

A LIVING CITY™ Player's Guide to the Meta-campaign Options

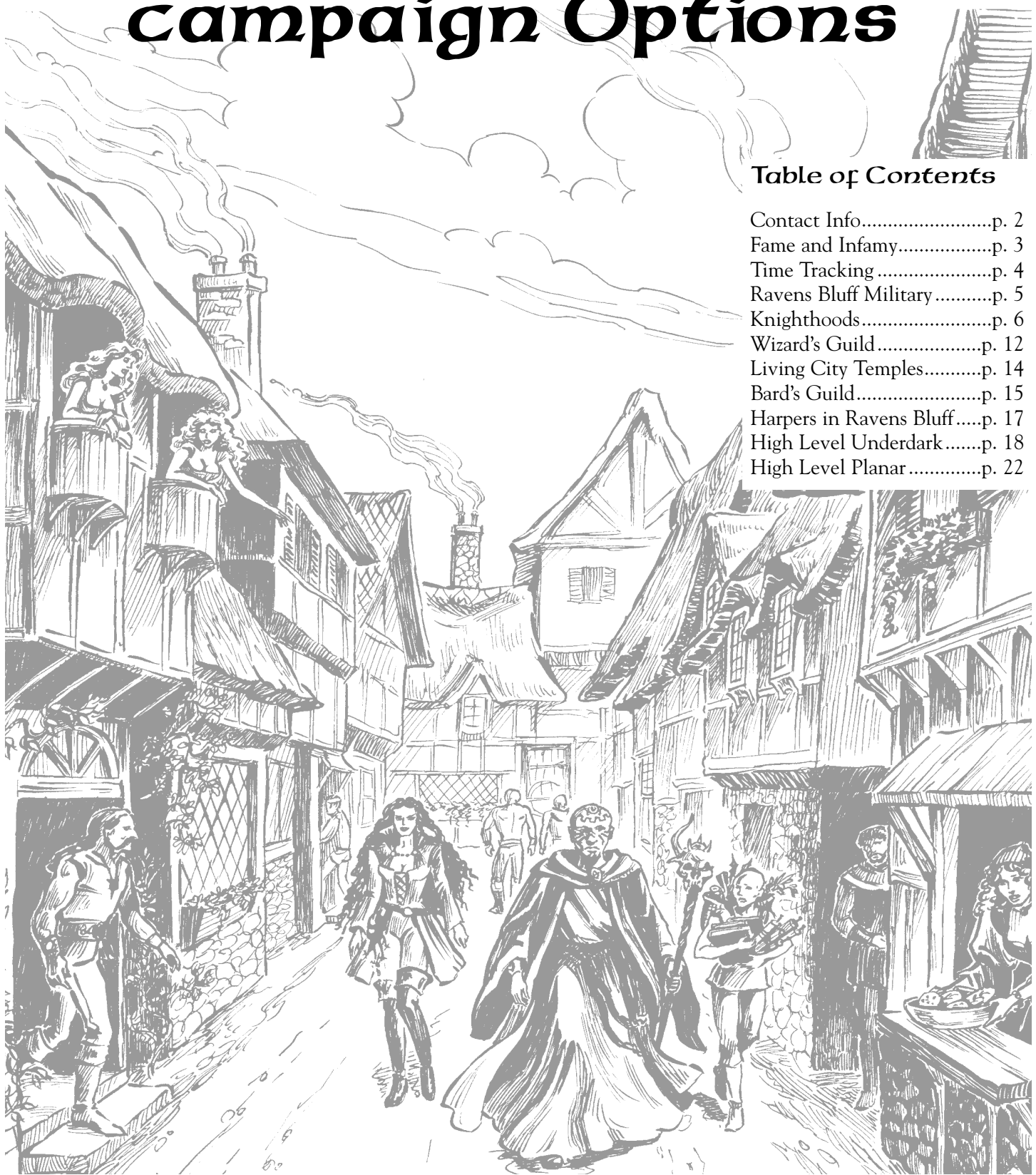


Table of Contents

Contact Info.....	p. 2
Fame and Infamy.....	p. 3
Time Tracking.....	p. 4
Ravens Bluff Military.....	p. 5
Knighthoods.....	p. 6
Wizard's Guild.....	p. 12
Living City Temples.....	p. 14
Bard's Guild.....	p. 15
Harpers in Ravens Bluff.....	p. 17
High Level Underdark.....	p. 18
High Level Planar.....	p. 22

LIVING CITY™ Campaign Leadership and Contact Information

Welcome to the Living City!

The City of Ravens Bluff is home to the largest community of adventurers in the FORGOTTEN REALMS® campaign setting. As such, there is always a flurry of activity as this adventuring group goes here, does this and that and comes home victorious. However not ALL adventurers are out and about on a daily basis. Some of them have real jobs, commitments and organizations that they have pledged time too. This handbook details some of those organizations and activities as the LIVING CITY directors and coordinators have restructured them. Although it is far from all-inclusive, it is hoped that this gives you a basic idea and understanding of what the NEW look of the organizations and activities are and how you can interact with them in the campaign.

Of course, if you have any questions please feel free to contact the coordinator listed in the description or send email to Brooks Banks, our Director of Information. He will be happy to forward you to the proper person who can answer your question.

Contacts and Information

RPGA Headquarters (Robert Wiese) manages the LIVING CITY Campaign with the help of managers who are called Directors. These directors manage different aspects of the campaign with the help of coordinators. The coordinators oversee the day to day operations of the different organizations and activities and report to the directors who in turn report progress, problems and concerns to Robert.

If you have any questions about a particular aspect of the campaign simply contact the appropriate person above and they will either answer your question or forward you on to the person in the organization that is best able to do so. The campaign board consists of:

Greg Sherwood, Meta-game Organizations

Email: LCOrgs@rpga.net

Meta-game Organizations are those activities outside tournament play which player characters can join or belong to. These include (but are not limited to) guilds, knight-hoods, the Watch, and the Clerical Circle.

Brooks Banks, Information and Rulings

Email: LCInfo@rpga.net

Information and Rules are those aspects which do not involve characters directly. These include (but are not limited to) propagation of information, website, Trumpeter, and game question rulings.

Troy Daniels, Meta-game Activities

Email: LCActivites@rpga.net

Meta-game Activities are those activities outside tournament play which do not involve PC membership. These include (but are not limited to) interactives, magic trading, land office, semi-retirements, animals, and more.

Joe Cirillo, Plots

Email: LCPlots@rpga.net

Plots are those things which drive stories. The Plots Director manages and approves all plots, with the help of the staff under him. Plots now include both High Level campaign stories.

Lee McClurkin, Expansions

Email: LCExpansions@rpga.net

Expansions and Development involves bringing new things into the campaign which are more complex than a single organization or activity. Currently these include Procampur.

HQ is strongly supportive of the board and the campaign staff, and will support their decisions most of the time. If you have an issue, please start with the campaign staff person who oversees that aspect of the campaign. Also, HQ will be making decisions in concert with the campaign board, so coming straight to Robert to get a ruling won't help anyone bypass rulings of campaign staff members.

The current campaign staff is presented below. Please note that just because someone is in charge of something does not mean that their PCs are involved, or that any NPCs they may be playing are involved. This is especially true

of the secret organizations. The person listed is running the organization out-of-character only.

