The Living City Rules Compendium

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INTRODUCTION

Living City tournaments are held at conventions throughout the world. RPGA Network members play their own characters in these events. The more tournaments you play, the more levels, power, and wealth your character gains.

You are responsible for keeping a copy of your character and a list of all the items, wealth, and experience points earned during adventures. Characters receive items and experience points for participating in sanctioned Network tournaments and other Living City events such as sanctioned interactive games. No character can advance more than one level in a round of tournament play.

Any use of Living City tournaments without written Network approval is prohibited. All members can play tournaments, but meta-tournament aspects of the campaign are open to Guild-level members only.

All characters must fit the most recently printed AD&D 2nd edition rules and the Living City house rules presented here. If an optional rule or rule book is not listed here, it is not allowed. Occasionally, changes may be made which might affect your character. Such revisions are not made arbitrarily but with game balance in mind. Exceptions to the most recent version of these guidelines must be documented with official Living City certificates and/or a signed letter from RPGA Network Headquarters. Network HQ will serve as the final authority of rules for the Living City campaign.

Character classes available:

Warriors: Fighters, Rangers, and Paladins are allowable classes.
Wizards: Wizards can be mages, specialist wizards, or elementalists (from the Tome of Magic).
Priests: Clerics, druids, crusaders, monks, and specialty priests are allowable classes;. Crusaders and monks are described in Faiths & Avatars. All priests must adhere to the rules outlined in the *Player's Handbook* or *Faiths & Avatars*. All priests use the experience level tables in the *Player's Handbook*.
Rogues: Thieves and bards are permissible character classes. Bards must be human or half-elf and must comply with all rules listed in the *Player's Handbook*.

Races

The following races from the *Player's Handbook* are available for new characters: human, half-elf, elf (gray, high), halfling (hairfoot, tallfellow, stout), gnome, and dwarf. The race variants and racial kits detailed in the Complete Handbook series are not part of the Living City campaign.

Creating a Character

1. You have 84 points to assign to your character's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Regardless of race, initial ability scores cannot be lower than 6 or higher than 18. This limit can be exceeded only through the use of powerful magic. Characters who somehow achieve 19 intelligence do not gain immunity to first level illusion spells. Do not apply racial or age adjustments to your character's attributes; the character's statistics are "adjusted" when you assign your 84 points.

Warriors purchase an 18 strength with 18 points. They purchase one point of exceptional strength for the first ability point after 18, and 10 points of exceptional strength for each extra ability point spent, to a maximum of 18/00. For example, Sally's warrior character has an 18/01 Strength; it cost the warrior 19 attribute points (18+1=19). Strength of 18/91 would cost 28 points; an 18/00 would cost 29. If she doesn't spend any points for exceptional strength, her warrior has an 18 Strength, not an 18/01.

2.Your character begins at 1st level and must meet the required minimum statistic scores for his or her class listed in the *Player's Handbook*. For example, a bard must have a Dexterity of 12, Intelligence of 13, and Charisma of 15.

3. Select weapon and non-weapon proficiencies. Living City characters possess non-weapon proficiencies, but not secondary skills. Bonus non-weapon proficiencies for Intelligence are gained normally.

Languages are chosen as non-weapon proficiencies. PCs speak their native language for free. Non-humans must buy "Speak Common." Non-humans must buy their other languages from the list given under their racial descriptions. PCs cannot Read/Write any known language unless they spend the necessary proficiency slots.

Non-weapon proficiencies may be chosen from the following sourcebooks: *Player's Handbook, Complete Thief's Handbook, Complete Ranger's Handbook, Complete Paladin's Handbook*, and *Complete Bard's Handbook*. Unless a cost for crossover groups is specified, all proficiencies from Complete Handbooks are allowed only for the class to which the book pertains.

4. Choose an alignment. Living City player characters are limited to Lawful Good, Neutral Good, Chaotic Good, Neutral, and Lawful Neutral. Druids must begin play as true Neutral, and remain so throughout their career. Since rangers must be good, ranger/druids are not allowed.

5. Calculate Hit Points. Living City player characters have maximum hit points at first and second levels. Hit points for high Constitution scores are added to this. For example, Sally's second level warrior with a 16 Constitution has 24 hit points. After second level a character receives half maximum hit points. Her warrior will have 31 hit points at third level.

6. Characters begin with maximum gold pieces for their classes; 200 for a fighter, ranger, or paladin; 180 for a cleric or druid; 120 for a rogue; and 50 for a wizard.

Choose one non-standard mundane item: such as a bag of marbles, a pouch of tobacco, or a cookbook. Valuable items such as traveling spell books are not mundane items.

Select a kit, if one is desired. See the Kit chart at the end of the Character Generation Text for a complete listing of all kits available to the Living City campaign.

Choose spells. Mage spell books contain four 1st level spells of your choice. Specialist wizards cannot have spells from an opposing school. Bard's spell books contain two 1st level spells. Wizards add three spells to their spell books upon gaining a new level, and bards add two spells upon reaching a new level. These spells may be of any spell level that the PC can cast, so an 8th level wizard can choose 1st through 4th level spells.

Retirement

When any character gains 13th level, or 1,125,000 total experience points (whichever comes first), the player must retire it from Living City tournament play.

Skills and Class Specifics

Players using kits, skills, and items from the Complete Handbook series are responsible for bringing those works to each tournament table for the judge's reference.

Warriors

Weapon specialization: Only single-class fighters (not rangers or paladins) may choose to utilize weapon specialization. Specialization is unavailable to multi- or dual-class fighters. No fighter may choose more than one weapon in which to specialize. Free weapon specializations granted by kits count as the character's one specialization. Double specialization is disallowed. All specialization must adhere to rules listed in the *Player's Handbook*.

Parrying, as described in the *Player's Handbook*, may be used.

Most weapons, equipment, and non-weapon proficiencies from the *Complete Fighter's Handbook* are allowed, but combat rules (including ambidexterity, weapon styles, and weapon group proficiencies), samurai weapons, firearms, and new armor types are specifically excluded.

Wizards

Wizard spells may be selected from the *Player's Handbook*, *Tome of Magic*, or *Forgotten Realms Adventures*. Metamagic, wild magic, and spells from the *Complete Wizard's Handbook* are not allowed.

Priests

Priests may worship any non-evil deity found in the Forgotten Realms boxed set or *Faiths & Avatars* book, but may not worship a "designed faith" from the *Complete Priest's Handbook* such as War, Agriculture, or Magic.

Specialty priests may select one of the following gods from *Forgotten Realms Adventures* or *Faiths & Avatars*: Azuth, Chauntea, Denier, Eldath, Gond, Helm, Ilmater, Lathander, Lliira, Mielikki, Milil, Mystra, Oghma, Selune, Silvanus, Sune, Tempus, Torm, Tymora, and Tyr. Specialty priests may choose to follow the class abilities given in either *Forgotten Realms Adventure*s or *Faiths & Avatars*. In addition, all priests (not just specialty priests) of one of these named powers may use the spells given in Faiths & Avatars. Only priests of a certain god can use that god's spells; for example, only priests of Oghma can use the Oghma spells.

Demi-human specialty priests may choose instead any non-evil elven, dwarven, gnomish, or halfling deity as presented in the *Monster Mythology* handbook. Such specialty priests must be of the race of the deity (half-elves are elves), and must adhere to the requirements listed in *Monster Mythology*.

Spells for clerics, druids, and specialty priests can be found in the *Player's Handbook*, *Forgotten Realms Adventures*, and *Faiths & Avatars*. All priests have minor access to Tome of Magic spells. Combine spells, Quest and faith spells, and spells from the *Complete Priest's Handbook* and *Complete Druid's Handbook* are disallowed.

Material components are required for any wizard or priest spells normally expensive to cast.
New weapons from the C*omplete Priest's Handbook* may be used (except nunchaku).

Barehanded Combat

The Living City campaign allows barehanded combat, using the unarmed combat rules from the *Dungeon Master Guid*e and the *Complete Fighter's Handbook*, including specialization in unarmed combat styles and martial arts. No other unarmed combat rules will be used.

House rule: No weapons may be used, no gloves worn, no items worn on the hand or carried in the hand that change the damage done

may be used in barehanded combat. Items that change strength without being worn on the hand can be used in barehanded combat: e.g. *girdles of giant strength*.

Unarmed combat specialization is available to all characters, but only single-classed (not multi- or dual-classed) fighters or monks may specialize in more than one form as described on pages 77-78 of the *Complete Fighter's Handbook*. In addition, these characters may use continuing specialization. However, when such a specialist changes classes (as in dual-class) the character must henceforth abide by the restriction of the new class, even after the character exceeds the level of the first class.

Multi-Class and Dual-Class Characters

Multi-class characters are allowed as listed in the Player's Handbook. Multi-class characters may choose to be specialty priests,but they may not possess a kit, weapon specialization, or be a specialist wizard (except that gnomes may be multi-classed illusionists).

Becoming a dual-classed character costs experience points equal to half what it would take to reach 2nd level in the new profession. These experience points "buy" the new class. For example, Steve has created a human fighter who seeks to become a wizard. It takes 2,500 experience points to be a 2nd level wizard, therefore Steve's fighter must spend 1,250 to buy the wizard class. The fighter spends the experience points, which are erased from his experience point total, and is now a first level wizard. If the fighter began with an 18/51 Strength, he continues to possess that exceptional strength. If the character had been begun as a wizard, no exceptional strength would be possible.

Dual-classed characters must follow the rules for dual-classing as given in the Player's Handbook, plus the house rules given here.
A character may acquire up to two classes in the Living City campaign, as long as the character has the ability scores.
Alignment restrictions must be observed.
Bards may never dual-class.
All experience points gained now apply to the new class. If your character uses skills, spells, non-weapon proficiencies, or other special abilities of his previous class, the experience point award for a particular adventure does not count. Dual-class characters can possess only one of the following: class kits, specialist magical abilities, or specialty priest abilities. A cutpurse (thief kit) who switches to illusionist loses the kit abilities possessed as a thief; such specialized skills atrophy.

Purchasing Equipment

PCs can purchase weapons, armor, supplies and other materials at the prices listed in the *Player's Handboo*k. These purchases should be made outside of tournament play, though certain tournaments might offer opportunities to purchase goods. Additional items may only be purchased from *Forgotten Realms Adventures*, *Arms and Equipment Guide*, and certain of the Complete Handbook series (Fighter's, Thief's, Wizard's, Bard's, Ranger's, Paladin's, Priest's). No other books contain items for purchase in the Living City campaign. Magic items are acquired only through tournament play and at special RPGA convention activities. Trading among PCs is welcome.

Kits Chart A kit may be acquired at the time of character creation by single-classed characters only. They do not increase starting wealth. Kits cost the character 10% of all experience gained through adventuring. Kits are described in the respective Complete Handbook. The following kits are allowed:
Fighter Amazon, Barbarian, Berserker, Cavalier, Gladiator, Myrmidion, Noble warrior, Swashbuckler, Wilderness warrior
Ranger Forest runner, Giant killer, Mountain man, Pathfinder, Sea ranger, Seeker
Paladin Chevalier, Divinate, Errant, Expatriate, Medician, Miltarist, Squire, Votary
Wizard Academician, Amazon sorceress, Militant wizard, Patrician, Peasant wizard
Priest Amazon, Barbarian/Berserker, Nobleman, Peasant, Scholar
Druid Hivemaster, Natural philosopher, Wanderer
Thief Beggar, Burglar, Cutpurse, Investigator, Scout, Smuggler, Swashbuckler, Swindler, Troubleshooter
Bard Gallant, Gypsy, Loremaster

Legal Rulebooks in the Living City Campaign

- The Living City Character Creation Guidelines (available on this site)
- The Living City Judge Guidelines (attached to every tournament)
- Player's Handbook
- Dungeon Master Guide
- Complete Fighter's Handbook (parts, as described in the character creation guidelines)
- Complete Priest's Handbook (parts, as described in the character creation guidelines)
- Complete Wizard's Handbook (parts, as described in the character creation guidelines)
- Complete Thief's Handbook (parts, as described in the character creation guidelines)
- Complete Bard's Handbook (parts, as described in the character creation guidelines)
- Complete Ranger's Handbook (parts, as described in the character creation guidelines)
- Complete Paladin's Handbook (parts, as described in the character creation guidelines)
- Complete Druid's Handbook (parts, as described in the character creation guidelines)
- Tome of Magic
- Forgotten Realms Adventures
- Forgotten Realms boxed set (hardly any rules here, though)
- Faiths & Avatars (note that not all gods are allowed to have specialty priests in LC)
- Monster Mythology (only non-evil deities of allowed character races are allowed)
- Arms & Equipment Guide

Character Creation and Stats

FLYING AND DEXTERITY

Q: Do you get a dexterity bonus when flying?? Does the maneuverability class of the type of flying make a difference?
A: Flyers with a maneuverability class of A or B get a dex bonus to AC. If your maneuverability class is worse, then you lack the airborne agility necessary. (10/98)

KITS

Q: Can you acquire a kit after character creation?
A: No. Once a character is created the time to select a kit is past unless they dual-class and then select a kit for the new class. (6/98)

RACES

Q: I have seen some half-orc certificates. Is it possible to play a half-orc character?
A: You can play a half-orc as long as you play them as a normal human (as far as the rules go) who just happens to have some orc blood in their background. Only certificated half-orcs have any orc-like abilities. (2/98)

STAT MINIMUMS AND MAXIMUMS

Q: In Living City, Are the racial minimums that are stated in the players handbooks supposed to be followed?, Of course the obvious argument against that question would be if the minimums are enforced why aren't the maximum's allowed?
A: Yes, Table 7 in the PH is supposed to be followed. The maximums *are* allowed -- but this doesn't mean much, as racial ability adjustments are *not* used. This means that the actual min/max for a race is what is listed in Table 7 -- i.e. no race can have a stat over 18.
The restrictions on starting characters are thus: Dwarves cannot have an 18 Dex or Cha, and halflings cannot have exceptional strength or an 18 Wis. Minimums are as listed in the table, or a minimum of 6, whichever is greater. (1/22/98)
Q: For example, I personally have seen an elven character PC with a "6" in both Int and cha, when the players handbook clearly states that an elf character must have an "8" in both of these stats.
A: This character is in violation of the rules. (1/22/98)

STATS OVER 18

Q: Do characters that have an intelligence or wisdom higher than 18 get the benefits as listed in the PHB?
A: No, in LC there are no benefits such as immunity to illusion or spells from extra high statistics. (November 1997)

Demi-Humans

LEVEL LIMITS

Q: Are demi-human racial class and level limits (table 7 from the DMG) used in LC? If so, what happens when this limit is reached.
A: Yes the level limits are used. We are also using the exceeding level limits modifiers for exceptional ability scores. Once this level is reached, the character is retired. For example, a halfling cleric with a 17 wisdom would retire upon reaching 10th level. (6/98)

WEAPON USAGE

Q: If a gnome, halfling or other size S creature uses a bastard sword with 2 hands (the only way they can use it), do they use 1-handed or 2-handed damage stats?
A: 1-handed. (6/98)

HALF-ELVES AND ELVEN RACES

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.(8/98)

