Most guilds evade the Regent's authority as much as possible.

## Regent of The Exchequer

The Regent of the Exchequer has several major responsibilities. He supervises the city's mint and regulates the amount of precious metal in its coins, suppresses (when possible) counterfeiting and coin clipping, collects taxes, licenses banks and moneylenders, and sees to the safety of the city's strongrooms and treasury. His department includes an ample number of clerks, collectors, and guards to enable it to fulfill its responsibilities.

The Regent is known as The Vulture, because of his bald head, hooked nose, and wizened body. He travels through the city in a sedan chair enclosed with purple curtains. A dozen guards accompany him. Player characters will almost never deal with the Regent directly. Large, ugly guards wearing the Exchequer's symbol, a pair of gold scales, are a common sight in the city. These guards are always on the lookout for tax-evading adventurers.

## Regent of The Harbor

The Regent of the Harbor oversees all harbor operations and sets the harbor regulations. Regulations must be approved by the Lord Mayor and the Council of Lords, the city's policy making body. In addition, the Regent of the Harbor commands the city's ships in time of war.

The Regent commands six subordinate harbor masters. The harbor masters are responsible for keeping the city's fleet in a state of readiness, operating the lighthouse, patrolling the harbor, collecting tariffs, inspecting and handling cargos, and serving as deputy fleet commanders in time of war. Harbor patrol is the most important duty. The patrol is maintained at all times. Ships are forbidden to enter or leave the harbor, load or unload cargo or passengers, or conduct any other business during the hours between dusk and dawn. The harbor patrol enforces this regulation strictly, although violations do occur (ships of the Merchants' Guild being the prime offenders).

With the constantly increasing importance of commerce in the city's economic life, player characters could find profitable employment in fighting pirates or smugglers on behalf of the Regent.

The current Regent of the Harbor is Lord Calvin Longbottle. He is fully described in the NPC section.

## The City Courts

The city's court system is based upon both customary usages and the enactments of the Council of Lords. Prior to the current government, the independent lords of the region each dispensed justice in his own way. A new legal system was needed to ensure justice to the city's rising population while at the same time respecting the feudal rights of the city's lords. Fortunately, the government found a Chancellor who had a keen legal mind as well as unquestionable integrity. It is the Chancellor's duty to revise the laws and assemble them into a coherent

whole. He also serves as judge in the most important court cases.

The current Chancellor is the paladin Tordon Sureblade. He is fully described in the NPC section.

## The Military Structure

The army of Ravens Bluff is composed of contingents from the feudal armies of the city's lords. In time of war, the lords are expected to serve as officers in the city's army, leading their own followers. Overall command of the army is vested in a Lord Marshal chosen by the Council of Lords. The Lord Marshal chooses a Field General of the Army as his deputy. Most adventurers will have few encounters with the Lord Marshal or the Field General. Since the army is largely feudal, adventurers (except the unlucky victims of the occasional press gang) have no military obligations to the city.

The Lord Marshal is also nominal commander of the city's police force, raised from among the city's citizens; the Chief Constable actually handles this task on a day-to-day basis. There is never any shortage of work for the Chief Constable and his police. Obviously, player characters should avoid any disputes with them.

The Lord Marshal Gaius Varro and the Chief Constable, Rolf "Sunny" Sunriver, are fully described in the NPC section.

## The Council of Lords

The Council of Lords, headed by the Lord Mayor, is the policy making body of Ravens Bluff. The current Lord Mayor is Charles Oliver O'Kane, who won his post in the Champion's Games. The Mayor has announced an ambitious plan for the future development of the city, and the Mayor is already being hailed as the city's greatest statesman.

The Lord Mayor and his subordinates set the agenda for Council meetings, and the Mayor speaks first in both pub-