LIVING CITY campaign officials volunteer their time so that players, judges, and authors can continue to enjoy the Campaign. With 4,000 or more players, judges, and authors involved it's easy to overwhelm a campaign official with requests for their time, especially at conventions. Please be considerate of campaign officials at conventions. If you have a request or concern, it is generally best to email them at their official email address. If you don't have access to email then write to RPGA HQ and your mail will be forwarded to the appropriate person. Of course, if the campaign official is officially participating in a LIVING CITY-related meeting, they're fair game for the duration of the meeting. When the meeting is over, please afford campaign officials the courtesy of going about their business unhindered. If you just want to be friendly and talk of things not related to LIVING CITY, then you can approach any of these people at most reasonable times. Use your judgment, and think about whether you'd like to be bombarded with LIVING CITY questions all the time at conventions. Thank you.

Meta-campaign Organizations Staff

Knightly Orders:	Mike Watts	
Bards Guild:	Robert Posada	LCBards@rpga.net
Wizards Guild:	Paul Pederson	Mightywyrm@AOL.com
City Watch:	Don Wetherbee	surekhac@aol.com
Merchants Guild:	Paul Dorothy	
Clerical Circle:	Keith Hoffman	KWH53@AOL.com
Military:	Roger Rhodes	rdrhodes@cisco.com
Silent Network:	Cisco Lopez-Fresquet	CFresquet@aol.com
Harpers:	Mystery guest	LCharper@rpga.net
Company of the Raven:	Rod Ehrman	lccotr@RPGA.NET

Meta-campaign Activities Staff

Interactives:	Vacant	
Land Office:	Vacant	LCLandOfc@aol.com
Semi-retirements	Vacant	LCRetirement@rpga.net
Special Missions	Gail Reese	LCSpecMis@rpga.net
Certs-by-Mail	Troy Daniels	LCCertsByMail@rpga.net

Information Staff

Trumpeter:	Vacant	LCTrumpeter@rpga.net
Rulings:	Vacant	LCRules@rpga.net
Rules Violations:	Vacant	LCSecurity@rpga.net
Website:	Jae Walker	Jae@rpga.net

Plots Staff

Civic Plots:	Gail Reese	GReese906@aol.com
Government:	Rick Brill	RBrill@d.umn.edu
Outlying Areas:	Larry Douglas	dougl21@pilot.msu.edu
Underdark	Heather Van Buren	vistani@hotmail.com
Temples	Joe Cirillo	lassars@aol.com
Planar:	Erich Schmidt	BaronOpal@earthlink.net

Expansions Staff

Procampur:	Jay Fisher	jlorien@concentric.net
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Fame in the Living City Campaign

Recognition of PC heroes in the Living City is something that is difficult to adjudicate fairly; a single player has many different judges, none of whom have ever heard of the player character. To correct this, we introduce a GM's option: the Fame Rating System.

Each PC will have a set of Fame ratings, each with a score that ranges from 1 to 19. When a PC meets an NPC in a tournament, the judge can choose to roll a d20 against the PC's Fame rating, exactly like a proficiency check. Success indicates that the NPC has heard of or knows the character. Since people tend to move within their own social classes and professional groups, Fame ratings are measured in eight categories, which account for the various social classes and quarters of the city.

Each category has a maximum Fame rating of 19, since there is always a chance that someone has never heard of a particular character.

Characters can accumulate Fame points in tournament play based on their actions and with whom they interact. The tournament text will specify how to divide up the points. For example, a tournament might award two Fame points which can be divided among City Government, Temples or General. Within those categories, it is up to the player to decide how they are divided.

There are other ways to acquire Fame points:

- Bards and wizards who join the respective Guilds gain Fame benefits according to the Guild description.
- Knights gain three Fame points upon becoming a knight, and two for every additional knightly order they join.
- Knights and squires can gain one Fame point for every Chivalry Point awarded, and two for every Knightly Honor they receive. These may be divided among any appropriate categories.
- City Watch members earn three Fame points in the City Watch category and one in City Government. City Watch members further earn two Fame points in the City watch category per rank they advance in the Watch.
- Clerics of the civic deities can earn one Fame point per level, which must be applied to the Temples category.
- Characters with Charisma or Comeliness of 17 gain one Fame point, and those with Charisma or Comeliness of 18 gain two. Characters may receive Fame point for high scores in both stats. These may be applied to any category.

Fame Categories

Lord Mayor (and the Deputy Mayor)
City Government (bureaucrats, etc.)
City Watch
Temples (any religious figures)
Upper Class
Merchant Class
Lower Class
General (this covers anyone not specifically covered by the other groups)

Using Fame

Judges may make Fame checks whenever a character encounters NPCs. Usually, the highest Fame rating among a group of characters should be used, but if that check is unsuccessful, then other checks could be appropriate.

Fame is primarily a role-playing aid, and should not confer a significant game benefit. Characters that are recognized, whether personally or by reputation, could receive advantages or disadvantages in an encounter; these should be reflected in roleplaying. For example, a City Watch member could receive added cooperation while questioning a merchant who recognizes him; the merchant will certainly not sacrifice his own best interests, however. A priest recognized by the same merchant might get a chilly welcome if the merchant does not respect the priest's deity. Thieves and bards might be especially susceptible to the effects of Fame. A bard's livelihood is affected directly by his reputation, and a famous thief is often a captured thief. LIVING CITY™ judges are encouraged to use Fame in situations where it might hinder characters as well as when it might help them.

Here are some examples of how judges might use fame and infamy in a game session:

1. While preparing for the tournament, make a note of which Fame categories will apply. Instead of making Fame checks, note how much Fame the characters have in the various categories, and decide for yourself whether an NPC has heard of the character(s). This allows you to control which PC(s) the NPCs have heard of, and decide in advance how the interaction will be modified.

2. Check Fame whenever the PCs are trying to be sneaky or use a false story to con someone. Unless the PCs involved are in disguise, there is a chance that some person in the background knows them, at least by reputation and description. This sort of recognition can make an encounter more difficult without making it impossible. Fame should not be used to punish, but there are consequences for everything the PCs do, and Fame is a way of making past actions catch up with the PCs at the wrong time. Check the main NPCs involved, and one check is sufficient to determine whether the background NPCs become involved. Choose the most appropriate category.

Don't get bogged down in Fame rolls. Use them when they seem appropriate, but the game shouldn't slow down because of Fame checks. Furthermore, players can only suggest that their character's fame (or infamy) may apply in a given situation; it is for the judges to decide whether or not it does.

Infamy

The mechanics for fame allow players and judges a means of tracking how well known LIVING CITY characters have become as a result of heroic actions they take. However, some characters are not always so heroic. For them,

we introduce the concept of Infamy, which measures how dastardly your character has been. Infamy points are awarded by a judge when a character or characters do something cowardly or reprehensible and others could hear about it.

Judges do not make Infamy checks, nor is there a limit on how many Infamy points you can acquire. When a judge looks over your character and discovers Infamy points, she may ask you to explain what happened. Based on the NPCs and situations in the adventure to be played, and the number of Infamy points you have, the judge will decide whether the NPCs have heard of your character's dastardly deeds and how they will react. Simple for the player, somewhat more complex for the judge.