Warriors, Paladins and Rangers

PALADINS AND RELIGION

Q: Which deities am I allowed to follow if I want to have a paladin character?
A: This has gone around a couple of times but the most logical answer I have heard comes from Robert at HQ (amazing!). The deity needs to be of good alignment (except Helm) and allow Lawful Good followers since the paladin must be LG. The list includes: Chauntea, Deneir, Eldath, Helm, Ilmater, Lathander, Mielikki, Milil, Mystra, Selune, Sune, Torm, & Tyr. (September 1997)

PALADINS AND KITS

Q: In the Living City, are rangers and paladins allowed to use the fighter-class (Swashbuckler, berserker, etc.) kits? Thanks.
A: Yes, paladins and rangers can use the kits from the Complete Fighter's Handbook as appropriate (10/97)

PALADINS AND MAGIC ITEMS

Q: What constitutes an item when determining how many items a paladin is capable of owning?
A: All paladins must adhere to the AD&D 2nd edition rules, as stated in the Living City character creation guidelines. This means that LC paladins are limited to 10 magical items. Of the ten, a paladin may possess one suit of magical armor, one magical shield, four magical weapons, and four miscellaneous magical items.
For the Living City campaign, a case of bolts or a quiver of arrows count as one item; cases and bolts hold 20 missiles. Missiles with special powers, such as arrows of direction or slaying, count as individual items. Up to 10 potions of exactly the same type count as one item. Potions of different types count as different items. (March 1997)
Q: I am playing a paladin and want to act ethically, as a paladin and as a LC player, when it comes to getting magic items. So I wish to get your opinion on various scenarios. Say I have a shield +1, and one of the rewards of the module is a shield +2. I cannot own both. So.... !1) Can I take the shield +2 and put the shield +1 into the party treasure in its place? (2) Can I take the shield +2 and immediately donate the shield +1 to my temple or an NPC organization? (3) Can I take the shield +2 and immediately give the shield +1 to another PC at the table? (4) Can I take the shield +2 and immediately give the shield +1 to another PC not at the table?
A: 1) Yes (2) Yes (3) Sometimes - if this is transactionally equivalent to #1 (4) No. The "rule of thumb" is that when at the beginning (when the player sits down) and at the end (when the player leaves the table) of each event the paladin must be at his 10-item limit. Usually he must abide by the limit during events as well, but there are some exceptions (such as being tasked to carry an item, etc) that might legally temporarily put a paladin over the 10-item limit. There is also the question of overall pattern of activity of the paladin. If a paladin regularly chooses option (3), and always gives the items to the same individual whenever they play with them, then this would seem to be an abuse of the spirit of the 10-item rule. (10/98)
Q: I recently came across a paladin with a set of gauntlets of orgillion strength. The paladin was counting these as a weapon slot in his paladin restrictions. Is this legal?
A: No, Gauntlets of ogrillon strength count as a miscellaneous item. (7/98)

PALADINS AND TURNING

Paladins who are turned by priests of an evil nature will be TURNED (as in retreating at top speed until they are out of sight of the priest) and are unable to approach the priest in question for 1 turn/ level difference in the levels of the priest and the paladin.
So.. 5th level paladin turned by a 9th level priest.
Round 1 - runs at top speed in the opposite direction until out of sight of the priest.

Round 2 - must remain out of sight of the priest for 4 turns.

PALADIN HOLY SWORDS

This sword comes from the Complete Paladin's Handbook, so the parts of the CPH referring to it apply to the sword.
Q: Is the Holy Sword +10 vs. Chaotic Evil?
A: The Holy Sword that we have given out, the "sword +3, purifier," is not +10 to damage versus CE opponents. Pg 16 of the CPH says that the Holy Avenger is +10 to damage CE opponents, and this is not a Holy Avenger. This sword, as described on page 82-83 of the CPH, is +3, +5 Vs undead. (10/21/97)

RANGERS & KITS

Q: In the Living City, are rangers and paladins allowed to use the fighter-class (Swashbuckler, berserker, etc.) kits? Thanks.
A: Yes, paladins and rangers can use the kits from the Complete Fighter's Handbook as appropriate (10/97)
Q: Are we allowed to play a ranger character with the berserker kit?
A: There isn't anything in the rules that says you can't. Would be a bit unusual, though.(10/98)
Q: Can the Ranger class be used in place of the Fighter class in a multi-classed character? Can you be a half-elf Ranger/Mage or Ranger/Thief?
A: No. the only legal multi-class ranger combo is the half-elf ranger/cleric. (10/98)

RANGER/DRUIDS

Q: I was wondering if it is allowed to be a Ranger/Druid specialty priest of Mielikki?
A: The Living City house rules supercede any published AD&D rules and source material when there is a conflict. No, druid/rangers are not allowed in Living City. (10/21/97)

RANGERS & ELVEN CHAIN

Q: Rangers can wear up to studded leather and still use the two-weapon style of fighting with no penalties. Can they wear elven chain since it is both lighter and less restrictive than either leather or studded leather?
A: Yes. (3/98)

Priests, Clerics and Specialty Priests

SPECIALTY PRIESTS

Q: Can specialty priests of Mystra keep spellbooks of their own? If so, are they governed by the "Max # of spells per level" intelligence ability limit?
A: They can certainly "own" a spellbook, but they can't write spells to it. I would suggest that the various certed spellbooks are perfect for this. They don't have to worry about the intelligence limit.(11/98)
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.(8/98)
Q: The description in F&A states that Silverstars get +1 to attack and damage when using a moon's hand mace. Is this cumulative with the bonus from a magical weapon (would a +2 moon's hand mace be effectively +3?)
A: The weapon acts as a +3 mace for attack and damage in the hands of your character. (9/98)
Q: This question is about the number of WPs that Joydancers can put into their unarmed combat. They get free specialization in punching or wrestling at level one. Can they save their initial WPs and use them to continue specialization as per the complete priest's handbook's rules? (Using one slot at level 2 and the other at level 3.)
A: No, saving proficiency slots is not an option. The PH states that all beginning proficiency slots must be used, any unused slots are lost. (10/98)
Q: F&A says they may spend another WP at level 6. Is this free as the monk's extra WPs are or is this the Joydancer's only chance to continue specialization?
A: It is a free proficiency. (10/98)
Q: Please explain the correct wording for the Loremaster (insofar as being specialized in wrestling). I believe the writers intended to word it like the description of the Lliiran Joydancers, personally, but an official interpretation is called for.
A: It costs a Loremaster one slot to specialize in wrestling. This gives the loremaster a +2 chart bonus, rather than the normal +1.. (10/98)
Q: Does the specialty priest of Tempus battlerage ability affect unwilling targets?
A: The target must be a willing recipient. Willing recipients automatically receive the battlerage. Unwilling recipients automatically avoid the effects.(11/98)
Q: Is playing a multi-class specialty priest of Mielikki/mage allowed? A half-elf can be a specialty priest/mage…
A: Um, no. The character really isn't a specialty priest. They are still a ranger. (11/98)
Q: 1) If a Mystran priest casts anyspell and then a wizard spell at the temple of Mystra, does the wizard spell get maximum effect? 2) How long does it take a Mystran priest to "read" the wizard spell for anyspell? Is it normal memorization times, or 1 round of speed reading, no matter what the spell level?
A: 1) No. 2) After the anyspell is cast, it takes 1 round to read. The spell can then be cast on the following round. So, if you are trying to do this in combat, you are looking at 3 rounds of action to get the wizard spell off. (11/98)

Q: Can a Mystran multi- or dual-class priest/wizard cast wizard spells normally in dead or wild magic zones?
A: No, just priest spells. (11/98)

ARMOR RESTRICTIONS

Q: If I was to have a human fighter dual class to a specialty preists of Illmater would I be able to wear armor even though they are normal not able to? What about if I was a multi-class fighter / specialty priest of Illmater?
A: If dual-classed, you would lose XP for any adventure in which you wore armor. If multi-classed, you could wear armor without an XP penalty. However, if the specialty priesthood says "no armor," then wearing armor prevents spellcasting and that is that.(1/9/98)

DECLARING A DIETY

Q: Is it OK for a priest character to have no declared diety?
A: Clerics can get away without committing to a god until 5th level, because 1st and 2nd level spells do not have to come from a diety directly, they come from training and "the ether". When a priest needs 3rd level spells, he or she has to choose a deity because 3rd and 4th level spells come from minor intermediaries of the deity. So, a cleric can choose to worship "good gods of the Realms" for a few levels, and settle on one later. It's a loophole, but there it is. However, a specialty priesthood must be chosen at the beginning. (6/98)

CHANGING FAITHS

Q: If a specialty priest loses faith in his chosen god, can he change to another? Say, a specialty priest of Torm becoming a specialty priest of Helm. Also, in the Faiths and Avatars, it says the cleric loses experience points to put him/her in the midrange of the level below his or her current level. And if this is okay, can one use a *restoration* spell to regain the lost level since it reverses any previous life energy level drain of the creature by a force or monster. A god would seem to qualify as a "force."
A: If a cleric (specialty priest or otherwise) changes gods, the following happens:

- Immediate loss of a level, placing the character at the midrange of the previous level. This level cannot be gained back by use of a *restoration* spell or other magic. It must be regained through experience earned.
- If the character wishes to become a specialty priest of another god, they must spend the next year (real-time) of adventuring earning only half experience. During this time the character is "on probation" with his new god.
- The character can never return to the graces of his first god, in any priestly or paladinic class. Gods hate fickleness.
- Any character who who attempts to switch gods a second time is stripped of ALL clerical spells and granted abilities, and can never regain them. Gods *really* hate fickleness. (1/22/98)

These rules also apply to paladins who change gods as well. (1/22/98)

ELEMENTAL SPECIALTY PRIESTS

While these priests will be allowed into the campaign as of Winter Fantasy 1999, there are a few specialty priests with certificates in the campaign currently. Many have reached the level that they can summon an 8-HD elemental. For purposes of the LC Campaign, this elemental is the same elemental each time and if KILLED during an event, then a +2 weapon or armor must be sacrificed at that event for the elemental to return to the character, otherwise they must gain TWO levels as a priest before they are allowed to summon another. (6/98)

EXPERIENCE

Q: If a multi-class Fighter/Cleric were a member of the Clerical Circle, is the 10% of experience penalty committed to time spent in Circle duties applied to experience earned for both classes?
A: Yes.(11/98)

DWARVEN PRIESTS

Q: 1) Specialty priests of Garl Glittergold have to take axe as their first weapon proficiency. Can a multi-class Specialty Priest/Thief take hand axe to use in backstabs? 2) Do rangers in LC get survival in their primary terrain as stated in the Rangers Handbook?
A: 1) Yes. 2) Yes. (11/98)

HALF-ELF PRIESTS

Q: Tell me about half-elves and being specialty priests, please!
A: The ruling for half-elves was made to be very simple and to cause the least amount of character changes while staying with in the rules presented in the F&A. A half-elf character whose upbringing is with humans and whose racial "free" language is common, can be said to have been brought up human and may select any deity from within the F&A. A half-elf character brought up with elves that speaks elven as their native tongue must select an elven deity or one of the F&A deities that specifically allows half-elves. This seems fair, open and hopefully does not adversely affect too many characters. (2/98)

CRUSADERS AND MONKS

Q: Can Crusaders and Monks follow non-evil F&A deities that do not have Spec Priests in LC? (other examples could be a Monk of Kossuth or Crusader of Grumbar) I realize that the character would not have access to religion-specific spells or abilities.
A: Crusaders and monks can follow gods for which we do not allow specialty priests, but the priesthood description in F&A or P&P must state that monks are part of the clergy. (1/9/98)

Q: Are LC characters allowed to become priests and crusaders (not specialty priests, and without use of the special spells) of the non-evil gods found in Powers and Pantheons without needing certs and the like? If so, would they be allowed to use the nonweapon bonus proficiencies given to members of the clergy? Thanks.
A: You can become a cleric (not specialty priest), monk, or crusader of a god listed in Powers & Pantheons, if the god allows such in his clergy (for example, the Red Knight specifically allows crusaders). The character does not gain the bonus proficiencies, however. Basically, you are simply a generic cleric or crusader. Your choice of a P&P god is a purely role-playing thing, as it grants no additional benefits or restrictions. (3/98)
Q: Can the Crusader class be substituted for the Cleric class in multi-class combinations?
A: Yes. (7/14/98)
Q: Are half elfs allowed to be crusaders in LC? The F&A states that half elves can be crusaders if the dm allows. So, are we allowed?
A: Half-elves are allowed to be specialty priests of any god that allows human specialty priests, provided that the half-elf was raised in human society and takes common as her native tongue. Crusaders are a version of specialty priest. Therefore, half-elves can be crusaders. (3/98)
Q: Can Crusaders of Shaundakul (if allowed) be half-elven? F&A does not list half-elves under the Church, but does allow half-elven spec priests. Also, the Crusader class has half-elf marked with a dagger under "Races Allowed."
A Yes, since half-elven specialty priests are allowed. (1/9/98)
Q: Do Crusaders and Monks have access to the special spells of their gods from F&A? Can Crusaders of a specific god use their spells if they are not in the normally allowed spheres of crusader? Can I be a multi-classed monk or crusader instead of cleric?
A: Yes, as long as the deity is one that has allowed specialty priests in the campaign. Crusaders of a specific god can use the specialty spells of that god even if they are not in the normally allowed spheres for a crusader. The same thing is true for monks and generic clerics as well. Yes, you can substitute monk or crusader for cleric in a multi-class character. However, the god chosen must allow crusaders or monks of the appropriate race. (6/98)
Q: A Living City character can have only one of: Kit, Specialty Mage, Specialty Priest. Previously, you said that druids are considered specialty priests for this purpose. Are monks, and crusaders specialty priests for this purpose?
A: Yes. Gnome illusionists are, as always, the exception. (7/98)

COMMANDING UNDEAD

Q: Can characters in the "LC" setting command undead, and how would this be treated? Would the undead be a henchmen?
A: Priests in the Living City can command undead as per the descriptions in the animate dead spell or the Turn Undead section of the DMG. This does not carry from one tournament to the next, however, since the commanding of undead by Turning them is temporary, and the animate dead spell has a duration.

Druids and Druidic Powers

DRUIDS AND AGING

Q. An exorbitant amount of druids have gone under a dramatic age change. They have been youthened to ages around 5 to 8 years old. It is an interesting maneuver, but the PCs have been using this as an excuse to act as children. Not role-play characters to act as them, but have the characters at the mental age equal to their physical age. I don't mind the role-play, but when 'children' start going into bars, demanding alcoholic beverages and casting spells at bartenders for not complying, this violates the Neutrality of Druids. This is a chaotic Neutral act (and only one example of many). What should we , as GMs, do when this occurs?
A. Interesting, but why limited to druids? Is it a fad? Because it is magical aging, the mental acuity remains (I think). As for the bar thing, there is no law in LC against serving alcohol to minors. However, there are laws against casting spells on the populace, and in a bar there are lots of witnesses. Have such characters arrested and fined for casting magic on people (when it violates the law of course -- one can cast as many light spells on someone as they want, but cannot cast a charm person at all). (9/16/97)

DRUIDS AND ALIGNMENT

Q: What happens when a druid, whether by accident or deliberately, does not stay neutral in alignment?
A: The druid would lose all druid spell-casting and granted abilities. Which would mean either turning into a fighter with d8 hit dice and a really poor THACO, or b) changing gods (with the attendant penalties) to one that allows followers of the new alignment.(11/98)
Q I have also had arguments about alignment. It seems that most of these Druids are under the belief that one good act plus one evil act equals neutrality. An evil act is an evil act. What should we do then?
A. If we were to prohibit evil acts in this case, then druids could not do good acts without endangering their neutrality. It is up to you as DM as to whether the druid is STRIVING TO MAINTAIN BALANCE or just manipulating the rules. Druids should act according to their tenets, not just to use the rules. (9/16/97)

DRUIDS AND SHAPECHANGING

Q: I was told that when a druid reaches 7th level he/she must choose the specific shapes that the druid can turn into, I was under the impression that a druid could choose to be one bird one day, and a different bird the next day, can you please clear this up for me?
A: You can choose a different bird form each day. (6/98)
Q. The largest problem we have is shapechanging. There are no set rules for the time it takes to change, abilities of the new body or spell effects. The most horrendous problem has arisen with poison. Druids have been changing into spitting cobras, lion fish and other such creatures, claiming they have poison and, since they are druids, it is ok to use them. The poisons we are discussing are deadly! I have always adjudged that if a druid changes into the form of a poison producer, they have the glands to produce the poison, but haven't produced any since it takes time to do so. But this still gets arguments.