Infamy points will not appear in modules, unless an action clearly calls for one (such as burning down the Wizard's Guildhall). It will be up to the judge to decide whether you deserve one (or more) based on your actions. Here are some examples of actions that may warrant an Infamy point:

- * Causing the destruction of private property (such as burning down a building as a result of a miscast *fireball*)
- * Being convicted of a crime in a public court (whether or not your character actually committed the crime)
- * Stealing, provided someone could possibly blame the character for the theft
- * Suffering a public defeat by inferior forces

Other situations could also warrant Infamy points for characters. Note that the character does not need to have done the infamous deed. It is only necessary that people think he did it.

Fame and the Null Category

The Fame system assumes that characters who routinely do good deeds will become known for those deeds by people who did not directly witness them. Fame is not necessarily a reward for adventuring; rather, it is a by-product.

It is possible, however, to adventure and not become known, but you must use a false name and often a disguise to do so. In effect, you have to create a "secret identity" to hide in. For those characters, we introduce the Null Fame category. If, during an adventure, your character in some way managed to remain anonymous, you may put your Fame point into the Null category. Fame in Null cannot be used by a judge to affect NPC reactions, or for any other purpose. It is essentially gone, as if your character never earned it. The category exists in so that a judge can compare your Fame totals in Null with other categories; that tells the judge something about your character that she might be able to use later. A judge must agree with your decision to put Fame into Null, you cannot just choose to do so without the appropriate role-playing during the adventure.

□

Time Tracking and "Downtime" Activities

Time in the campaign will be tracked during the calendar year using an easy system of time units. The reason for this is that many non-adventuring activities require time out of the character's life to accomplish goals or perform duties associated with membership in an organization or ownership of a business or in occupation of a position. The time tracking system is an easy way to merge all such requirements, and track things like time out of game for results of adventures too.

Players should track time for their characters if the characters participate in any non-adventuring activity (except LARPs) or if the characters participate in high-level campaign expansions or special missions. If the character is only played in adventures in the regular campaign, then you need not worry about tracking time at all. And, because of the way that the system is built, if you decide to get involved in activities which require time tracking later on, you will easily be able to step right in.

The basis of the time tracking system is the time unit, which is equivalent to 1/2 a tenday in the Forgotten Realms. There are 73 time units in calendar year, and time units for the Forgotten Realms calendar year will be tracked in the calendar year of the real world, for simplicity. So, every character has 73 units of time as of January 1st, 2000, and with them he or she can do a great variety of things.

The use of time units for any activity will be tracked in the character log sheet. The exact order of use of time units is not important, so that we need not worry about characters being out of play in the middle of the convention season for some reason or other. When a time unit is used, simply log it and the reason, and have the person supervising that activity sign the log sheet.



Note: if your character is adventuring in the regular campaign only, you can ignore this system. You need not limit yourself to 73 adventures for the calendar year. This system comes into play when you want to involve your character in non-adventuring activities, high-level campaign expansions, or special missions.

Adventuring in the regular campaign costs one unit per adventure. This is tracked on the character log sheets, so the adventuring units are tracked automatically and can be easily counted at any time. Thus, if you are not tracking time for a character and suddenly need to, you can count how many adventures that character has participated in since the beginning of the year and know how many units you have left.

Each of the organizations has a time cost associated with membership. This cost should be paid at the beginning of the calendar year if your character is in that organization. See the documents on the individual organizations for the costs for specific activities. A chart may be developed so that it is easy to find out how much something costs. Within an organization there might be different costs for different activities, such as spell research or rank in City Watch. Pay the appropriate costs when your character engages in that activity.

When your character runs out of units, you should stop playing the character until the next calendar year. Should you be found to be using extra units, the benefits of the extra units will be retroactively removed from your character upon discovery.

You do not have to use up all your units. You probably will want to, but you don't have to. Remember that you have to do all non-adventuring activities through interactive booths, and plan your character's time accordingly. Units do not carry over into next year (since they represent time, rather than something material like gold). In using your units, you may have to choose between one activity and another in the campaign, which is exactly what the system is designed to do. A single character simply cannot do everything there is to do, so choose what you want and focus on those things. You can start other characters to do other things.

As of August 1st, 1999, all characters have 36 units for the rest of this year. You need not worry about stuff that has gone on before, or adventures from before. Start now with 36 units, and go forward.

Why?

The Time Unit philosophy is that there can only be a certain amount of time in a give year. A day has 24 hours which is made up of 24, 60 minute segments which is in turn made up of 60, 60 second segments. What we do with that time is important for a variety of reasons.

1) Suppose you have a task to perform, let's say researching a spell. In the old system you were paying EXP to be a member of X guild (wizard

or clerical). In the old system you were paying in literal days, weeks and months of time out of play (wizards and clerical). But, in the new system you are paying X time units to be a member of X guild. You simply decide that you wish to research a spell and talk to the coordinator about it. We determine that this spell will take XX weeks to research. You pay XX time units and roll the dice. You get the spell, walk away and go play your next game.

2) You wish to be a member of an official organization in the city. You ALSO wish to receive the benefits of being a member of that organization. In the old system you paid X% exp per event. At 4th level this is not all that painful but at 10th level where every single experience point counts you are looking back and wondering why you joined in the first place. With the time units system, you remove X number of units at the beginning of the calendar year and go about your duties as a member of X organization. When you play an event you subtract 1 from you time units instead of subtracting X% from your exp gained and adding the measly remainder into your total for level purposes exp count. And, you now don't have to worry about having exps that you can't use carrying you that much closer to that dreaded RETIREMENT.

3) You wish to create a suit of armor, or a strength bow, or a ladder, or whatever. Under the old system, it wasn't possible. Under the new system you go up to the Proficiency Booth at any interactive that has it and say, "Hey. I want to create a suit of armor." You are asked some questions, and then you are told how long making what you want will take. YOU make the roll, mark out the time units on your log, and walk away with your new creation.

The bottom line is that you (as a player group) drove the creation of this system. You wanted to join organizations, to do things out of adventure with your character, to achieve social position or rank within a hierarchy. This system is our way of giving you all these things in an easy manner which requires only one system for all of them, rather than a separate system for each one.

If you are a FELLOWSHIP-LEVEL™ member or a member that does not want to do anything in the meta-campaign, then play, play, play. You are not restricted in any way shape or form by the Time Unit concept. If you are a GUILD-LEVEL™ member though, and you always wanted to make that suit of armor, always wanted to be a knight, always wanted to go on THAT special mission...

It's all about Time. We hope that once everything is revealed and you fully understand it...that you use it wisely.



We Want You—Join the Ravens Bluff Military

The newly reorganized Ravens Bluff military includes two branches of the service, the army and the navy. Both have been reorganized since the war, and involve both a standing army and militia units.

The Head of the Ravens Bluff army is Field Marshal Giaus Varro. In addition, command of the special operations in the Underdark is held by Field Marshal Lord Charles Blacktree.

The army is organized into the cavalry brigade, composed of a light and heavy cavalry regiment, and the infantry brigade, composed of a light and heavy infantry regiment. Also, there is the Knights brigade.

The cavalry regiments are composed of an active military battalion of about six hundred men, and a militia battalion of about six hun-

dred men. The infantry regiments are composed of active and militia battalions of about eight hundred men.

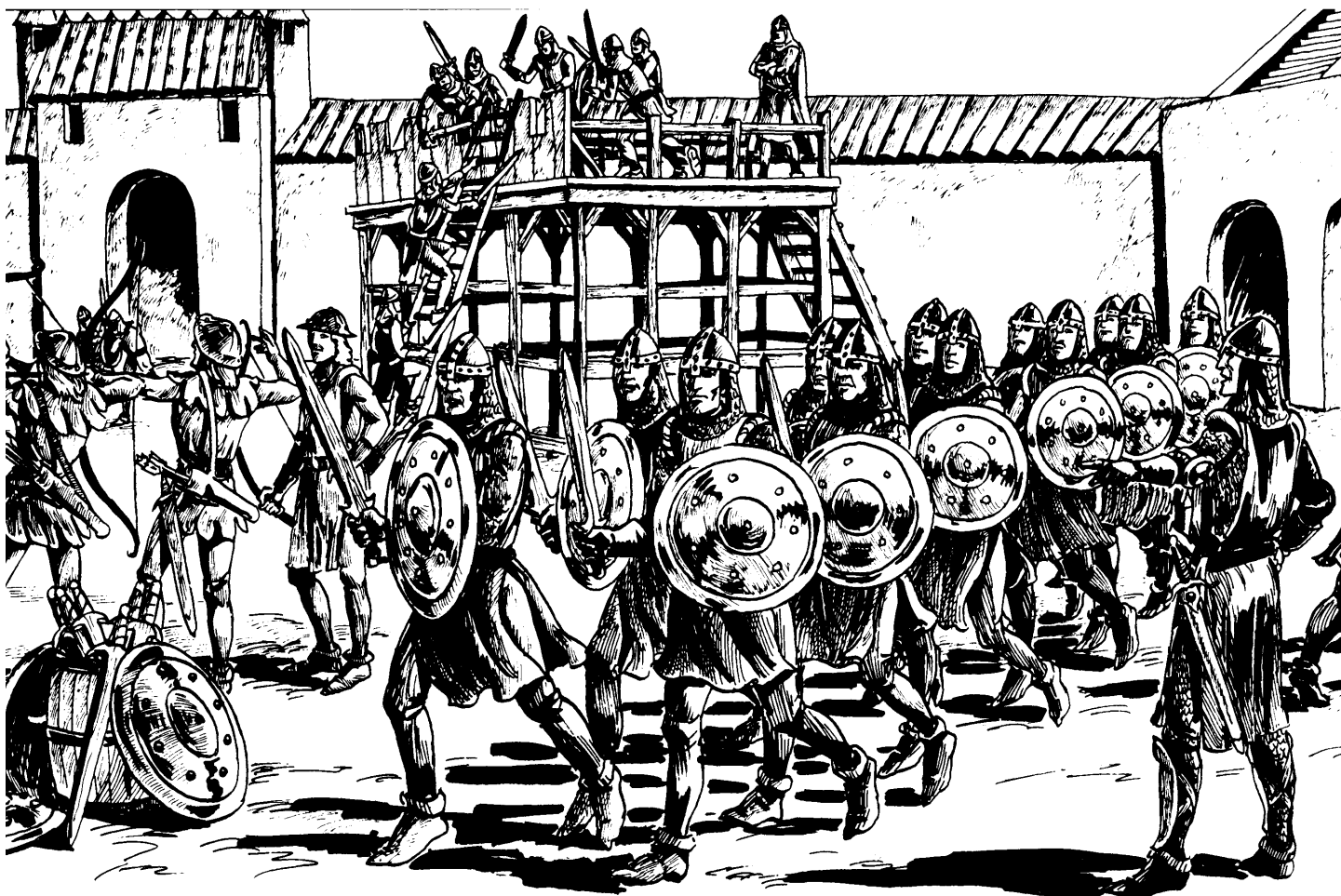
The Knights brigade is responsible for the supervision of the Lord's forts around the city, as well as the Knight's Muster. In time of war, each knight and lord is expected to offer his services to the city, along with his retainers. This is the Knight's Muster. They will be organized into a brigade, with support from the regular army.

The army also has support units. These are the Mage Corps, the Medical Corps, The Supply Corps, and the Air Corps. The Air Corps consists of a unit of pegasi, a unit of griffons, and a unit of eagles. In time of war, the griffon riders of the Griffon Knights will augment this force.

The navy is commanded by Admiral William Fleetwood, and consists of four regular navy galleons, two militia galleons, four regular navy galleys, and two militia galleys. In addition there is the successful griffon carrier. The Procampuran squadron has been added.

Militia duty in the Ravens Bluff military is used to augment the regular forces. Promotions are based on merit, and time in service. The militia members must spend one month on active duty, training with the regular army forces. (requires the expenditure of six time units.)

More information on joining the military will become available soon.





Knights of Ravens Bluff

(Credits and thanks go out to: James Allen, Carl Buehler, Brian Burr, Scott Crater, David Feest Jr., John Harnes, Dan LaFleur, Brian Miller, Jason Nichols, Gail Reese, Wayne Straiton, Michael Watts, and many others.)

There are several ways a LIVING CITY™ player character can become a knight:

1. The Network may sponsor contests during the year in which player characters may compete for various offices in the city government, offices which have knighthood bestowed on the holder. In these cases, the winning candidate must be sworn in as a knight of the appropriate order as a condition of accepting the post. The candidate must meet all requirements for the order at the time of award.

2. Events may be specifically written to test the qualities of candidates to be considered for knighthood. Only modest numbers of knighthoods will be bestowed in this manner; if no candidate accomplishes the required deeds, no knighthoods will be given. The candidate will have to meet all requirements for the specific knighthood awarded at the time of the award. Only three orders can award knighthood in this fashion: Knights of the Griffon, Knights of the Dove, and Knights of the Hawk.

3. A candidate can apply to any of the knightly orders (except the Raven Knights) to become a squire. Unlike applying to the Order of the Golden Rooster, the candidate does not immediately become a knight, but is still expected to represent the chosen knightly order with honor. The applicant must be within two levels of the minimum level requirement for the chosen order. Upon application, the candidate will receive a squire's record sheet, which the candidate is responsible for completing and verifying. Squires will be knighted when they have reached the minimum level for entry as a knight, have a clean record of service (a minimum of eight missions for the secular orders, and at least 16 events for the religious orders), and have obtained through play at least two letters of recommendation from other knights, city officials, or important city leaders.

The Knights' Council

Here is how honors are awarded and the means by which knights can seek to enter the higher orders of knighthood.

The LIVING CITY Board of Directors will appoint willing Network members to serve on the Knights' Council. The leader of the Knights' Council will also be appointed from the council body, but will serve at the pleasure of the regional director and can be replaced whenever deemed necessary by the Network coordinator.

The regional director will allow the Knights' Council to be held at various conventions

around the country. Council members will have sole power to convene the council at conventions, but no council will be held without permission from the Board. The Knights' Council will consist of a mini-interactive role-playing event, and will handle: 1) The collection of donations and oath taking for new Knights of the Golden Rooster (as described above); 2) The distribution of a Knight's Diary to potential candidates. This is a cover sheet for a diary to contain important information about the knight's adventures, and must predate any accumulated chivalry points or knightly honors; 3) The distribution of permanent personal record sheets to be used as the primary vehicle for knights seeking to change orders, say from Golden Rooster to Griffon, to enter the religious orders, or even to become a Raven Knight.

Additionally, the council will decide all matters of the award of knightly honors, acceptance into knightly orders, and certain appeals from knight candidates about expulsion or negative awards.