A. It takes one round to shape-change for a druid, like with polymorph spells. It looks like you have uncovered one of the abuses of power gamers playing druids, though, with the poison thing. The players are correct in that the druids can shapechange into things which make poison, but unless they are striving to protect nature or maintain balance, using poison is an evil act and should cause the druid to shift alignment towards evil. Protecting other PCs in the party is not considered protecting nature or maintaining balance, unless the PCs are being whomped on (in which case the druid would work to restore the fight to even odds). (9/16/97)
Q: When a druid shapechanges, what magic items in their possession continue functioning?
A: None of them. Until the druid resumes human form, no item (including protection items) carried into the transformation will function. Spell effects (such as an stoneskin spell) cast before the shapechange continue to function normally, however – even if the spell effect was created by an item. (6/98)
Q: If a druid is shape-changed, and had previously used an item like a ring of hill giant strength, does the to hit and damage adjustment from that magic apply to the animal's natural attacks?
A: No. Just as with the polymorph self spell, all equipment carried is melded into the new form. It ceases to function until the druid returns to her original form. The rule of thumb is "if the item's power would stop functioning for the druid if removed, then it stops functioning when the druid shapechanges." (6/98)
Q: With regards to druid shapechanging, the only guideline on the size of creature one can shapechange into in the PHB is from bluebird (?) to black bear. I note that the black bear (upper limit animal) is the only bear in the Monstrous Manual which is size M (and it has to be close to size L); the others are larger and size L. I propose the following common-sense, easy to remember guideline: A druid can shapechange into any natural animal which is normally size S or M. What do you think?
A: I think there are a lot of naturally occurring creatures that are smaller than a bluebird (and thus that are too small for a druid to change into). But the upper limit sounds reasonable. (10/98)
Q: Since a druid must shapechange into an animal in its normal proportions, I take it a druid cannot shapechange into a baby mammoth (like the one from The Roundup).
A: Right. (10/98)
Q: As an aside, what do you think: Can a female druid only shapechange into female animals?
A: That would probably be simplest. (10/98)

DRUID XP

Q: In Faiths & Avatars on p.184 (the Priest Classes section) it says "Druids with Wisdom and Charisma scores of 16 or better earn a 10% bonus to their experience gained." So...was this just an accidental omission from the 2nd ed. PHB??
A: Yes. Druids can get the 10% xp bonus. (3/98)

MULTI- AND DUAL-CLASSED DRUIDS

Q: The character generation rules say (or said) that a PC can have one of: specialty mage powers, specialty priest powers, and a kit. Does a druid count as a specialty priest for this purpose? Can you be a half-elven multi-classed druid/earth elementalist?
A: A druid counts as a specialty priest for purposes of dual or multi-classing. (6/98)

DRUIDS AND RACE

Q: In Faiths and Avatars you are allowed to be an Elven Druid, does this apply to LC?
A: No.
CLARIFICATION with regards to spell ranges & areas of effect:
(Quoted from the Player's Handbook) "Range: This lists the distance form the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him....Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell."
So, it the case of a call lightning, you CAN cast it on yourself, then spend a half-hour hiking over to the dragon lair, and then rain lightning down on it. (10/98)

Wizards, Mages and Specialists Mages

WIZARDS AND WEAPONS

Q: 1) Can a magic-user use a Cestus? 2) Can a magic-user cast spells while wearing a Cestus? 3) Would a mage with punching specialization actually get +1 to hit and damage when using one?
A: 1) Yes, using the punching proficiency. 2) No spellcasting is possible while the cestus is worn. 3) Yes. Note that this attack is technically an attack with a weapon (cestus), not a barehanded attack, and thus gets no chance to KO, etc. (11/98)

WIZARDS GUILD

Q: I am looking at joining the wizards guild. Part of the cost is in experience points. If the drop in experience takes me down a level, do the spells gained for that level disappear from my spellbook?
A: This answer applies to all the guilds which have experience costs. If the cost would drop you a level, you CAN NOT take that gain in the guild. Also be aware, the cost of increasing levels in the guild has also been increased over the last couple months to coincide with the tiered experience we are gaining. (November 1997)

FAMILIARS

Q. Familiars - Are familiars allowed with a character while adventuring?
A. Yes.
Q: How is the 'find familiar' spell can done in LC? Do I just say that I cast this spell before play and have the DM roll?
A: Just do it at a table in front of a judge, who rolls for you. You can do it at the end of the adventure, or at the start. We can assume it happens in downtime sometime. (10/97)
Q: Second, I would also like to know how I may try for a special familiar. I know that in the first edition (way back when) they had a table for them but second edition left this out. Can people still get special familiars?
A: These would only be available in tournaments. (10/97)
Q: Third, If a familiar dies of natural causes, i.e. old age..., does the spellcaster still need to roll for system shock? What about loss of a constitution point?
A: The wizard does not suffer if the familiar dies of old age, but does for any other cause of death. Wizards are supposed to take care of their familiars. (10/97)
Q: Can I put a ring of protection on my familiar?
A: No. The only items that a familiar can use are those that specifically say so. A "ring of familiar protection +2" would be ok. If your familiar was a cat, then a "ring of cat protection +2" would also be ok. (6/98)

KITS

Q: Abandoning wizards kits is not noted in the wizards handbook, and because each class is not the same in the ways of abandoning kits, i will ask you how do you abandoned a wizard kit?
A: (1) Stop paying the 10% experience cost of the kit. (2) Lose any and all advantages the kit gave the character. (3) Lose any disadvantages the character had from the kit. (4) The character can never have another kit. (10/98)

SPELL ACCESS

Q: Does Living City use the Chance to learn spells and Maximum number of spells per level for mages based on their intelligence?
A: Yes on both. (3/98)
Q: can a specialist wizard memorize a spell that belongs to both his school of specialization and an opposition school? So, for instance, can a Transmuter memorize the Avoidance (abjuration/alteration) spell?
There are references to this in a number of places, but no explicit rule. However, according to Disguise Undead, which is a 5th level Illusion/Phantasm/Necromancy spell in Forgotten Realms Adventures book, "This spell combines illusion/phantasm magic and necromancy, and as a result cannot be used by necromancers and illusionists, whose specialty craft prevents studying the other's complementing areas of this spell. As a result, it is most often used by 'regular' mages to hide skeleton and zombie servitors in social situations."
The spell "Ironguard" also has a similar passage.
A: This is a good question. Ordinarily I would have said that if it appears in the index list for that spell school, yes. This holds for PHB spells, but apparently not for all. How about: no. (11/16/97)
Q: What are the rules regarding mage spell acquisition during game play? More specifically, can I acquire (trade) spells with other mages?
A: A mage can learn one spell per adventure either from another character at the table, or from an NPC encountered during the module. (11/98)

Rogues and Bards

COUNTERSONG

Q: Countersong.... when can a bard use this ability and just what can be countered? Will it only work if you can take a wild guess as to what the opponent is going to cast or sing or does it act as an instant react?
A: The countersong ability of the bard is not an "instant react" ability. It must be declared during the intention phase of initiative just like anything else. This means that either you need to a) try to anticipate that the countersong will be needed, and declare that your bard will begin singing a countersong before it is actually necessary (preemptive use). Or b) if a sound-based attack is begun, your bard can (on the next round) declare the intention to begin singing a countersong, so that the power of the attack will be interrupted (reactive use).
In some cases (such as command spell), the attack is of such short duration that it can only be countered using method (a), as method (b) would not react in time. Other attacks, such as a siren's song, can be successfully countered using method (b). The countersong will protect against the effects of suggestion spells, command spells, etc. However, the countersong must occur during the casting of the spell, and therefore you would pretty much need to be using method (a) for that to occur. (6/98)

BACKSTABBING

Q: What weapons can a thief use to backstab with?
A: A thief can backstab with any thief melee weapon. (11/98)
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. (8/98)

THIEVING SKILLS

Q: Can a thief put more that 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).(8/98)

SPECIAL SITUATIONS

Q: 1) Would a thief/priest of Grumbar wearing metal armor be deterred in using thief abilities? 2) Would an illusionist/priest of Grumbar wearing metal armor be able to cast illusionist spells?
A: 1) Yes. 2) No.(11/98)

Faiths and Avatars

SPECIALTY PRIESTS

Q: I started a priest [of Torm] using the FORGOTTEN REALMS Adventures hardbound book. This priest also had a kit. [nobleman] I have since then upgraded my priest using the Faith & Avatars book. My question is, do I have to get rid of my priest kit?
A: Yes, you do. Specialty priests from Faith & Avatars cannot have kits, as stated in that book. Clerics can, but specialty priests cannot. Nothing is said about monks and crusaders, so they CAN have kits. (6/12/97)
Q: Eldath allows priests to become druids or peacewomen as specialty priests. It lists SP: Yes for turning undead. Does that mean I could select a druid and be able to turn undead?
A: No only the peacewomen specialty priest is able to turn undead. The druid is the druid class in all regards. (September 1997)
Q: A player at my table was a specialty priest of Mystra. They had a couple of items of spell storing in which they said they had cast spells into at their temple. They told me that this gave the spells the maximum effect, is this true?
A: Spells cast at the Temple of Mystra by any priest can be for the maximum damage. However, the interpretation by RPGA HQ is that this increased effectiveness would NOT be able to be stored. The effect is due to the strength of the weave at the Temple and does NOT get carried over to a stored device. If the spell was released in a temple, then the priest could select to utilize the maximum damage of the spell. (November 1997)
Q: What gods can a half-elf become a specialty priest of?
A: If you have a half-elf specialty priest and the deity listing in the Faith & Avatars does not list half-elf you have a number of choices. First, any half-elf raised by humans can worship any of the human deities, they are human, only they have an elven parent. Their native tongue is common and they are much more human than elven. If the half-elf has elf as their native tongue and are more elven than human then they must worship from the elven pantheon or one of the deities that allow half-elf specialty priests (see Eldath). (1/20/98)
Q: If a specialty priest of selune contracts lycanthropy is the character still playable since it is played as a "true" lycanthrope who can control their transformations? (per the specialty priest abilities of selune in the forgotten realms adventures hardback)
A: Only if you get a Cert from HQ allowing you to do so. Until then, the character is an technically an NPC. (3/98)
Q: Priests of Ilmater have the ability to cast Call upon Holy Might (TOM) at 3rd level as a god-given ability. They cast this without the normal requirement for rest. If they also pray for a spell do they still require the rest for the normally cast spell?
A: Of course, the special casting does not require rest but any other casting of the spell would have the normal penalties of the spell. (1/98)

SPELLS

Q: If a player decides to play a priest to a non-evil deity in the Faiths & Avatars book, are they allowed to utilize the deity-only spells found in the book? Also, can these special deity-only spells be stored in devices of spell storing?
A: The answer to the first issue is no! Only priests of the deities allowed as specialty priest options may use the deity special spells in Faiths & Avatars. This means that while all priests of Tyr can use the Tyrian spells, no priests of Kelemvor may use Kelemvoran spells. (6/12/97) The second question I suppose is one for the Sage Advise column of DRAGON® Magazine.

DIFFERENCES BETWEEN F&A and Forgotten Realms Adventures

Q. Take an elf wizard/priest of Mystra as an example.(*Faiths & Avatars* does not allow elves to be specialty priests of Mystra.) Does the elf get the free "Dispel Magic"? That power is listed in *Faiths & Avatars*, but not in *Forgotten Realms Adventures*.
A. No. (9/17/97)
Can the half-elf cast "Nap"? That spell is in the Time sphere, which is not one of the spheres listed in *Forgotten Realms Adventures*, though it is listed as allowed in *Faiths & Avatars*.
A. Yes, since all priests can cast all 1st-3rd level Tome of Magic priest spells. (9/17/97)
Q. Can the half-elf cast *Anyspell*, which is one of the special Mystran spells out of *Faiths & Avatars*?
A. Yes, because all priests of Mystra (clerics, specialty priests, etc) can cast Mystran spells from F&A. (9/17/97)
Q: I want to play a dwarven specialty priest of Azuth. Can I do this?
A: No. And yes. Those players that want to use the specialty priest descriptions in the Faith & Avatars sourcebook must abide by the racial limits in the book. All specialty priests must be human unless specified by the text for specialty priests. This means that to use the Faith & Avatars rules for Azuth the character must be human only. Other example include: Gnomes & Humans may be specialty priests of Gond; Elves, half-elves and humans may be specialty priests of Sune; and only humans may use the specialty priest rules for Tempus in the Faith & Avatars book.
For those players that wish to play an elven priest of Tempus or dwarven priest of Azuth, this is still possible by using the rules for specialty priests found in Forgotten Realms® Adventurers. (July 1997)
Q: I started a priest [of Torm] using the Forgotten Realms Adventures hardbound book. This priest also had a kit. [nobleman] I have since then upgraded my priest using the Faith & Avatars book. My question is, do I have to get rid of my priest kit?
A: Yes, you do. Specialty priests from Faith & Avatars cannot have kits, as stated in that book. Clerics can, but specialty priests cannot. Nothing is said about monks and crusaders, so they CAN have kits. (July 1997)

Monster Mythology

ATTRIBUTE BONUSES

Q: In Monster Mythology a number of deities grant their priests attribute bonuses at certain levels. Can these attribute bonues raise a priests score above the racial maximum or even above the normal 18 maximum?
A: Yes, the 18 maximum is basically a racial and campaign maximum and the specialty priest powers which grant stat increases are allowed to surpass the normal racial maximum. (6/12/97)

ALLOWABLE PRIESTHOODS

Q: Can I play a specialty priest of Erevan Ilesere (elven god of Mischief, Rogues and Change)?
A: No. Such priests must be CN, and CN is not allowed as an alignment for PC's in LC. (3/16/98)
Q: Looking at Moradin, God of the Dwarves in Monster Mythology, I note that it states, that these specialty priests will only use weapons, which they had a hand in crafting. I also note that it states that "even mundane weapons so constructed count as +1 weapons for purposes of determining which creatures may be affected by them (but no hit or damage bonuses apply). How should I interpret this?
A: This ability is allowed for the priests OWN weapons, and the +1 is a non-magical effect. (2/98)
Q: Rillifane was supposed to be in the Monster Mythology book, but due to an error was not included. He was printed in Dragon #191 and this mistake was relayed to the public. Are SPs of Rillifane allowed in spite of this oversight?
A: No, not until the Demi-Human Deities book is released. (10/98)

Complete Character Books

Q: can you acquire a kit after character creation?
A: No. (3/98)

COMPLETE FIGHTERS MANUAL

THE WAKIZASHI

Q: Can a wakizashi be used as an off-hand weapon? It is listed as a medium size weapon.
A: Yes. This is an exception to the rule that off-hand weapons must be size class S. (1/98)

KITS

Q: I was browsing the Fighters Handbook and came across the swashbuckler description. In the recommended non-weapon proficiency section it reads that priest proficiencies are double unless paladin. Does this mean that a Paladin can use the swashbuckler kit?
A: Yes. In fact both paladins and rangers may be swashbucklers, and select kits from the fighters handbook. This is true since they are a sub-class of fighter. It does not mean that fighters can select a kit from the ranger or paladin handbook. Also, rangers and paladins who take the swashbuckler kit can NOT specialize in a weapon although they must still gain proficiency in the swashbuckling weapons. (September 1997)

COMPLETE WIZARDS MANUAL

SPELLS

Q: Are mages allowed to learn spells from the complete wizards manual?
A: No.