Chivalry Points

Knight characters (or squires) will have the opportunity to accumulate chivalry points, by displaying the knightly virtues of bravery, leadership, personal honor, and strength of moral character. These points will be awarded by the DM for play in special knight-approved adventures, at a maximum of one chivalry point per round of play. The DM can choose to award one point (for exemplary play as a knight), zero points (for merely average play), or minus one (-1) point (for play unbecoming a knight). These awards are to be recorded by the player knight on both the knight's diary and permanent record sheet, and initialed by the DM. The DM is the final arbiter of all point awards in a given round; there is no appeal. In cases of a (-1) award, an explanation from the DM is mandatory.

Chivalry points are an easy tool for the DM to use when determining how well known a knight character might be. A knight who has not yet earned chivalry points will see an improvement in the reaction of people encountered (just for being a knight). A knight with zero to five chivalry points is considered to have a moderate reputation (+1 reaction adjustment); the same knight with six to ten chivalry points is considered to have a growing reputation (+2 reaction adjustment) for knightly virtue. Each knight possessing 11 to 20 chivalry points knows there is a mild chance that minstrels in local taverns sing ballads about the knight's exploits (+3 reaction adjustment). A knight possessing more than 20 chivalry points is respected and well known in Ravens Bluff, as is the knight's heraldic device (+4 reaction adjustment).

If a knight's adjusted chivalry point total is ever less than zero, the knight will receive no special assistance from officials. For reaction

purposes, each (-1) mark counts as a (-5) for total chivalry points. An example: a knight has accumulated six chivalry points, but has also been given two (-1) awards. The knight's normal reaction adjustment would be +2, but because of the two negative awards the adjusted chivalry point total is actually -5 (5-10=-5). The knight will receive no assistance from city officials, and will in fact be viewed with suspicion.

If a knight receives three (-1) awards, the knight will be officially expelled from the order, and no knightly order will have dealings with him or her again. (A player who earns all three (-1) awards at one convention, or at conventions where there were no Knights' Council representatives, can choose bring the case to the first convention where there will be a Knights' Council. However, a player should use another character in play until (-1) mark problem can be resolved.)

The Knights' Council has the exclusive power to set a quest, which, if successfully completed, will remove a (-1) award from the knight's record. Such quests may involve an interactive role playing Living City adventure, or specific tasks that the questing knight would have to accomplish during play in one or more adventures. The quest should involve a deed of daring that positively redeems whichever knightly virtue might have been called into question by the award of (-1).

Knightly Honors

A DM might also have opportunity to recommend that knightly honors be bestowed on a deserving knight (or squire). Specific knightly honors often might be written into an adventure, but occasionally a knight character may accomplish an unexpected, extraordinary task which would lead to a DM recommendation for an honor. The DM has no power to award honors; that privilege is reserved to the Knights' Council exclusively. The DM is encouraged, however, to recommend a deserving

knight for an honor, pending approval from the council. A written explanation from the DM is required in such cases. The honor candidate must role-play the encounter, supply answers to questions about actions that might conceivably have earned him the award, and supply his knight's diary for review and possible performance. Honors are never easy to earn, but their benefits are lasting. If an honor is granted, it will be marked on the character log sheet.

Knight's Diary

This optional document should describe important matters discovered on adventures, or it can be very elaborate. It's up to the candidate involved. A dedicated character could create, or engage the professional creation of tales, songs, or poems detailing the character's exploits as a knight. These accounts should also credit the knight's deeds to the glory of their knightly order. Once the record of the character's accomplishments is begun, it is the character's responsibility to maintain and enlarge this collection of personal chivalry. Whenever a knight comes before the Knights' Council on any matter, this diary will be reviewed and may help determine other matters being considered by the council.

Promotion

The knight's character log will be appropriately marked when a knight character wishes to seek entrance into a more prestigious knightly order. The candidate is hence considered a knight squire to that order and can earn honors specific to the order. (All knights are considered to be striving for the highest honor, Raven Knight; when a candidate applies for acceptance into this order, the character's entire history will be reviewed. A knight may not squire for the Raven Knights; knights are selected from the other orders for this high honor.) The character must meet the minimum class level requirements of the order being sought and the requirements for chivalry and honors described below.

Candidates need at least two letters of recommendation from other knights, city officials, or important city leaders, obtained through play by the applicant. In the event that a knight squire has the proper number of knightly honors, but does not possess an honor specific to the order being sought, the squire may still be allowed join the knightly order if he or she possesses a number of chivalry points equal to half again as many as is needed to join that particular order of knighthood. Only Raven Knights can earn Raven Knight honors.

Tournament Events

Convention coordinators interested in running this type of event should contact the head of the Knights' Council. The coordinator might discuss the requirements for knighthood that would be tested in the event.

Coordinators must adhere to the dictums of the Knights' Council. A violation of this trust will result in the revocation of any chivalry points or knightly honors awarded during the tournament. Knighthoods are to be earned, not given away, and never sold at auction. All knight candidates should demonstrate loyalty (both to Ravens Bluff and their adventuring comrades), personal honor, and a willingness to persevere, even against a far stronger enemy. However, the knight candidate should never break city laws in accomplishing the objective, and never resort to torture, poison, or any other such action that might bring disgrace upon the knight's order. The convention organizer should review any questions still unanswered with the head of the Knights' Council. All event judges should be briefed, and made familiar with the process; the convention coordinator should review the selection process being used with them, before the event, to select knighthood candidates.

Further, the convention organizer should make arrangements for a member of the Knights' Council, or approved council designate familiar with the knightly orders, to be in attendance at the convention to answer questions and assist the convention organizer officiating the selection process.

Order Specifics

There are five tiers in the knighthoods of Ravens Bluff. All are represented on the Knights Council.

Tier 1:

Lords Knights (Not recognized as a civic knighthood as they are in personal service to a Noble of the city. They have one seat collectively on the Council)

Tier 2:

Knights of the Golden Roosters (general Knights of the order)

- * Golden Crown Roosters (special branch providing leadership and an example of chivalry to the population of the city while maintaining all the tenets of the knighthood. Recognized as Tier 3 Knights)

Tier 3:

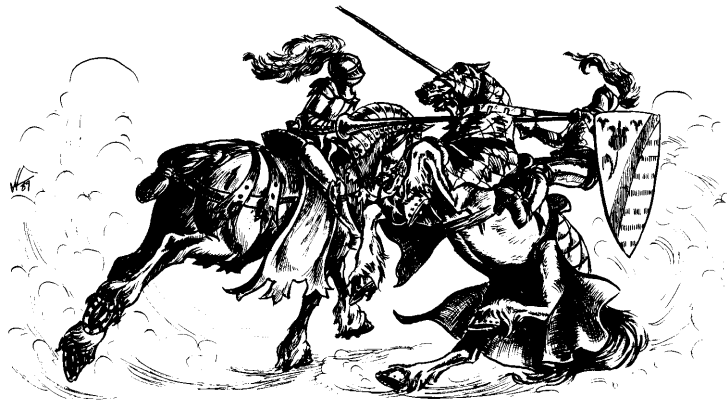
Knights of the Griffon (general Knights of the order)

- * Griffon Wing (special branch that protects the air above the city)
- * Griffon Guard (special branch that protects the sea adjacent to the city)
- * Griffon Talon (special branch that protects the surrounding countryside of the city)

Knights of the Dove (general Knights of the order)