Dual Class Characters

KITS
Q: If a character with a kit dual-classes, is the 10% experience penalty still paid while in the new class?
A: Yes.(11/98)
NUMBER OF CLASSES
Q: How many times can a character dual-class in Living City?
A: Once, for a total of two classes. (6/15/98)0
CON BONUS
Q: My 5th level fighter with an 18 con dual-classed to mage. When she gets to 6th level as a mage, will she get 6 hp, or 4 hp? (i.e. Does she still get the fighter exceptional con bonus).
A: She will get 4 hp (2 + 2 from Con bonus). Fighters who dual-class do not lose exceptional con bonuses to the levels they already have as a fighter, but they do not get the extra bonus to any additional levels earned in the new class. (6/98)
GRANTED POWERS
Any skills that you learned from the old class you can use after exceeding levels in the new class. This includes granted powers, such as a paladin laying on hands.
Priests and paladins are a special problem, because sometimes changing classes is okay and sometimes not, depending on the religion. The standard rule in LC is to allow priests and paladins to get their powers back upon exceeding the old level in the new class, and I see no problem with this if the priest PC is still acting according to the tenets of the religion. That PC can still be in the clergy, after all, unless he abandoned the church. However, the PC is still bound by the limitations of the priest class, if he wishes to use the granted powers. (See CLERICS - ARMOR RESTRICTIONS for an example.) (1/20/98)
NON-WEAPON PROFICIENCIES
Q: If my character dual-classes, which proficiencies from her old class can she use while starting out in her new class?
A: Unfortunately, this in one of those areas where the core rules are more than just a bit lacking, so we just have to use common sense, and go from what little guidance we do get from the PH. The way we are working things is as follows: When you dual-class, you can no longer use the proficiencies gained as a result of your first class, unless they are in a category you have access to as a result of your second class. For example, a warrior who dual-classes to mage could still use riding, land-based, as that is a general proficiency, which a mage has access to. He could not, however, use weaponsmithing, as a mage does not normally have access to warrior NWP's. (6/98)
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. (8/98)
CLASS COMBINATIONS
Q: Can I be a specialty priest/elemental wizard?
A: It is not allowed. You cannot be both a specialty priest and a specialist wizard. You may only be a specialist in one thing. Also, if you are a specialist, you cannot have a kit. (November 1997)
Q: I have a ranger that is a specialty priest of Meilikki. My ranger wants to dual class to priest. Can I be a Ranger of Meilikki/Cleric of Meilikki?
A: Normally a ranger could dual class to priest given the appropriate attributes. However since a Ranger of Meilikki is a specialty priest of Meilikki already this is not possible. On the subject of Specialty priests. Remember specialty priests from the Forgotten Realms can have "kits" only those specialty priests using the rules from Faith & Avatars can not have "kits". I would also make everyone aware, there is two new deity-type sourcebooks being released in the next year. Once the second book is released March 1998, the deities from both books will be evaluated and added to the campaign. It is these books that will add the specialty priests of the demi-human deities. So remember if your priest uses the Faith & Avatars definitions then they may not take a "kit". Also, the special spells in the F&A are not available for priests of Kelemvor. (May 1997)
MONKS AND DUAL CLASSING
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.(8/98)

WEAPON SPECIALIZATION

Q: Under weapon spec it says that spec isn't available to dual and multi-class fighters. I take that to mean that if you started as another class and dualed TO fighter you couldn't take a spec. I figure that if you start as a fighter you trained all that time with that weapon so you couldn't forget how to use it 'better' than the rest of society.

A: Wrong. Dual-classed characters cannot benefit from weapon specialization at any time after changing classes. (10/5/97)

Multi-Class Characters

GNOMES

Q: Are gnomes allowed to be multiclass specialty priest/illusionists in LC?

A: Yes. Gnomes being multi-classed illusionists is the only exception to the rule that multi-classed wizards may not be specialist wizards. Therefore, gnomes can be illusionists/anything else that is allowed, which includes specialty priests. (11/6/97)

CLERIC WEAPONS

Q: Are clerics, limited to wholly type B weapons, allowed to use other weapons if they dual or multi-class?

A: No, A fighter cleric must abide by the weapon restrictions of the their cleric class or lose all granted spells and abilities. (2/98)

Q: Can a multi-class druid/mage(non-specialist) have a kit?

A: The LC character creation rules state: "A kit may be acquired at the time of character creation by single-classed characters only." So no kits for multi-classed characters, sorry. (11/98)

Weapon Proficiencies

UNARMED COMBAT

Q: My paladin with continued specialization in punching (specialized at first level, then extra slots used at 3rd and 6th level) dual-classed to cleric. As a first level cleric, he spent a weapon proficiency on punching again. When his level as a cleric exceeds his paladin level, can I add them together? What if my character had been a fighter who dual-classed, would he get to keep the continuing specialization then?

A: First off, in LC only fighters and monks can continue to specialize in unarmed combat, so your character could not have spent those extra slots as a paladin. After dual-classing, your paladin could spend a slot on punching again. This would allow the use of punching specialization (before the new class was a higher level than the old), without forgoing XP for the module. Once the cleric level was higher than the paladin level, however, the two proficiencies would not combine – one would be lost. No. Just as a dual- or multi-class fighter cannot have a weapon specialization (or loses one already learned in the case of dual-classing), a dual or multi-class fighter loses any continuing specialization in unarmed combat. (6/98)

NON-WEAPON PROFICIENCIES

ALERTNESS, BOATING, and OBSERVATION

Q: For purposes of the Living City campaign, are these proficiencies considered to be in the "General" category so that any class can learn them? The Observation proficiency in particular seems to be required by a large number of LC modules, so I think it would be beneficial to the campaign to permit any class to take that proficiency.

A: In general, anywhere in a book where it says, "at the DM's discretion" (or something similar), the LC answer is "no." In this case, that applies. These proficiencies are for the class group, and others must spend extra to get them. (10/5/97)

TUMBLING

Q: The tumbling non-weapon prof. indicates that someone engaging in unarmed combat will get a +2 attack bonus. Is this bonus always in effect, or does it require a successful tumbling prof. Check? If so does this reduce the number of attacks for the round?

A: It requires a successful proficiency check. I wouldn't reduce the number of attacks for the round if the check was successful, but if you fail the tumbling roll, you are going to likely wind up falling flat on your face – which means making NO attacks for the round. (6/98)

See Appendix A for a complete listing of all available Proficiencies for the Living City Campaign.

General Spell Questions

SAVING THROWS

Q: If a PC fails a save vs. magic, does he need do make saves for his magic items?

A: Yes. This is a core rule of AD&D, and is used in Living City.

CASTING

Q: Does a PC lose her dexterity bonus for defense if she casts a spell curing a combat round?

A: Yes. This is part of the AD&D core rules.

ALLOWED SPELLS

All spells in the *Players Handbook* and *Forgotten Realms Hardcover* are allowed.

From the *Tome of Magic*, all wizard spells EXCEPT WILD MAGIC are allowed. All Clerics (and specialty priests) are allowed **minor** access to all spheres in the *Tome of Magic*.

Spells from *Faiths and Avatars* are limited. Only those spells from the gods allowed to have specialty priests in Living City are allowed, and in order to cast said spells, the priest must be a worshipper (but not necessarily a specialty priest) of that god.

AREA OF EFFECT SPELLS

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

A: Usually not. Again – unless specified otherwise, you pick a range (and possibly configure the area), and that's it. (7/98)

PRECAST SPELLS

Q: Do you have to cast your own precast spells?

A: Yes. Though you are allowed to cast them on other members of the party instead of on yourself. (3/23/98)

SPELL COMPONENTS

Q. Spell Components - What restrictions are on rare spell components. Must they be gained during adventures, or must you just pay the cost?

You can just pay for them at the start of a tournament, so the judge knows you are carrying them around, or have acquired them in an adventure (8/11/97).

SPELL COMBOS

Q: I was wondering are Enlarge spells cumulative. Two wizards or even one wizard with the spell memorized twice.

A: We went to the source on this one: Sage advice told us "The general rule in the AD&D game is that similar effects do not combine, even when they come from different sources (i.e. haste spell and a potion of speed). Two enlarge spells don't combine, even from different casters. A creature cannot be enlarged from a spell and also enlarged from a wand of size alteration." (3/98)

Q: Some druids have the spell thorn spray which allows the druid to throw a large amount of thorns at opponents. If prayer was cast upon the caster would each thorn do two points of damage rather than one?

A: The rule we are using is "you only add the bonus once per target" for prayer. This will affect the spells like magic missile and thorn spray. Thus, a magic missile spell doing 4d4+4 would do 4d4+5 to a single opponent if under the prayer spell, but could be used to do 2d4+3 to two different opponents. (2/98)

TOUCH SPELLS

Q: When casting cause critical wounds, or similar touch-delivered spells, does the target get the benefit of armor, or does it not apply? What about shocking grasp, which can be transmitted through a conductive object such as metal armor? What happens if I am trying to cast a touch spell on a friend who happens to be engaged in combat at the time?

A: Any touch-delivered spell against an unwilling target requires a successful attack roll against the target's normal armor class, including adjustments for armor worn. Allowing shocking grasp to ignore metallic armor is ok, but any adjustments for the target's shield, dexterity, etc, still apply.

You only have to hit AC 10 to apply a touch spell to a friendly target in combat. (6/98)

Q: Can multiple touched based spells be cast on a single target? Could you have shocking grasp and chill touch both cast and have both affect a target?

A: No. Only one touch spell can be active at a time. (10/98)

Q: Second, can you activate a touch based magic item and touch with it at the same time, ie use the shocking grasp ring without having to spend 2 rounds, one to activate, and another to hit. If so, could you use it in conjunction with a standard attack, ie swing your sword and use the shocking grasp ring.

A: Activating the item takes a round separate from the attack. The ring of shocking grasp requires a hit with a bare hand. The entry for the ring in the DMG makes it clear that this works differently from the spell. (10/98)

RECEIVING PRIEST SPELLS

Q: Do Living City priests select their spells each day or do they simply pick a spell at the moment of casting?

A: Priests pray for spells at the beginning of the day. They pick their selection in advance, NOT when used. That is standard A D&D. (September 1997)

SHAPE CHANGING AND POLYMORPHING

Q: If you change shape in one of the many ways possible, there was a ruling that all your items merge into the shape. My question is, if you are changed from a humanoid creature, to another humaniod creature, do your items remain? If you were changed from a human to an elf, would you still have all your items, or do they disappear like they do if you become a rabbit?

A: Nope. You are a naked elf. (10/98)

SPELL DURATION

Q: If you cast a wall of stone, it there ever a time when the magic dweomer wears off? For example, you make a house out of walls of stone. You then destroy it by something like an earth elemental. Then you cast a superior mend on it. Would it then return to being a house?

A: The stone is always of a magical origin and thus could not be "mended" using the spell. It can also be dispelled at any time. (2/98)

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

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

Specific Spell Questions

ANTI-MAGIC SHELL

Q: How does Magic Resistance work against an antimagic shell?

A: In most cases, MR has no effect on an antimagic shell; MR only works against spells and spell-like effect that go to work on the creature with MR and an antimagic shell renders an area nonmagical. As this does not have a direct effect on the creature with MR, no MR roll is required. In some cases, an antimagic shell acts as a barrier (against charmed, summoned, or conjured creatures). If such a creature possesses MR, it is entitled to an MR roll when it encounters the spell. If the roll succeeds, The shell collapses as does any other in-place effect (see DMG entry on magic resistance). This ends the antimagic shell effect. (6/98)

ANYSPELL

Q: 1) If a cleric or specialty priest of Mystra casts anyspell for Rary's mnemonic enhancer, then casts RME to obtain three magic missiles, can he/she then use a pearl of power to recover an magic missile? 2) How about using a quarterstaff of rapid magery to cast a magic missile spell?

A: 1) No. 2) No.(11/98)

AVOIDANCE

Q: If an avoidance spell is cast on a piece of clothing or armor and worn by the caster, what effect will that have on creatures attacking the caster?
A: Well, assuming that the item the spell is cast on covers the entire body of the spellcaster, such as a suit of plate armor…
If the attacker is using a weapon, very little if any effect will occur, unless it was a very short weapon like a knife.
If they were undead, nothing -- avoidance only stops living creatures.....
For creatures with natural weapon attacks, it would depend on the mass & strength of the attacker vs. that of the spellcaster. Large creatues would be affected a lot less than small ones. A rat would simply not be able to attack the spellcaster at all, while a dragon would be able to buffet the spellcaster around pretty much the way they would anyway. A DM should use their judgement on this. (11/98)

CALL LIGHTNING

Q: What happens if call lightning is cast under suitable weather conditions, but the weather clears up during the spell's duration? Can the lightning still be called? Might the spell maintain the necessary weather conditions?
A: The spell is maintained, but no lightning can be called. If the weather changes, but proper weather conditions are restored before the call lightning duration ends, then lightning can again be called (for the remaining duration of the spell). Any lightning that needed to be called during the period of nice weather would be lost. Call lightning has no effect on the weather, though other spells could be used to maintain optimal call lightning conditions. (6/98)

CALM CHAOS

Q: Will a calm chaos spell have any effect in normal combat? (As opposed to a mob scene, bar fight, or other chaotic situation).
A: Well, a bar fight IS "normal combat."… The spell can get combatants fighting (in normal combat) to stop. Note, however, that the spell is dispelled for any effected individual that has something happen to them that is "more immediate than the distraction." This means that if a creature under the effect of a calm chaos is attacked in any way, the spell will cease to effect them and they will react normally.(11/98)

CHAOS

Q: Does a 8/8 fighter/cleric get a saving throw against a chaos spell cast by a 9th level mage? Does an 8th level ranger or paladin get a saving throw?
A: The official core rules interpretation is that none of them get a save. Only fighters, enchanters, and dual class fighter-enchanters get a save, unless the character has more hit dice or levels than the caster. (3/98)

CHARM PERSON

Q: Can a charmed person be put to work an 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. (8/98)

DISINTIGRATION

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 or the purposes of "dusted" characters.(8/98)

DISPEL MAGIC

Q: Does a dispel magic always automatically dispel the caster's own spells?
A: Yes. (3/98)
Q: How do the holy swords MR and dispel magic ability work?
A: MR works against all spells at 50% when weapon is drawn and held. The dispel magic takes a round to use by the paladin and dispels at the paladin's level as the dispel magic spell. It does NOT dispel items created with evil magic as stated in the Paladin's Handbook. (9/98)

EMOTION CONTROL

Q: Will the bonuses from emotion control - courage effect the damage done by a magic missile or thornspray?
A: Its pretty clear from reading the Emotion Control spell that the bonuses from "Courage" should apply only to physical attacks. A strict ruling would be that it only applies to melee attacks (I find it extremely doubtful that someone could spellcast more effectively while berserk, and somewhat dubious that it would help missile attacks).
But to keep it simple for LC: Courage effects physical attacks, not spellcasting. A spellcaster DOES gain the +4 hp, however.
Also, many players conveniently ignore the fact that you MUST make a saving throw against emotion control, even if it is cast by a friendly character. You cannot simply "accept" this spell. Remember this when you go to use it. (3/98)

GLYPH OF WARDING

Q: Can a Glyph of warding be placed on a weapon, gauntlet, or any other moveable objects?
A: No. At least not a small one. The spell cannot be cast on any piece of personal equipment -- but you could cast it on a ship, the door of a carriage, or on a chest. (6/98)
Q: Can healing spells be placed in glyphs of warding, effectively allowing you to "store" healing spells?
A: No. At least not by players.... Could be an interesting module idea, though. (11/98)

HASTE

Haste requires a system shock by anyone affected. This is clarified from the PH in the High Level Campaign spell descriptions and in the new Spell Users Compendium Vol II. The enemy if you want to take the chance does get a save, they do not know it is beneficial and all are assumed to have an 85% system shock if they are hasted. (13 constitution). DMs are allowed to give fighters (especially if they obviously get constitution bonuses) a better system shock. (1/20/98)

HOLD PERSON

Q: Can a wizard or priest pick the number of people affected by a hold person spell?