- * Order of the White Rose (special branch that act as protectors of the people)
- * Order of the Yellow Rose (special branch also known as the Dove Emissary. These knights are the peace negotiators and diplomats.)
- * Order of the Red Rose (special branch that is dedicated to healing)





Knights of the Hawk (general Knights of the order)

- * Order of the Black Hawk (special branch that is primarily responsible for seek and destroy missions)
- * Order of the Red Hawk (special branch responsible for information gathering and spying)
- * Order of the Silver Hawk (special branch responsible for seek and rescue/recovery missions)

Tier 4:

Knights of the Phoenix (general Knights of the order)

- * Order of the Dawn (special branch dedicated to protecting the city from Evil Undead)
- * Order of the Aster (special branch dedicated to protecting the city from Evil Extra Planar Creatures)
- * Order of the Crimson Phoenix (special branch providing overall leadership of the knighthood, are dedicated to protecting the city from both Evil Undead and Evil Extra Planar Creatures, and are dedicated to the understanding and knowledge of all undead and extra planar creatures)

Knights of the Right Hand of Tyr (general Knights of the order)

- * Order of the Shield (special branch dedicated to defending and being the voice of the common man where the laws are concerned)
- * Order of the Hammer (special branch dedicated to prosecuting those that seek to break or destroy law and order)
- * Order of the Scales (special branch that provides leadership to the order and are dedicated to sitting in fair judgement over those that break, disregard, or wish to destroy the laws)

Pillars of the Realms (general Knights of the order)

- * Pillars of the Earth (special branch dedicated to defending the city against religious threats)
- * Pillars of the Wind (special branch dedicated to keeping the peace between all of the civic religions)
- * Pillars of the Sun (special branch that provides leadership to the order and are dedicated to tracking down priestly criminals)

Keepers of the Mystic Flame (general Knights of the order)

- * Seekers (special branch dedicated to locating and recovering dangerous magic items)
- * Wards (special branch dedicated to ensuring the responsible use of magic)
- * Guardians (special branch that provides leadership to the order and combats infiltration by certain foreign powers)

Tier 5:

Raven Knights (specific to Ravens Bluff; Commanders and Generals of the military)

Requirements and Time Unit Costs

Note: Some of the knighthoods have XP requirements. This requirement is the XP your character must have to join. It is not spent on the knighthood.

Tier 1: Lords Knights

The requirements and time unit cost for the Lords Knights are established and enforced by the individual Lords.

Tier 2:

Knights of the Golden Rooster

1. Class Requirement: None
2. Level requirement: 4th level
3. Time Unit Cost: 3 per year. Order Commanders must pay 8 units per year
4. Must have recommendation from 1 knight (PC)
5. Donation of 1,000 gold pieces upon acceptance into the Knighthood (real cost of \$2)
6. Unnecessary to squire to this order

Golden Crown Roosters

(suborder of the Golden Roosters, actual rank in Tier 3)

1. Class requirement: None
2. Experience requirement: 1000,000 experience points
3. Chivalry Point requirement 12 (minimum)
4. Knightly Honor requirement: 5 (2 specifically to the Golden Roosters and 3 general)
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Completion of at least one year of service within the Golden Roosters
7. Must petition to the Knights Council for review

8. Must have recommendation from 2 Knights (PCs)
9. May not petition if a member of any other Knighthood other than the Golden Roosters

Tier 3:

Knights of the Griffon:

(very military oriented order)

1. Class Requirement: None (majority are warrior)
2. Level Requirement: 5th level as warrior or 7th level in another class
3. Knightly Honor requirement: 3 (2 general, 1 specific to the Griffons)
4. Chivalry Point Requirement: minimum of 8, if no honor specific to Griffons then 12
5. Time Unit Cost: 5 per year. Order Commanders pay 5 too.
6. Mandatory duty in the Military Militia (additional 6 time units per year)
7. Must petition to the Knights Council for review
8. Must have recommendation from 2 Knights (PCs)

Order of the Griffon Wing:

(elite order of the Knights of the Griffon / Air Force)

1. Class Requirement: Rogues are not allowed (majority are warrior)
2. Level Requirement: 7th level warrior or 9th level priest or wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Griffons)
4. Chivalry Point requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Riding (air-based, Griffon)
7. Must have been a Knight of the Griffon for a minimum of 6 months (real time)
8. Mandatory duty in the Military Militia (additional 6 time units per year)
9. Must petition to the Knights Council for review
10. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Griffon

Order of the Griffon Guard:

(elite order of the Knights of the Griffon / Navy)

1. Class Requirement: Rogues are not allowed (majority are warrior)
2. Level Requirement: 7th level warrior or 9th level priest or wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Griffons)
4. Chivalry Point requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Navigation, Rope Use
7. Must have been a Knight of the Griffon for a minimum of 6 months (real time)
8. Mandatory duty in the Military Militia (additional 6 time units per year)
9. Must petition to the Knights Council for review

10. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Griffon

Order of the Griffon Talon:

(elite order of the Knights of the Griffon / Calvary)

1. Class Requirement: Rogues are not allowed (majority are warrior)
2. Level Requirement: 7th level warrior or 9th level priest or wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Griffons)
4. Chivalry Point requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Riding (land-based)
7. Must have the following WP: Lance
8. Must have been a Knight of the Griffon for a minimum of 6 months (real time)
9. Mandatory duty in the Military Militia (additional 6 time units per year)
10. Must petition to the Knights Council for review
11. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Griffon

Knights of the Dove:

(very diplomatic oriented order)

1. Class Requirement: None
2. Level Requirement: 5th level warrior or priest // 6th level bard or wizard // 7th level rogue
3. Knightly Honor requirement: 3 (2 general, 1 specific to the Doves)
4. Chivalry Point Requirement: minimum of 8, if no honor specific to Doves cost is 12
5. Time Unit Cost: 5 per year. Order Commanders must pay 10 per year.
6. Must petition to the Knights Council for review
7. Must have recommendation from 2 Knights (PCs)

Order of the White Rose

(elite order of the Knights of the Dove / Protectors)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 7th level warrior or priest // 9th level bard or wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Doves)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Read/Write Common, Local History, Religion
7. Must have been a Knight of the Dove for a minimum of 6 months (real time)
8. Must petition to the Knights Council for review
9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Dove

Order of the Yellow Rose

(elite order of the Knights of the Dove / Emissary or Diplomats)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 7th level warrior or

3. Knightly Honor requirement: 5 (3 general, 2 specific to the Doves)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Read/Write Common, Heraldry, Etiquette, and Speak 2 modern languages other than Common
7. Must have been a Knight of the Dove for a minimum of 6 months (real time)
8. Must petition to the Knights Council for review
9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Dove

Order of the Red Rose

(elite order of the Knights of the Dove / Healers)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 7th level warrior or priest // 9th level bard or wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Doves)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Herbalism and Healing
7. Must have been a Knight of the Dove for a minimum of 6 months (real time)
8. Must petition to the Knights Council for review
9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Dove

Knights of the Hawk:

(an investigation-oriented order)

1. Class Requirement: None
2. Level Requirement: 5th level rogue, ranger, or bard // 7th level priest, warrior, wizard
3. Knightly Honor requirement: 3 (2 general, 1 specific to the Hawks)
4. Chivalry Point Requirement: minimum of 8, if no honor specific to Hawks then 12
5. Time Unit Cost: 5 per year. Order Commanders must pay 10 per year.
6. Must petition to the Knights Council for review
7. Must have recommendation from 2 Knights (PCs)