A: Yes, the number of creatures effected by a hold person spell is under the caster's control. (2/98)

HOLY WORD

Q: Who is effected by a Holy Word spell?

A: The first set of effects (driving evil extraplanar creatures to their home planes) applies to all evil creatures, without regard to the caster's alignment (the reverse drives away good creatures (for the nonce, neutral creatures can't be forced away). The second of effects slams every creature within the radius. Only creatures with the *same* alignment as the caster are unaffected. (6/98)

ICE STORM

Q: Is the damage from an Ice Storm or Snilloc's Snowball Swarm spell considered cold damage or impact damage? Most undead are immune to cold damage and I saw players brow beating their judges by saying that is was impact damage so it would affect the creatures.

A: Sage Advice has apparently recently ruled that the ice storm spell is 50% cold damage and 50% impact damage, and that to avoid the effects you need to be protected against both effects. As there is a significant amount of physical pounding (especially if a wall of ice is used to create the spell) this makes some sense. I think that the snowball swarm is pretty much just cold damage, though.(10/98)

INVISIBILITY

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).(8/98)

LEVITATE

Q: Can levitate be used to push down? If a very strong fighter lifts an object that has the levitate spell cast upon it, can a mage that cast levitate on the object push down to try to get him to drop it? This would mean that the spell was able to generate force. If this is possible could you push someone against a ceiling or do they just stop once they hit an object? This question would also apply if someone is levitated and they grab the ground or something solid.

A: Well, the spell description gives a fairly high weight limit, allowing the caster to effect some pretty heavy targets. I would say that this would certainly apply in the second case (where the caster is using the levitation spell to lift someone, and they are trying to hold themselves down).

However, I don't think the caster should be able to use the spell to squash someone against the ceiling (or floor). If the levitated being comes in contact with something too massive for the weight restriction of the levitate spell, they simply stop moving. They don't get flattened against the surface.

This does mean that a levitate will keep a flying creature on the ground, if applied in reverse. (10/98)

LIGHTNING REFLECTION

Q: What level is the Lightning Reflection spell? It is listed in the Seven Sisters accessory as a 3rd level spell but in the Wizard's Spell Compendium it is listed as 5th.

A: I would go with the Spell Compendium, as it is the more recent source. (10/98)

and, the next month, the question is answered....

Q: What level is the spell lightning reflection (from the Red Dawn spellbook)? Where can I find the spell description?

A: Lightning reflection is in both the "Seven sisters" sourcebook (as a 3rd level spell), and the spell compendium (as a 5th level spell). In LC, Use the Spell Compendium version - consider it to be 5th level. (11/98)

MAGIC MISSILE

Q: Am I right in that a Magic Missile spell can not target a specific part of a creature's body and it can not target nonliving matter?

A: Yes, you are. Magic Missiles can not be used for called shots, nor can they affect non-living being, although they do affect undead. (September 1997)

MELF'S ACID ARROW

Q: Does Melf's acid arrow do arrow damage in addition to acid damage?

A: No. (11/98)

MINOR/MAJOR GLOBE OF INVULNERABILITY

Q: If a minor/major globe of invulnerability is dispelled, are other magical effects inside of it then rolled for immediately to see if they're dispelled? Or does that require a second casting of "dispel magic"?

A: Roll Immediately.(11/98)

MODERATE HEALING

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

A: It is not allowed in LC. (6/98)

MOONWEB:

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

A: Those inside a moonweb can see out just fine (the spell description states this). However, the moonweb is a two-way barrier. Nothing can pass through in either direction. This can be inferred from the fact that if cast in a doorway, the spell clearly does not allow passage in either direction -- thus the same effect should occur if cast on an individual. The spell does not state whether or not it moves. Using the standard LC rule of thumb (always making the most conservative ruling) would mean it doesn't move. (7/98)

MOONBEAM

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

A: Yes, both spells can be cast indoors. Starshine does not work underwater.(8/98)

NAP

Q: The Nap spell as described in the Tome of Magic specifically speaks about wizard's able to re-memorize spells after the benefits of a nap spell. What are the effects on priests?

A:The spell specifically mentions wizards due to the nature of wizardry magic. Eight hours of rest to recharge the wizard's internal battery. Depending upon how you interpret priestly magic priests also require rest before properly petitioning their powers for spells.

For purposes of the Living City campaign, priests that rest for eight hours and then take the time to pray to their particular power for spells will receive a new set of spells. Thus, the nap spell WILL function for Living City priests. (April 1997)

PHANTASMAL KILLER
Q: I played a module last weekend [Awakening the Beast, I think it was] and a mage cast phantasmal killer on my 9th level Fighter/Cavalier. Does my Cavalier's ability of "immunity to fear" help with him getting saving throws?
A: Nope. The phantasmal killer is a phantasm, not a fear attack. (10/98)
Q: Is that spell considered "mind effecting", which would give my Cavalier a +4 bonus to the save?
A: No. The spells that a cavalier gets a "mind-effecting" bonus against are the enchantment/charm type, not the illusion/phantasm ones. (10/98)
PLANT LANCE
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 their 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, not explicit)."
"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."(8/98)
POLYMORPH OTHER
Q: I recently played a tournament were my character was changed to another race by an action built into the tournament. Can I rework the character to meet the requirements of the new race? Also, if the new race is a demi-human can I now multi-class, or if I was dual-classed can I be considered to be multi-class?
A: A tournament should never change the race of your character unless a part of the module was incomplete or a choice was made during play that resulted in the change. All your statistics remain the same. Changes should not be done unless your statistic exceeds the racial maximum of your NEW race, in which case statistical points are LOST! Also, if your NEW race does not support a class that your character has levels in then those abilities are lost until your permanent race is restored. Thus, a magic-user changed into a halfling or a dwarf losses all magical abilities until returned to a magic-using race. Any dual or multi-class history of the character remains, thus it is possible, if a tournament is written that would make this change, for a multi-class demi-human to become a multi-class human. To make it simple things do NOT change. However, a NEW demi-human is NOT allowed to multi-class, although a NEW human would be allowed to dual-class as long as they were a single class demi-human previously. (April 1997)
Q: How is the above answer adjusted if the new character or an existing character is polymorphed, and missing their intelligence check?
A: This is again simple. The character is restricted by their "true" race. The polymorph gives the appearance and some of the abilities of the race. However, the nature of the actual race rule. This goes along even with reincarnations. If the character is a dwarf and is polymorphed to look human they are still unable to become a wizard nor are they allowed to dual-class. A human wizard reincarnated to a dwarf loses all ability to cast magic.(April 1997)
Q:If you polymorph a horse into a griffon, and that griffon gives birth, would the young be griffons? If yes, could they be dispelled?
A: In LC, any polymorphed creature becomes sterile until it resumes its original form. (2/98)
POLYMORPH SELF
Note that "all items carried are absorbed into the form assumed." This means that spells requiring material components cannot be cast while polymorphed, unless the caster remembered to set them aside before casting the polymorph. Also, weapons carried, etc, all become inaccessible as well.
Q: If you polymorph self into an ogre, would your strength remain the same or do you gain the strength of the ogre as that is not a special ability, just a aspect of size like water breathing if you became a fish.
A: You get enough strength to move about and such, and you would be able to lift more, but you don't get any combat bonuses from it. (10/98)
PRAYER
Q: Does a prayer spell confer +1/-1 damage per die for spells?
A: No. The spell grants +1/-1 to each target individually. So, for example, a 7th level wizard under the effect of a prayer spell could use a magic missile spell to do 4d4+5 points of damage to one target, or 2d4+3 to two separate foes. (7/98)
Q: How does prayer work with a thornspray?
A: same as above. If a 12th level druid targets one person with all 48 thorns, he will do a total of 49 points of damage. If 48 separate targets are attacked, each would potentially take 2 points. (7/98)
REDUCE
Q: If an Enlarge spell increases your damage does a Reduce spell decrease it? I've always played that a *reduce* spell is calculated for size and damage by (level x 10%). I'm I correct in this thinking? Please Advise.
A: The spell does not say. I would say that damage is reduced proportionately, as in the *enlarge* version. Note that strength bonus is not affected by *enlarge*, so it would not go down for *reduce*. Damage should be calculated by first taking the increased or decreased weapon damage, then adding on bonuses. (12/5/97)
REINCARNATION
Q: 1)What exactly happens if a mage casts reincarnate on a character? For example I am a 9th level dwarven specialty priest and I am reincarnated as a halfling. What exactly happens to HD and Levels and such? 2) What happens if my specialty priest reincarnates as a race not allowed to his specialty priesthood?
A: 1) Treat it as the same as the priest reincarnate as far as levels, etc go. 2) He becomes a generic priest of that god.(11/98)
Q: My character died and was reincarnated into a halfling. My friend who is a 9th level wizard cast a polymorph other on me, making me appear as a dwarf again. Since I missed my intelligence check and truly believe I am a dwarf do I get the dwarven abilities and use the dwarven minimums and maximums?

A: We have answered this before but it is important enough to answer a few times. When you are reincarnated as a halfling or any other humanoid race. You retain all minimum and maximums of the halfling race. The polymorph other spell will simply make you appear as a random dwarf (in this case). Your abilities are still those of a halfling. Over time, given the failed intelligence check you would start to take on the habits of the dwarf, but never the abilities. In the case you mentioned, you would lose the halfling habit of eating a great deal and enjoying a good pipe in exchange for the enjoyment of gems and the forge. This change would take a while and does not occur overnight. (May 1997)

Q: When a character is reincarnated. What is their level if the wizard version is used? Although the priest's version makes this clear the wizard's does not. If a specialty priest is reincarnated into a race that is not listed in F&A under their SP, does their deity boot them or are they allowed to continue their profession?

A: It would be halved, just like the priest version. They would drop to a generic cleric of that god. (10/98)

RESTORATION

Q: Can restoration be used to restore lost attribute points (such as the two points of CON lost to a dwarven vampire bite?)

A: Yes. Each use of this spell will restore one lost level, attribute point, or hit point. Remember that this spell ages the recipient by 2 years, and thus requires a system shock roll. (10/98)

Q: Concerning the ruling in the most recent Trumpeter that restoration can be used to restore lost attribute points: Does this include strength points traded for an extra attack?

A: No, just for drains. Some creatures like an elven vampire drain Charisma. That is why the Trumpeter description listed attribute points. (11/98)

RESURRECTION

Q: If my character dies and is resurrected do I lose a constitution point?

A: No. Constitution loss occurs with raise dead only. If you paid the extra for the resurrection you do not loss the point of constitution. However, the resurrection still counts towards the maximum number of times the character can die and be brought back to life. (May 1997)

Q: Can the Resurrection Survival roll be boosted by Moment, Choose Future, or Probability Control (when/if ToM 4th level spells are allowed)?

A: No. A spell or item cannot effect these rolls unless it explicitly states so (such as incense of meditation, or the special ability of priests of Lathander). (6/98)

RESTORATION:

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

A: Each restoration spell cast will restore one lost point to an ability score. Note that the recipient of a restoration spell ages two years, and thus has to make a system shock roll. (7/98)

SEEKING SWORD

Q: Regarding the 4th level spell "Seeking Sword" from F&A, p71: Does the sword use the casters THAC0? It is not specified in the spell and seems to indicate that it just hits. However, the last line in the first column states "...with each successful hit." which would indicate that an attack roll is required.

A: Use the caster's THACO, and roll to hit normally. (6/98)

SEPIA SNAKE SIGIL

Q: Can sepia snake sigil be used offensively (by having the caster read the document)?

A. No, you can't use the spell offensively--the target/victim must read the script. (Skip Williams 10/97)

SHIELD

Q: If my character casts a shield spell, and his AC is already better than that provided by the spell, what happens?

A: When attacked, take either your normal AC, or that provided by the shield, whichever is better. Which means that if your AC is better than AC2, the only benefit the shield provides is that it negates magic missile attacks. (11/98)

SLOW POISON

Q: 1) Can slow poison be used before being poisoned, as a kind of "poison preventer? 2) Can a monk use the bodysuit of shadows?

A: 1) Yes. 2) Yes.(11/98)

SNILLOC'S SNOWBALL SWARM

Q: Is the damage from an Ice Storm or Snilloc's Snowball Swarm spell considered cold damage or impact damage? Most undead are immune to cold damage and I saw players brow beating their judges by saying that is was impact damage so it would affect the creatures.

A: Sage Advice has apparently recently ruled that the ice storm spell is 50% cold damage and 50% impact damage, and that to avoid the effects you need to be protected against both effects. As there is a significant amount of physical pounding (especially if a wall of ice is used to create the spell) this makes some sense. I think that the snowball swarm is pretty much just cold damage, though.(10/98)

STARSHINE

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

A: Yes, both spells can be cast indoors. Starshine does not work underwater.(8/98)

STONESKIN

Q: 1) Do stoneskins provide any defense against Evard's black tentacles? 2) Are there any limits to how many tentacles can attack a single opponent? 3) Is there a size limit as to what can be constricted?

A: 1) They wouldn't do any damage until after they had removed the stoneskins. They could still entangle, though. 2) Remember the area of effect is rather small. Even a 10th level caster can only effect an area 30x10 feet. Assume that the tentacles are rather evenly spaced in the area of effect, remember that they are each 10' long, and figure out how many can attack an individual from that. 3) The tentacles can attach themselves to targets of any size (the spell description cites that they will wrap around trees, which can be rather large...), though the effect of constriction on a huge or gargantuan creature would be damage and little else.(11/98)

There was a time when this spell was limited to a 24-hour duration. this is no longer true, and Living City uses the spell as written in the *Players Handbook*. (5/1/97)

Q: When a to-hit roll is required for a spell effect, and the to-hit roll is made, does the spell effect work.(Ex. *paralyze*). What about touch effects of monsters (level drains, mummy rot)?

A: Yes and yes. (12/3/97)

Q: Weapon effects are also blocked by *stoneskin* (such as *sword of sharpness*), but if you connect, how about electrical discharge from a *shocking grasp*, or the effects of a stormblade?
A: With weapons, the physical attack is repelled. Special damage done by the weapon MAY get through (the electrical damage from a stormblade would still do damage on a successful attack. The continuing damage from a sword of wounding is predicated on an initial injury, and thus would not). (12/3/97)
Q: My wizard has a stoneskin and was hit, is the spell he is casting disrupted?
A: We will use the answer that Skip gave in the Sage Advice although not all Sage answers are LC rules we use the column to help answer core rules questions. "Any [successful] attack on a wizard will disrupt a spell, even if the wizard is stoneskinned. This also goes for creatures that are not harmed by an attack but are attempting to cast a spell." What this means is that if the wizard is stoneskinned, attacking automatically takes off a stoneskin (whether the attack hits or not), and a successful attack will disrupt spellcasting even if it inflicts no damage. (2/98)
Q: I heard somewhere that you cannot throw a bag of marbles at a stoneskinned opponent to remove many stoneskins at once. Is this true?
A: Correct. One throw is usually considered one attack. (11/98)

TURN PEBBLE TO BOULDER

Q: Will the pebbles created by the turn boulder to pebble spell revert to boulders if they strike a creature with magic resistance?
A: No. This is an in-place spell, and requires more than simply contact with the spell to cause it to come down (see the example of an in-place lower water spell in the DMG).(11/98)

WALL OF FORCE

Q: 1) Can a Spell be cast through a wall of force, if the spell has no physical effect that crosses the wall? An example would be hold person, or a lightning bolt with a point of origin on the other side of the wall. 2) Can you dimension door or teleport "around" a wall of force which doesn't enclose you or the target area completely?
A: 1) No. 2) Yes. You can even do so if it DOES enclose the target area completely. The spell description specifically states this. (11/98)
Q: Is a wall of force airtight?
A: Yes.(5/1/98)

WEIGHTY CHEST

Q: Can "Weighty Chest" be used to crush an opponent to the ground by casting it on a net and then throwing that net on an opponent?
A: No. "Weighty Chest" may not be used as an offensive weapon of any sort. A creature snared by such a net could remove it normally (a net is normally removed by making a successful strength ability check); the "Weighty Chest" effect would only activate if he tried to pick the net up after removing it. (6/98)

Tome of Magic

Q: Now that Monster Mythology and Faiths & Avatars include the Tome of Magic spheres, will the ban on minor access only be lifted?
A: No. Until all the new priest revisions are made, all priests have only MINOR access only to Tome of Magic priest spells. This means that no Tome of Magic priest spell of over 3rd level is allowed for PCs. (6/12/97)
This will be adjusted when the 3rd FR deities book (demi-human) comes out next November, but until then all priests can use all the 1st-3rd level priest spells in ToM and no others. (9/17/97)

Combat

OFF HAND WEAPONS

Q: Under a strict reading of the PH, it seems that the two-weapon combo of bastard sword (on hand) long sword (off hand) is legal, as the PH only states that the off hand weapon must be "of smaller size and weight."
A: Off-hand weapons: all off-hand weapons used in two-weapon fighting must be size category S. (10/14/97)
Q: Is a wakizashi a legal off hand weapon? It is listed as being of size M.
A: Yes, the Complete Fighter's Handbook (which contains the description of the wakizashi) specifically states that it can be used as an off-hand weapon. Therefore it is an exception to the rule that an off-hand weapon must be size S. (10/14/97)

MULTIPLE WEAPONS

Q: Can you wield a one handed, small weapon and a one handed missile weapon at the same time. Like trying to wield a Hand Crossbow and a Dagger in the off hand. I understand that it would be impossible to reload, but can it be done?
A: Yes, it can be done. And yes, it would be impossible to reload. (10/98)
Q: And, could the hand crossbow be used in close combat if it was loaded?
A: Once. (10/98)

UNARMED COMBAT

Q. If you specialize in punching or other unarmed combat as a fighter, can you still specialize in a weapon?
A. Barehanded combat uses the rules as specified from the Complete Fighter's Handbook. This states that proficiency is automatic for fighters in punching and wrestling, but specialization costs. It is not additional; a specialization is a specialization, and only one is allowed. (10/25/97)
Q: Can a character continue to put slots to unarmed combat when they dual class? For example, a fighter spends his slots to punching then switches over to a cleric.
A: Only single class fighters can continue to specialize in unarmed combat, so once you change classes you cannot improve those unarmed combat skills anymore. (12/5/97)

Q. Technically, I can't find anything in the rules that precludes a martial artist from knocking out a 15 HD dinosaur.
A. I thought it was pretty clear that only humanoids could be knocked out. (11/20/97)
Q: Is the additional attack granted to unarmed specialists added to the normal 1 attack/round, or to the 3/2 attacks allowed to a melee specialist? How would this change for a 7th level fighter who specialized in unarmed combat?
A: It is added to the normal 1 attack/round. Martial arts specialists (regardless of class) get 2/1 if both hands are free (1 otherwise). Unarmed attacks for a 7th level warrior specialized in unarmed combat is 5/2 (the base 3/2 for 7th level, plus the bonus attack from specialization). (6/98)
Q: Is the damage bonus for martial arts specialization for Monks the +2 as specified in the F&A or the +1 as specified in the Complete Fighters Handbook?
A: They get the +2 for the initial specialization. This is a difference between the monk and other unarmed specialists (another difference is that monks ignore the penalty for attacking armed opponents). (6/98)
Q: Is the additional attack granted to unarmed specialists added to the normal 1 attack/round, or to the 3/2 attacks allowed to a melee specialist?
A: It is added to the normal 1 attack/round. Martial arts specialists (regardless of class) get 2/1 if both hands are free (1 otherwise). Unarmed attacks do increase for warriors as they advance in levels, so a 7th level warrior specialized in unarmed combat gets 5/2 attacks per round (the base 3/2 for 7th level, plus the bonus attack from specialization). *This is a change from last issue – there is an omission in older printings of the players handbook.*. (6/98)
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, and9th level).(8/98)
Q: In a previous question someone asked about additional attacks for unarmed specialists. The answer stated that fighters specialized in martial arts received 5/2 attacks per round at level 7. Would this hold true for monks as well, since they are the only other class allowed to specialize in martial arts?
A: Nope. Only fighters get additional attacks as they increase in level. The extra attacks come from being a fighter, not from being a specialist (after all -- fighters get the additional attacks with any weapon -- even ones they aren't proficient in...) (10/98)

WRESTLING AND DWARVES

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.(8/98)

WEAPON SPECIALIZATION

Q: Assume a hypothetical 7th level fighter specialized in the dagger. If this fighter uses two daggers, does he get the specialization bonuses (+1 to hit, +2 to damage) for his off hand weapon, as well as his main weapon?
A: Yes. (12/5/97)
Q: Does he get his specialization bonuses if he throws a dagger? (side question - are using a dagger in melee and throwing a dagger two different proficiencies?)
A: Dagger is one proficiency. However, if the hurled weapon version has different benefits, those would apply to the throwing. Otherwise specialization benefits apply normally. (12/5/97)
Q: According to the PH, any off hand weapon only grants one additional attack. I would argue that this rule supercedes the weapon specialization additional attacks. (So our example fighter would get 3 attacks/round - 2 main weapon, one off hand). I had a conversation with Jean Rabe about this way back when she was the head honcho, and her comment was "ANY weapon - even a rod of flailing - only grants one additional attack if used in the off hand." Is this still the official ruling?
A: Yes. Any weapon grants one additional attack when used in the off hand. Our hypothetical fighter gets 2 attacks with the main dagger and one for the other. (12/5/97)

Equipment

ARMOR & SPELLCASTING

Q: If I was to have a human fighter dual class to specialty priest of Ilmater, would I be able to wear armor. What if I was a multi-class fighter/cleric?
A: If you dual class you would not receive XP for any event where you wore your armor and it is not allowed as a priest period. If you multi-class you would still need to abide by the restriction of the priesthood. This also goes for non-elven mages wearing elven chainmail. This does not allow mages to wear armor and cast spells. This is most often asked of human fighters who dual class to wizard. Take the armor off and cast spells, but no spells with the armor on. (1/98)
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.(8/98)

CAN I KEEP ITEMS?

Q: Can you keep normal items you find in an adventure? Like quills, normal weapons, or anything else? There have been several very nice items like 2-shot hand crossbows in adventures that people have asked me if they could keep. As they are not on the treasure list, what do you do?
A: You can keep normal items you find. However, a 2-shot hand crossbow is not a normal item. "Normal item" means anything listed in the Player's Handbook. (10/98)

ELVEN CHAIN

Q: Is elven chain +0 considered to be magical armor? If not, then I assume that rings of protection and such will function normally.
A: Elven chain +0 is not considered to be magical for purposes of combining with a ring of protection. (6/98)
Q: Can any mage use elven chain and cast spells or can only elven fighter mages? What about dual class fighter-mages?
A: Only elves. Other races can wear it, but would not be able to cast spells. (3/98)
Q: Does elven chain count as light armor for a ranger?
A: Yes. (4/98)
Q: I was wondering if a swashbuckler (fighter) could wear elven chain mail and still get the -2 armor class bonus? The fighters handbook says no armor or light armor (leather or padded). Would elven chain be considered light armor?
A: Since we have ruled that elven chain is light armor for a ranger, I think it would be consistent to say the same thing here. So yes, elven chain is considered light armor. (6/98)

PETS

Q: What about pets? We are starting to see hunting cats, falcons and many other creatures as both pets and familiars. What is allowed?
A: Pets are property and as such they can be purchased under the rules if the pets are in the PHB. If a PC can buy it and it fits into the environment of Ravens Bluff (There are no elephants), they can have it. A DM can always disallow a pet or war-horse from an adventure, and it is very acceptable to consider each HD of the animal towards the tier for monsters only, not gained experience. (November 1997)
Q: A PC in one of my LC parties had a great cat for a pet (a leopard or mountain lion, I think) and brought it along on the adventure. It turned out to be the best fighter in the party, but didn't I see a posting in the RPGA message board that said that pets could not accompany PCs on adventures?
A: A PC is able to have a pet or familiar join them on an adventure. However, the pets HD is added to the total levels of the party for purposes of tier determination. Also, there are going to be hirelings that may join PCs as well. These will have very specific certificates and indicate the number of levels that the hireling is considered for purposes of tier determination. (September 1997)

STRENGTH BOWS

Q: I thought strength bows for strength 16-18 were considered normal items and could be purchased normally since the PHB states that they cost the same as a normal bow. I heard that all strength bows require a certificate. Which is true?
A: If the items can be bought out of the Players Handbook or Arms and Equipment they do not need a certificate. Remember that a number of oriental weapons are not allowed in the campaign without a certificate. (November 1997)

BARNEY'S BAZAAR

Q: I recently purchased two items at Barney's Bazaar that lowered my armor class and had a DM not allow them. Who is correct?
A: It depends. The thieves helmet (besides looking completely stupid and marking you as a thief!) will lower the armor class of a PC IF they are wearing non-magical armor only. It does not help if you wear magical armor or protective magic items. The same goes for the chemise. (November 1997)

CESTUS

Q: How many slots does it take to specialize in Cesti? Can this weapon be used with punching specialization?
A: Living City has a house rule that states that in order to use punching specialization, nothing can be worn on the hands. This includes cesti (the weapon type you are referring to) as well as gauntlets. So, a character wearing cesti is not allowed to use the unarmed combat table, and gains no bonus from any punching specialization they may have.
As the Fighter's handbook states, specializing in Cesti only takes one slot. This is true in LC as well.
Basically, it boils down to this: In LC we allow specialization (and continued specialization) in punching, and we allow the use of cesti and specialization in cesti. We just don't allow the two skills to be used together. (4/20/98)

Magic Item Questions

MAGIC BOWS

Q: Does a magical long bow function as a strength bow? (Does a character get his strength bonus as well as the magical bonus)
A: No, it doesn't. (10/98)

MAGIC ITEMS GENERATING LIGHT

Q. A quick question regarding enchanted weapons. You have said that +3 (or better) weapons generate light; what about lesser weapons that have extraordinary powers? I have a cleric that has a flail +2, +3 vs. Undead. Am I to assume that as that character nears a graveyard where the living dead abound, that the flail will begin to glow?
A. I would say no in this case, because that would give the flail the power to detect the presence of undead, which it does not have. (9/16/97)

EVIL ITEMS

Q: For items which using them is an evil act (e.g. a ring of vampiric regeneration), does the PC know this automatically, as a result of whatever identify magic let the PC know of the ring's functions?
A: It is assumed in LC that any character that owns an item is fully aware of the powers and effects of that item. Using such a ring would thus be the knowing commission of an evil act. (6/98)

HOLY SWORDS

Q: How do the holy swords MR and dispel magic ability work?
A: MR works against all spells at 50% when weapon is drawn and held. The dispel magic takes a round to use by the paladin and dispels at the paladin's level as the dispel magic spell. It does NOT dispel items created with evil magic as stated in the Paladin's Handbook. (9/98)

POTIONS

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.(8/98)

SCROLL SPELLS

Q: Can specialist wizards use scroll spells from opposition schools? Can clerics use scroll spells from outside their spheres?
A: A character who can use spells can use a scroll if it matches his class, so priests can use scroll spells from outside their spheres and wizards can use scroll spells from outside their schools. Wizards cannot use other items (such as wands) that duplicate the effects of opposition schools, unless such items are usable by any class. (2/98)

MAGICAL ARMOR AND SHIELDS

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.(8/98)
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.(8/98)

SPECIFIC MAGIC ITEM QUESTIONS

AMULET OF LIFE PROTECTION
Q: How does the Amulet of Life Protection function?
A: There are two definitions for the amulet, the first in the DMG and the second as answered by Skip Williams in the Sage Advice column. The correct answer for the Living City campaign is answered by the Sage Advice column. In this column anyone who goes below -10 hit points is protected by the amulet and can be brought back to 1 hit point with the application of any healing type magic. For more details please see the column. Players with the amulet should copy the column to provide to DMs in case it is needed. Dragon magazine from May 95 has the Sage Advice column. (September 1997)
BODYSUIT OF SHADOWS
Q: 1) Can slow poison be used before being poisoned, as a kind of "poison preventer? 2) Can a monk use the bodysuit of shadows?
A: 1) Yes. 2) Yes.(11/98)
BRACELET OF MINOR WISHES
The Bracelet of Minor Wishes allows the wearer to use a STANDARD allowed spell of the First through Fifth level. That means the spell must be allowed in the campaign. That also means that it CAN NOT be used to cast spells that come from the Tome of Magic's Major Spheres. Any use of those spells is disallowed and the effects of such are not valid. It duplicates allowed spells only! (9/98)
Q: I have seen a bracelet of minor wishes that did not have charges indicated. Is this correct?
A: No. These were misprints. All bracelets of minor wishes in LC have 4 charges initially. The cert should be annotated accordingly. (10/98)
CHAOSBANE:
Q: The sword is listed as +2, +4 Vs chaotic evil. are the pluses cumulative?
A: No. (3/23/98)
CLOAK OF STRENGTH
Q: What is the duration for the cloak of strength?