Order of the Red Hawk:

(elite order of the Knights of the Hawk / Information Gathering)

1. Class Requirement: None
2. Level Requirement: 7th level rogue, ranger, or bard // 9th level priest, warrior, wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Hawks)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Local History, Read/Write Common, Heraldry
7. Must have been a Knight of the Hawk for a minimum of 6 months (real time)
8. Must petition to the Knights Council for

review

9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Hawk

Order of the Silver Hawk:

(elite order of the Knights of the Hawk / Search and Rescue)

1. Class Requirement: None
2. Level Requirement: 7th level rogue, ranger, or bard // 9th level priest, warrior, wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Hawks)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Tracking, Disguise, Heraldry
7. Must have been a Knight of the Hawk for a minimum of 6 months (real time)
8. Must petition to the Knights Council for review
9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Hawk

Order of the Black Hawk:

(elite order of the Knights of the Hawk / Search and Destroy)

1. Class Requirement: None
2. Level Requirement: 7th level rogue, ranger, or bard // 9th level priest, warrior, wizard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Hawks)
4. Chivalry Point Requirement: minimum of 12
5. Time Unit Cost: 10 per year. Order Commanders must pay 15 per year.
6. Must have the following NWP: Tracking, Disguise, Heraldry
7. Must have been a Knight of the Hawk for a minimum of 6 months (real time)
8. Must petition to the Knights Council for review
9. Must have recommendation from 2 Knights (PCs), one must be a Knight of the Hawk

Tier 4:

Right Hand of Tyr:

(Sponsored by the church of Tyr, very strong basis in Law and Justice)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 7th level warrior, priest, wizard // 9th level bard
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Right Hand)
4. Chivalry Point Requirement: minimum of 16
5. Time Unit Cost: 10 per year. Order Commanders pay 15 per year.
6. Minimum Statistics: Wis. 10
7. Must have the following NWP: Local History, Heraldry
8. Must petition to the Knights Council for review
9. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Right Hand of Tyr

Order of the Shield

(elite order of the Right Hand, defenders of the

people)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 9th level warrior, priest, wizard // 10th level bard
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Right Hand)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. 10, Char. 10
7. Must have the following NWP: Local History, 2 modern languages, and Read/Write Common
8. Must have been a Knight of the Right Hand of Tyr for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Right Hand of Tyr

Order of the Hammer

(elite order of the Right Hand, defenders of justice, law, and order)

1. Class Requirement: Thieves are not allowed
2. Level Requirement: 9th level warrior, priest, wizard // 10th level bard
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Right Hand)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. 10
7. Must have the following NWP: Local History, Law
8. Must have been a Knight of the Right Hand of Tyr for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Right Hand of Tyr

Order of the Scales

(elite order of the Right Hand / leaders, politicians, judges)

1. Class Requirement: Rogue classes are not allowed
2. Level Requirement: 11th level warrior, priest, wizard // 12th level bard
3. Knightly Honor requirement: 15 (10 general, 5 specific to the Right Hand)
4. Chivalry Point Requirement: minimum of 32
5. Time Unit Cost: 30 per year. Order Commanders pay 35 per year.
6. Minimum Statistics: Wis. 15
7. Must have the following NWP: Local History, Law, Heraldry, Read/Write Common
8. Must have been a Knight of the Right Hand of Tyr for a minimum of 1 year (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 5 Knights (PCs), one must be a Knight of the Right Hand of Tyr

Knights of the Phoenix:

(sponsored by the Temple of Lathander, very strongly opposed to evil undead and extra-planar creatures)

1. Class Requirement: None
2. Level Requirement: 7th level
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Phoenix)
4. Chivalry Point Requirement: minimum of 16
5. Time Unit Cost: 10 per year. Order Commanders pay 15 per year.
6. Minimum Statistics: Char. 10 (if not met, must meet the Chivalry and Honor requirements for the next highest Order and may never advance beyond the rank of Knight of the Phoenix)
7. Must have the following NWP: Heraldry
8. Must petition to the Knights Council for review
9. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Phoenix

Order of the Dawn:

(elite order of the Phoenix dedicated to protecting the city from Evil Undead)

1. Class Requirement: None
2. Level Requirement: 9th level
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Phoenix)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Char. 13
7. Must have the following NWP: Heraldry, Undead Lore
8. Must be a member of the Knights of the Phoenix for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Phoenix

Order of the Aster:

(elite order of the Phoenix dedicated to protecting the city from Evil Extra-Planar Creatures)

1. Class Requirement: None
2. Level Requirement: 9th level
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Phoenix)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Char. 13
7. Must have the following NWP: Heraldry, Extra-Planar Lore
8. Must be a member of the Knights of the Phoenix for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Knight of the Phoenix

Order of the Crimson Phoenix:

(elite order of the Phoenix / leaders of the

order, defenders against and loremasters of all undead and extra-planar creatures)

1. Class Requirement: None
2. Level Requirement: 11th level
3. Knightly Honor requirement: 15 (10 general, 5 specific to the Phoenix)
4. Chivalry Point Requirement: minimum of 32
5. Time Unit Cost: 30 per year. Order Commanders pay 35 per year.
6. Minimum Statistics: Char. 15
7. Must have the following NWP: Heraldry, Extra-Planar Lore, Undead Lore
8. Must be a member of the Knights of the Phoenix for a minimum of 1 year (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 5 Knights (PCs), one must be a Knight of the Phoenix

Pillars of the Realm:

(sponsored by the Clerical Circle / non-denominational, protectors against religious corruption)

1. Class Requirement: None
2. Level Requirement: 7th level priest / 9th for all others
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Pillars)
4. Chivalry Point Requirement: minimum of 16
5. Time Unit Cost: 10 per year. Order Commanders pay 15 per year.
6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Religion, Local History
8. Must petition to the Knights Council for review
9. Must have recommendation from 3 Knights (PCs), one must be a Pillar of the Realm

Pillars of the Earth:

(elite order of the Pillars, protect against religious threats)

1. Class Requirement: None
2. Level Requirement: 9th level priest / 10th for all others
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Pillars)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Religion, Local History
8. Must be a member of the Pillars of the Realm for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Pillar of the Realm

Pillars of the Wind:

(elite order of the Pillars, religious peace-keepers)

1. Class Requirement: None
2. Level Requirement: 9th level priest / 10th for all others

3. Knightly Honor requirement: 10 (7 general, 3 specific to the Pillars)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Religion, Local History
8. Must be a member of the Pillars of the Realm for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Pillar of the Realm

Pillars of the Sun:

(elite order of the Pillars, leaders / brings priestly criminals to justice)

1. Class Requirement: None
2. Level Requirement: 11th level priest / 12th for all others
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Pillars)
4. Chivalry Point Requirement: minimum of 32
5. Time Unit Cost: 30 per year. Order Commanders pay 35 per year.
6. Minimum Statistics: Wis. and Int. 15
7. Must have the following NWP: Religion, Local History, Spellcraft
8. Must be a member of the Pillars of the Realm for a minimum of 1 year (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 5 Knights (PCs), one must be a Pillar of the Realm

Keepers of the Mystic Flame:

(sponsored by the Temple of Mystra, protectors against magical threats)

1. Class Requirement: None
2. Level Requirement: 7th level wizard and priest / 9th for all others
3. Knightly Honor requirement: 5 (3 general, 2 specific to the Keepers)
4. Chivalry Point Requirement: minimum of 16
5. Time Unit Cost: 10 per year. Order Commanders pay 15 per year.