A: I would say it works as a strength spell. Which would mean (Since a cloak is miscellaneous magic, and thus casts at 12th level) it lasts for 12 hours. (11/98)

CUBE OF LIQUID ENCHANTMENT:

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

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

ELVEN CHAIN

Q: Can my character wear elven chain mail along with bracers AC4, taking the better armor class (from the bracers), and using the chain just for show?

A: No. Unfortunately, wearing armor or using a shield keeps the magic of the bracers from functioning.(11/98)

EYE OF SNOOPING

Q: The Eye of Snooping is listed as a wizard-only item. What is the duration and invocation time?

A: Any class can use the eye. The spell is cast at 12th level, so it lasts 12 rounds. The activation time is 3, standard for activating an item. (6/98)

GEM OF INSIGHT

Q. The Gem of Insight allows the possessor to gain a permanent point of intelligence if the item is kept for 3 months. If a PC uses the gem during an adventure (either a three month long one) or refrains from further adventuring for three months (real time) after the item is used, is the IQ gain permanent?

A: The Intelligence gain is for one adventure. The item works for one adventure, and all powers and effects work for one adventure only. After that the effects disappear. (8/4/97)

HOLY SWORD OF LATHANDER

There have been a lot of questions about the Holy Swords of Lathander. Those are the holy swords that were put together through tournament play a while ago. The specific questions regard the powers of the holy sword. To make things a little easier I have decided on a single ruling that all the Lathander swords will be judged by. There are two holy swords not gained in this same manner but the only difference with those will be listed on their certificates:

· When wielded (out of its scabbard), the wielder (if a paladin) has magic resistance equal to 50%.

· A paladin wielding the weapon may elect to dispel any magical effect that the weapon comes into contact with. The Holy Swords of Lathander dispel magic at the 12th level and function just like the dispel magic spell. The range is personal as listed on the certificate, therefore, the sword must contact an enchanted being, or wall or sphere to dispel the magic.

· The sword's bonuses are as a justifier and it does not receive +10 versus evil like a Holy Avenger, since it is a Justifier. It does however give the paladin the ability to turn undead as a cleric of equal level and is +5 against all undead; and grants a +2 bonus to saving throws against undead magical attacks. (9/98)

INCENSE OF MEDITATION

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

A: No, they will not hit automatically - you must still roll to hit normally. No, the incense only effects the rolls of the caster. No, but they save at -1. Yes, the incense works on innate abilities. No, but a kind DM might give a chart bonus to the reincarnation roll. Yes -- Because these are prayed for as a normal cleric spell. No, because the mage spell given with an anyspell is not prayed for, but memorized like a mage. In addition, incense also makes any damage rolled maximum, and duration's are maximum. (6/98)

IOUN STONES

Q: Can I use multiple copies of the same ioun stone? I have two Ioun stones of Protection +1.

A: No, they act like rings, only one will function at any given time. However, if you have two spell storing or regeneration they will both function. If you have two that raise your dexterity by one, your dexterity will be raised by two. (1/22/98)

Q: Does the "Dusty Rose Ioun Stone" +1 saves only combine with the "Ioun Stone, Dusty Rose" +1 protection since they are not exactly the same items (+1 AC bonus, +2 Saves) when combined??

A: The one that gives saves only is the same as the other one, it just does not have a full function. Thus, you are still limited to only one of the ioun stones. (1/22/98)

Q: How does the pearly white ioun stone work?

A: There are actually TWO pearly white ioun stones, which has caused some confusion. There is a pearly white spindle ioun stone, which regenerates the user; and a pearly white prism ioun stone, which provides healing. The pearly white prism (which is what the majority in LC are) provides healing at the rate of 1hp/turn to whomever it is in orbit around, even if the damage was taken before the ioun stone was in use. The pearly white spindle regenerates the user, and will regrow lost limbs and restore the user from death, provided that the ioun stone was already in use at the time the damage was taken. Just like the ring of regeneration, the ioun stone will not regenerate damage caused by fire or acid. (6/98)

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.(8/98)

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. (8/98)

MAHOGANY SALT BOX

Q: Could you explain more about the powers of the mahogany salt box?

A: The persons consuming the salt must understand the significance of the sharing and be willing participants. Those partaking of the salt are participating in a ritual, and only if they understand the nature of that ritual are they bound by it. You cannot trick or force-feed someone salt to prevent them from attacking you.

Sharing salt will keep anyone who partakes from voluntarily and willfully engaging in acts of treachery. It does not in any way prevent the normal effects of spells such as chaos, dire charm, eyebite, etc.(11/98)

PEACE CRANE OF ELDATH

Q: Is the peace crane of Eldath considered to be a mind affecting ability for saving throws and such?

A: I would assume it was mind-effecting, as I can't see any other way to explain the item's effect....(11/98)

PEARL OF POWER

Q: Can a specialty priest of Mystra use a pearl of power to recover priest spells?

A: No.(11/98)

PHYLACTERY OF FAITHFULNESS

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. (8/98)

PICKAXE OF PIERCING

Q: Can it be used to take off all stoneskins that are on a character, in one confirmed hit?

A: As the Encyclopedia Magica states that the pickaxe is effective against "..magical barriers of all sorts -- walls, shells, spheres, and MANTLES." (emphasis is mine), I think it would be reasonable to allow the pickaxe the its 10% chance of dispelling the stoneskin spell per hit. Note that this is one of those cases where you would need to actually make a roll to hit the stoneskinned individual. Whether or not you make contact with the pickaxe, you remove a stoneskin -- but you only have the 10% chance of dispelling the stoneskin if you make contact. (4/20/98)

POTION OF VITALITY

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) (8/98)

QUARTERSTAFF OF RAPID MAGERY

Q: Can a mage cast a spell during the round after using a quarterstaff of rapid magery? If it works like a speed weapon, the character should get an additional action.

A: No. Just as a hasted fighter gets more attacks but a hasted mage only gets one spell per round, the wielder of a quarterstaff of rapid magery does not have the opportunity to cast another spell.

Allowing some movement or a minor action afterwards seems reasonable though. Digging for a potion, or activating a different item, are all full-round actions, and so should be disallowed. (3/98)

RIBBON OF TAHLUTA

The Ribbons of Tahluta are one shot items only! There are no exceptions to this. (November 1997)

RING OF PROTECTION

Q: Does a ring of protection +1 work in conjunction with the armor spell?

A: Simply put, yes! Your ring of protection +1 would cause the base armor class granted by the armor spell to be decreased by one. (August 1997)

RING OF SPELL STORING

Q: A player at my table had a ring of spell storing that they were recharging themselves with different spells than were listed on the certificate. Is this allowed?

A: No. The ring can only hold those spells listed on the certificate. (November 1997)

Q: 1) If a ring of spell storing is removed after memorizing spells, what happens? 2) If a ring of spell extension is removed after casting a spell, what happens?

A: 1) The spells beyond the normal limit go away. 2) The spell ends after normal (unmodified) duration, unless the ring is worn throughout. (11/98)

SUN BLADE

Q: Can a sized small (S) creature use the sunblade one-handed?? Is it not a core rule that any S creature must use any M weapon with 2 hands because it is just too darn big? Does the ability of the sunblade to move and react like a short sword work around that rule?

A: No. A size S creature would require two hands to wield a sunblade. (10/98)

SCARAB OF PROTECTION

Q: Does a scarab of protection allow saving throws against spells such as dispel magic and Mordenkainen's disjunction? How does magic resistance work against these spells?

A: (This is a copy from sage advice #231) A scarab of protection sometimes allows a saving throw against dispel magic and similar spells, depending on how the spell is used. If a the dispel is cast directly on the scarab wearer or his items, the wearer has a saving throw and the scarabs bonus applies. (Technically, the items gets the saving throw, but its exactly the same as the wearers, see the dispel magic spell description). If a spell such as dispel magic, Mordenkainen's disjunction, or continual darkness is cast on the area containing the scarab wearer, the wearer gains no saving throw because the spell is not directed at him. The scarab wearer might find it inconvenient or even fatal to have spells affecting him dispelled or disjoined, but that's just a consequence of the spell being there. The situation is similar to what happens when a magic-resistant creature finds itself in one of these spells areas of effect, there is no magic resistance roll because the spell in question is not working directly against the creature. (2/98)

Finally, the topic of Scarabs of Protection. For those spells without a saving throw, the scarab allows a saving throw of a 20 minus any MAGICAL protections. Not a dwarven or halfling bonus versus spells or a wisdom bonus, JUST magical adjustments. So a character with a Ring +3, Cloak +3, Pin +1, Ioun Stone +1 has a scarab saving throw of a 12. The scarab bonus does not affect the scarab check. So, all players with scarabs please review what your saving throw with the scarab actual is, you may find out it is a lot higher than you thought. (9/98)

Q: With a Scarab of Protection, you are allowed a saving throw for those spells that don't truly give you a save. What about illusions? That are cast on something else, and not at the wearer of the Scarab. Would they get a save for the illusion from the scarab?

A: No. (10/98)

SHOES OF THE WOODLANDS

Q: I saw one player whose LC PC has shoes of the woodland, which basically transform the wearer into a centaur. I casually mentioned that if he really wanted to twist the rules, he could wear horseshoes of protection +2. It turns out he was already doing this. Is this legal?
A: Well, it would be legal -- however you would have to have a blacksmith apply the shoes while you were a centaur, and then make sure to remove them before changing back. Otherwise you would ruin both the shoes and the horseshoes during the change back to humanoid form. (6/98)

SILVER LINKS

Q: I had someone with a chain of silver links (from Test of Fates Strength) and used them to heal 24 hit point is this legal?
A: No. The links can not be forged into a chain, the magic will be dispelled. Each link must be held by the user and willed to heal. It takes one round per link. (2/98)

STAFF OF SLINGING

Q: I have a Staff of slinging. There are no # of charges listed on the certificate. Does this means unlimited use hurling 3d10 boulders; once a combat round? This seems extremely powerful….
A: Remember that you need to have the boulders to throw..... Also the item is a druid-only weapon. To anyone else, it is just a quarterstaff+1. It looks like this is a typo. The staff should have 10 charges.(9/98)

SUN BLADE

Q: The Sun Blade I received states it is as the DMG minus a number of powers. It states that the daylight power caused by swinging the sword only lasts as long as the sword is swung in an arc. It becomes dim light once the circular spinning stops. How is this to be judged?
A: First of all the sword states that it does damage equal to a bastard sword although it can be used with the short sword proficiency. This does not mean that the sword which is as long as a bastard sword can be used in one hand along with another Medium-sized weapon. It could only be used with another Small-sized weapon. Also, in order to create a sunlight affect the weapon must be spun around the head. This is the ONLY action that the character can take in a given round.
It does not do double damage to negative planar creatures, and it is not +4 versus evil creatures. Otherwise it is as written in the DMG. (2/98)

WAND OF FIRE EXTINGUISHING

Q: My character has a Wand of Fire Extinguishing. How does this item work?
A: This wand works automatically if it is in your hand and placed within a fire, or in your hand and within the area of effect of a fire (magical or otherwise). It will actually negate the entire effect of a fireball spell, if in the right place at the right time. HOWEVER, the item does not have an "instant react" ability. It must be declared during the intention phase of initiative just like anything else. This means that either you need to a) try to anticipate that the wand will be needed, and declare that you will have it out and ready before it is actually necessary (preemptive use). Or b) if a fire-based attack is begun, you can (on the next round) declare the intention to use the wand, so that the power of the attack will be interrupted (reactive use).
In some cases (such as *fireball* spell), the attack is of such short duration that it can only be countered using method (a), as method (b) would not react in time. Other attacks, such as a *flame shroud*, can be successfully countered using method (b). The countersong will protect against the effects of suggestion spells, command spells, etc. However, the countersong must occur during the casting of the spell, and therefore you would pretty much need to be using method (a) for that to occur.
Note that method (b) means holding it in your hand and waiting -- and while you are holding the wand in your hand, you can't be doing something else with it, like casting a spell, or swinging a sword…so, the way to use the wand is to tell your DM that you are getting your wand out and waiting…. (6/98)

YO-YO OF FATE

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. (8/98)

ZAGYG'S SPELL COMPONENT POUCH

Q: Can a Zagyg's spell component pouch produce a potion of superheroism, the material component of Tenser's transformation?
A: No. the pouch can only produce non-magical spell components. Also, items created MUST be used for spellcasting, and cannot be used for any other purpose. (11/98)

Knighthoods

ACTING UNCHIVALROUSLY

Q: I recently ran an event for a group of knights and as a whole they all acted completely rude and disrespectful to every NPC and city official they encountered. What do I do?
A: This is a tough question, what you should do is ask to see their knightly record. On that record put the convention name, your name, the module and under chivalry points put NEGATIVE ONE. This is a major black mark against a knight and one that you as a DM are allowed to give when the circumstances warrant it.
You should also give a signed (with RPGA #, phone # optional), short description of what the knight or knights did, to the convention coordinator. These descriptions should then be sent to RDRavens@aol.com or BBurr@aol.com. Knights need to begin to act like knights or the penalties will be high. Any knight that receives multiple NEGATIVE CHIVALRY points will lose his or her knighthoods. (June 1997)

KNIGHTS OF THE LADY

Q: I have been hearing about a knighthood called the Knights of the Lady. What is it and how do I join?
A: The Knights of the Lady is a civilian order of knights, or a Lords Knights. They were created during the war by Lady Amber Lynn Thoden to serve the people of Ravens Bluff and they have continued in this capacity. In order to join you should send an e-mail message to the Knight Commander Sir Lucky Whitewolf (TSROLucky@AOL.COM) or if you are not on-line, send a request to my address or RPGA HQ. The Knights of the Lady are a service organization and will also be adding new members at the Gen Con® Game Faire Interactive. (August 1997)

Alignment

Q: Is it an evil act to injure or "eliminate" a foe who for all intents and purposes has been defeated in the CURRENT battle by use of magic such as sleep or hold person?
A: Killing any helpless opponent is an evil act. (September 1997)
Q: What should a judge do if a PC commits an evil act, like killing a helpless foe be it monster or humanoid?
A: Killing a helpless foe is considered an evil act even if the foe is a creature, as long as there is intelligence. However, the PC may not change alignment immediately. Alignment is a norm for behavior, and sometimes there are aberrations. If the PC continued in acts of this kind in the adventure, then the DM should change the alignment as in the Judge Guidelines. If the PC is known by several judges to behave this way once per adventure, to avoid the alignment but still do evil or non-good acts, then one of the judges eventually should change their alignment. Note: a paladin should immediately lose their paladinhood until atonement can be done for the act. For purposes of the campaign, an atonement consists of taking no experience points for the next 1d4 tournaments and taking no treasure or rewards from the same tournaments. The paladin must also be truly sorry for the act and vow never to repeat the act. A paladin is NOT allowed to atone for the same conscious act more than once. (1/98)
Q: My ranger is CG. He recently found a lady friend that has settled him down quite a bit, and given him a different prospective on things. I would like to shift his alignment to NG. What will this cost me? It says in the PHB that it costs XP, but how much?
A: As per the DMG, It costs double XP for the next level the character earns. You can accomplish this by taking half the earned experience from a tournament and putting it towards your next level. Of course, the whole amount counts towards the total earned experience for retirement. (7/98)

The War in Ravens Bluff

Q: I recently received the results of my character's actions in the war. I received experience points and was maimed during a particular battle. How do I go about regaining my left eye, and do I receive my normal 10% bonus to the experience awarded?
A: First of all the experience. All experience rewards are just like normal experience. If you would normally add 10% to your total, go ahead and add the 10% bonus. War results will be coming out again (hopefully) for the last battle. As far as the maiming, death or any other negative event: Arrange the recovery at your next game session with the judge. (June 1997)

Game Mechanics

FOLLOWERS

Q: Bruce has a follower. How does that follower get XP? A percentage of what is given each PC in the tourney the follower goes on? A percentage deducted from Bruce's XP?
A: Yes it is deducted from Bruce's XP. It comes from Bruce's earned experience, and does count towards his retirement total. Followers only earn XP for adventures they go on. (11/98)

INNATE ABILITIES

Core rules: as per the DMG. Unless specifically stated otherwise, no being may use both an innate ability and make a melee attack in the same round. this is a change from 1st edition to 2nd edition, and applies to both characters (usually specialty priests with granted abilities) and to NPC's.

SAVING THROWS

Q: I was told that LC has a rule that you always fail if you roll a natural 1 on a save. Is this true?
A: Yes. This was a first edition AD&D rule that LC kept after the transition to 2nd edition. If you roll a 1 on a saving throw, you cannot modify that into a successful save. There are a few items and powers, however (such as favors from gods earned in modules) that allow the replacement of a failed save with a successful one. These will still work on an "auto failure" save. (6/98)

SYSTEM SHOCK

DMs should use their common sense on what requires a system shock. As a general rule, if the spell does not permanently change a being into something else (which Poly Other does), then no system shock should be required. However, if a player uses a spell specifically so that it takes advantage of my last statement, and such attempt is obvious, then a system shock check should be required. Players should not be allowed to twist the game so that spells do things they were never designed to do. In a home game, it is the job of the DM to monitor such activity, and so GMs in Living City have to take on that role. (12/3/97)

HEALING AND DEATH'S DOOR

It has come to my attention that judges are allowing magical healing to restore characters to fighting status and spellcasting status from the 0 to -10 range in hit points. I therefore did some research on healing spells in the PHB, and discovered to my expectation that they heal wounds. They do not restore consciousness, or fitness, or spells, or anything. They merely heal wounds.
Therefore, I would like to point out the following regarding the use of magical and non-magical healing in Living City:
1. If a character falls below -10 hit points at any time, he or she dies instantly. Healing applied even a second later (or anytime in the same round) cannot help the character.

2. Characters brought below 0 hit points, but who are still at or above -10 hit points, can be healed by magical and non-magical means. Both kinds of healing restore the character to 1 hit point, but not to consciousness.
3. Characters restored to one hit point are still unconscious, but may be awakened by other characters in the next round (awakening takes one round). After that, the character can limp out of harm's way or quaff a potion. No other actions are permitted, including attacks, defenses (so these characters do not receive a dexterity bonus to AC), casting spells, or using other magical items. One might say that it does not take much effort to fire a wand, and one would be right. This may not make sense. Nonetheless, use of wands is prohibited to these characters along with all other actions, which do not involve leaving the field or drinking a potion.
4. Characters restored to one hit point may be healed magically or non-magically. Such additional healing does not restore consciousness (with the exception of a heal spell). Characters who have been healed from one hit point can engage in combat at their current hit points, so giving someone a goodberry and sending them into the fray at 2 hp is allowed (though stupid). (2/98)

COMING BACK FROM THE DEAD

Here is the official policy on coming back from the dead in Living City: Spells that raise you from the dead must be cast on you at the same tournament round in which you died, period, unless you have a specific written exemption FROM HQ. This means that if a character dies, a PC priest can cast raise dead (or resurrection) if that priest is playing in the tournament round. PCs not playing cannot cast the spell even if their players are called over to the table -- they were not there. If no such priest is among the adventuring group, then the PC must find the means to have a raise dead spell cast at that table, before the game breaks up, and the spell must be adjudicated by that judge. If the character cannot be raised at the table, then the character is lost (permanently out of play). (2/98)

Rules for Dungeon Masters

WHAT DEGREE OF LATITUDE DOES A JUDGE HAVE IN ASSIGNING SOME KIND OF "PERMANENT" PUNISHMENT?

A GM has latitude to apply consequences of a PC's actions, including "punishments." If a PC does something that in a home campaign a GM would do something about, then the GM can do something about it here too. An example would be stripping paladinhood or firing a character from the watch. There are many more examples. The guidelines for doing this are:
1. Are the consequences reasonable within the game, or did the GM have to contrive something to make the consequences work? If contrivance was necessary, then the GM should refrain from meting out any consequences. The classic example here is that of a thief stealing (which in the game there is nothing wrong with). If the thief could reasonably be caught, then the GM can make that happen. If, however, the thief would probably get away with the crime, then the GM should let that happen. In the case of divine consequences, reasonableness always applies and we move on to the next criteria.
2. Do the consequences fit the actions which brought them about? If so, then the GM should proceed. If the GM is trying to screw the player's character, then he or she should refrain.
3. Do the consequences require monitoring? In Living City we cannot use some of the same kinds of consequences as in a home campaign, such as atonement adventures. A different GM will probably be encountered at the next table, so that kind of continuity relies on the honesty of players to enforce. If the GM trusts the player, then mete out consequences which require actions in a later event. If the GM is doubtful, then find some kind of consequences which are "closed." Examples of this include alignment change, loss of powers or status or employment, imprisonment, death.
Within these guidelines, the GM may act as a home GM does when players or characters are going beyond the line in some way.
On the player level, a GM has the right to disallow anything he or she is not sure of in a character's possession for the adventure at hand. For example, if a character has an item for which the cert looks dubious, the GM can disallow it for the game. Same for powers claimed, or horses, or mansions, or whatever. If a player can prove something, then fine, but if not the GM's freedom is limited to that game session.
If a GM sees evidence of player cheating (as opposed to in-character manipulating of the game), he or she should report the matter to Dan Donnelly or the local Regional Director (if such is present), including a full statement of the events with names of participants. We cannot act on "anonymous tips" or stories for which we cannot get verification. On the testimony of two or three (or more) witnesses shall anything be decided. (12/4/97)
Q: What steps, if any, must a judge take before meting out justice? Must there be some kind of formal review or tribunal? If so, what are the rules for such a thing?
A: There are not rules for this, it relies heavily on GM discretion. If a convention coordinator does not trust a GM's discretion in Living City matters, then that coordinator should not schedule that judge.
That being said, here are some guidelines for judges who find themselves having to mete out justice:
1. If the situation comes with in-game consequences which are not divine in nature, such as in the thief example above, then the GM needs only run the game and bring the consequences into play at the right time. GMs at home are expected to do this all the time, and we expect no less of tournament judges.
2. If the justice involves the loss of abilities due to divine intervention, or alignment shift, such as in the case of paladins losing their paladinhood or rangers losing their ranger-hood, then a suitable divine warning should be given so that the PC can shape up. This may include the temporary loss of a power or loss of all currently memorized spells, with fewer spells granted next time the PC prays. Such a warning should be given in the spirit of discipline, correcting the PC's aberrant behavior, and not in the spirit of trying to screw the PC in some way. If the PC shapes up through the rest of the event, then everything is fine and the PC has learned a lesson (we hope). If the PC continues in aberrant behavior, then at the end of the event the loss of powers or alignment shift should be handed down.
3. If the situation involves player cheating, then the GM should make a report to the local RD or to Dan Donnelly after the convention is over. We will proceed from there. Accusing someone of cheating is a serious matter, because the consequences of cheating include being banned from play, so we do not cast around such suspicions lightly.

In all things relating to Living City and game play, treat others as you want them to treat you. If you treat others with respect and justice, they will do the same for you. Strive for integrity in your dealings. That is the best guideline I can give. (12/4/97)

OVERTURNING JUDGE DECISIONS

Q: Does a judge at another table have the authority to overturn the decision of a previous judge? How about to "grant absolution" via an Atonement spell, special quest or so forth?
No, unless the player has a letter or some such which says, "show to the next judge and he will...." No judge can run a special quest in the middle of a tournament under any circumstances. Such "special" cases will be handled differently. (12/4/97)
Q: Can a Regional Director, convention organizer/coordinator or other non-HQ person overturn the decision of the judge at the table? Under what circumstances?
A Regional Director can listen to a case and overturn a judge's decision, but this should not be a normal occurrence. Convention coordinators, on-site convention workers, and other such people do not have the authority to overturn judge decisions. Only Regional Directors and HQ employed staff can make those decisions.
Anyone can, however, contribute to a report on a bad situation by sending along a written statement. All such are considered in rendering a decision. (12/4/97)

PROTESTING RULINGS

Q: What can a player legitimately do to protest a ruling he feels is arbitrarily unfair? When, if ever, **can** a player ignore a ruling by the judge at his table?
A: The player can appeal to the local Regional Director at the convention or Dan Donnelly or myself at the con or afterward in writing. Players should not disrupt a game or convention by throwing a tantrum over a judge's decision. We listen to cases and get additional testimony, and try to make just decisions. Again, a full statement of events with the names of those involved is required, or we cannot act. Players should never ignore the authority of judges. When a ruling seems unreasonable, ask the judge to explain why it was made after the game is over, or on the spot if the game won't be seriously disrupted. Judges should act justly in all situations, and a just person can back up their decisions. If the judge cannot reasonably explain the rationale for a decision, move to the next step in the appeals process. If a judge mistakenly applies a rule to a PC with adverse consequences, and such is not caught immediately, then the PC is stuck with the consequences. However, such application must be clearly a mistake, and not malice. If a judge intentionally misuses the rules to adversely affect PCs, then that judge should be reported and NOT ALLOWED TO JUDGE LIVING CITY AGAIN until some atonement is made on the part of the judge.(12/4/97)
Q: If something happen in a tournament which was completely unfair, how do I go about addressing this?
A: Issues should be sent to Dan Donnelly, at either RDRAVENS@AOL.COM or 2250 Lexington Way, Kennesaw, GA 30144. You should include the names of as many players that were at the table, the judge's name, tournament name, convention name and the issues that arose. If the other players at the table can send statements it would help. (August 1997)

Polyhedron and Other Books

PRAYERS FROM THE FAITHFUL

Q:I have recently read Prayers from the Faithful. I don't know if there are plans to incorporate this into LC or not.
A: No, we will not be using this. (1/9/98)

POWERS & PANTHEONS

Q: I just picked up a copy of the new Powers & Pantheons sourcebook and I want to play a specialty priest of XYZ. Am I able to use the deities listed in this book?
A: Some of those deities might find their way into the Living City campaign, however none of the specialty priests or deity-specific spells are yet allowed in the campaign. It is allowable to play a regular priest of one of the non-evil deities HOWEVER, none of the special abilities or powers of the specialty priests are yet allowed. These will be reviewed along with those deities that will be contained in another deity-related book out early 1998. Once all the books are out, the specialty priests and spells will be expanded. (June 1997)
Q: What is allowed or not allowed from the Powers and Pantheons book?
A: This is a repeat but a very important one since the answer has changed. At this point unless the player has a certificate from Dan Donnelly with permission to test play a specialty priest from the Powers and Pantheons book, none of the spells or abilities found within may be used. There are priests and priestesses of Sharess that are legal (none are specialty priests), and there is one priestess of Isis (again not a specialty priestess). Over the next couple months a number of people are going to be testing some of the priesthoods for possible inclusion into the campaign, they will have a certificate specifying their complete abilities authorized with a seal from Dan Donnelly. (November 1997)

POLYHEDRON DEITIES

Q: Are the non-evil deities presented in the Polyhedron® Newszine allowed for Living City PC choices? For example, Jergal from Issue #120, and if so are they merely allowed as priests or specialty priests?
A: This is very similar to the Powers & Pantheons question from last issue. Those deities in the Polyhedron Newszine or any other publication not specifically mentioned in Living City character creation guidelines are not allowed until a revision is published. (July 1997)

Meta-Game Questions

CHARITY AUCTIONS

Q: More than one person on the RPGA message boards mentioned donating unwanted magic items to their con's charity auctions. Is this allowed?
A: Yes it is. That is the only way now to get any magical items for a charity auction. (November 1997)

LAND

Q: I want to go about buying land, how is this done?
A: Land is sold mainly at interactives although there has not been much sold since the war began. It has also been discussed bringing a land auction to the TSR on-line chat room although the limitation is to those players unable to attend. At this point, limited interactive land will be the only vehicle we are using. (April 1997)

CERICAL CIRCLE

There is now a method to add official religious organizations into the Living City campaign. This is the clerical circle run by Keith Hoffman (Kwh53@AOL.COM). It has recently run at the Gen Con game faire and can be requested for interactives near you. To have a religion officially recognized by the civic council requires 5 PC priests of at least 5th level. These priests must be played by different players. (September 1997)

GUILDS

Q: How do I go about joining any of the guilds in the city?
A: A simple task. There are representatives within the network to help you join certain organizations. To make it easy here they are:

- City Watch:: Dennis Everett (Denrayever@Aol.Com)
- Wizard's Guild: Paul Pederson (MightyWyrm@aol.com)
- Bard's Guld: Tim Breen (breenrt@lightside.com)
- Silent Network: Bob Tomihiro (Tomihiro@Aol.Com)
- Clerical Circle: Keith Hoffman (Kwh53@Aol.Com)
- Entire Campaign - Living City Regional Director Dan Donnelly (RDRavens@Aol.Com)

Module Specific Questions

ARRIVAL

Q: Are the NWP skills learned in the FATE section of Arrival "free" or do I have to use a proficiency slot for them?
A: We have decided to make those slots require you to use an available or next available slot to acquire them. However, they are optional, you can choose to forget the skill gained. (6/98)

BLAZE OF GLORY

Q: I received a special character from Blaze of Glory since my character willingly went into the cauldron. Now my spirit has been freed and I was resurrected, what happens to the special character?
A: Nothing happens to the character. You sacrificed yourself nobly and only a great ritual brought your spirit back. This by no means lessens the original sacrifice. (2/98)

A LITTLE KNOWLEDGE

Q: Can you explain the specialization that I got from this tournament?
A: The reason this is being answered here is that it is a general answer. The specialization is only available to single class fighters. The general statement is that if something is going to give your character an ability that they should not be allowed to normally have, make sure that there is a certificate. In this case, no cert, so no special cases and the only characters able to specialize are fighters. (6/98)

SEA OF TEARS

Q: (WARNING: SPOILER) In the module "Sea of Tears", there is a potential reward that gives you permanent hit points based on your class. What happens to dual-class characters in this case?
A: They MUST take the reward for their current class. This is not something where you can "forgo XP" in order to use your old class, and thus get the better bonus.(11/98)

Appendix A - Complete Proficiency Listing for the Living City

Proficiency	Slots	Ability	Mod	Group	Book
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	All	PHB	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
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	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	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	3	Int	-3	F	PHB
Weather Sense	1	Wis	-1	All	PHB
Weaving	1	Int	-1	All	PHB