6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Spellcraft, Local History
8. Must petition to the Knights Council for review
9. Must have recommendation from 3 Knights (PCs), one must be a Keeper of the Mystic Flame

Seekers:

(elite order of the Keepers, recovery of dangerous magic items / spells)

1. Class Requirement: None
2. Level Requirement: 9th level wizard and priest / 10th for all others
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Keepers)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Spellcraft, Local History
8. Must be a member of the Keepers of the Mystic Flame for a minimum of 6 months (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Keeper of the Mystic Flame

Wards:

(elite order of the Keepers, defend against dangerous use of magic)

1. Class Requirement: None
2. Level Requirement: 9th level wizard and priest / 10th for all others
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Keepers)
4. Chivalry Point Requirement: minimum of 24
5. Time Unit Cost: 20 per year. Order Commanders pay 25 per year.
6. Minimum Statistics: Wis. or Int. 13
7. Must have the following NWP: Spellcraft, Local History
8. Must be a member of the Keepers of the Mystic Flame for a minimum of 6 months (real time)

9. Must petition to the Knights Council for review
10. Must have recommendation from 3 Knights (PCs), one must be a Keeper of the Mystic Flame

Guardians:

(elite order of the Keepers / leaders, combat infiltration of foreign powers that pose a magical threat)

1. Class Requirement: None
2. Level Requirement: 11th level priest / 12th for all others
3. Knightly Honor requirement: 10 (7 general, 3 specific to the Keepers)
4. Chivalry Point Requirement: minimum of 32
5. Time Unit Cost: 30 per year. Order Commanders pay 35 per year.
6. Minimum Statistics: Natural Wis. and Int. 15
7. Must have the following NWP: Religion, Local History, Spellcraft, Heraldry
8. Must be a member of the Keepers of the Mystic Flame for a minimum of 1 year (real time)
9. Must petition to the Knights Council for review
10. Must have recommendation from 5 Knights (PCs), one must be a Keeper of the Mystic Flame

Tier 5:

Raven Knights

(military commanders and generals / epitome of the Knights)

1. Class Requirement: Rogues are not allowed
2. Level Requirement: 12th level
3. Knightly Honor requirement: 20
4. Chivalry Point Requirement: minimum of 36
5. Time Unit Cost: 40 per year
6. Minimum Statistics: Natural Wis., Int. and Char average 12 (none less than 10), Char. 12
7. Must own deed to Titled Land
8. Must have the following NWP: Local History, Heraldry, Riding (land or air based)
9. Must petition to the Knights Council for review. (Specifics listed in detail on knight-hood)
10. Must have one recommendation from each of the Knighthoods (PCs), except from the Raven Knights. The Golden Rooster recommendation must be from a Golden Crown Knight.
11. Must have been a member of at least one Tier 3 (or higher) Knighthood for 2 years cumulative time.
12. No more than one negative Chivalry Point may appear in the Knights official record.
13. Must take the PC out of play for 6 months (or 1 year if no military experience) and spend 35 time units (or 70 if out of play for 1 year) for intense training.





Ravens Bluff Wizard's Guild

Q: What are the costs of joining the Guild?

A: The nature of membership in the Wizards Guild involves investment of time and effort to achieve membership rank, so the time unit investment structure applies to advancement rather than simply membership. However, there are a variety of wizardry and alchemical activities, which inner circle members may undertake, and the time requirements are structured such that those who perform them do so for both themselves and for the guild. That is, inner circle members who perform these activities are required to perform similar duties for the guild, and the time unit requirements are scaled accordingly to account for this.

Upon submission of an application, all applicants are required to create a new logbook entry to deduct necessary time units and gold pieces from the player character. The Wizards Guild representative who is running the booth must review the applicant's logbook to validate that the applicant has achieved the necessary level, that proper time unit accounting has been performed, and that any annual dues required of the applicant have been paid. Once these things are verified, the representative is must create a new logbook entry indicating the appropriate time unit and gold piece expenditures have occurred.

If for some reason the application is denied, they remain "spent", and must not be added back into the PC's possession. These expenditures represent efforts made on Wizards Guild projects and duties, and are sunk costs. Depending upon circumstances, future applications may or may not require additional expenditures. Violation of city laws or guild rules will, of course, require additional expenditures.

Initiation fee upon joining: 1,000 gp

Annual Dues

* Full Member	300 gp
* Circle Initiate Member	600 gp
* Outer Circle Member	900 gp
* Median Circle Member	1,200
* Inner Circle Member	2,400 gp
* Affiliate Member	600 gp.

Time Unit Costs to Advance in Rank

(these are one-time costs to achieve the new rank, not annual costs to maintain it)

* Full Member	25 units
* Circle Initiate Member	25 units
* Outer Circle Member	25 units
* Median Circle Member	25 units
* Inner Circle Member	72 units
* Affiliate Member	0 units

All members must ensure they keep accurate records, and are required to present them in order to advance in rank.

Q: What are the benefits of being a member?

A: Aside from association with many other wizards there are the following benefits, according to rank. Higher ranking members have the rights of all member ranks lower than their own.

Full Member:

- 1) 25% discount on spell components and general wizardly supplies (through the Alchemical Union)
- 2) Safe storage of spell books and most magical items in a secure guild vault
- 3) Tutoring for learning spells, yielding a 10% bonus (max 95%) to chance to learn spells obtained from the guild
- 4) Access to some guild libraries, allowing the PC to learn an additional two spells upon level advancement

Circle Initiate Member:

- 1) Access to certain restricted areas of the Wizards Guild

Outer Circle Member:

- 1) Limited access to laboratory facilities, granting a +1 bonus to Spellcraft proficiency checks.

Median Circle Member:

- 1) May request that an *identify*, *comprehend languages*, or *read magic* spell be cast by a "staff" wizard (at the 9th level of ability) on the Wizards Guild premises. The cost of this service is one cert'ed magical item. [Available at judge discretion.]

Inner Circle Member:

- 1) Instruction and certification in the alchemy non-weapon proficiency (required to perform magical item creation and recharge). This is a bonus proficiency.
- 2) Full access to laboratory facilities in order to perform magical item creation and recharge activities
- 3) The opportunity to be considered for a dean position

There are two other membership avenues in use, neither of which is considered a "rank":

Affiliate Member:

This rank is for those wizards who desire affiliation with the Wizards Guild, but are not interested in a deep commitment. They are provided with limited access to library facilities and are welcome to attend social functions.

Honorary Member:

This rank is for those friends of the guild who merit special consideration for their hard work. It is the only membership option available to non-wizards. They are provided with limited access to library facilities and are welcome to attend social functions.

These benefits are subject to review, and may be updated or changed.

Q: What are the details of the alchemy non-weapon proficiency?

A: As documented in the *PLAYER'S OPTION™: Spells and Magic* supplement, alchemical proficiency connotes being well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. This skill enables:

- * Identification of unknown substances and materials
- * Creation of dangerous substances such as acids and burning powders
- * Incendiaries (which are illegal within the city and forbidden by the guild)
- * Pyrotechnic materials
- * Creation of magical potions
- * Creation of ink suitable for use in penning magical scrolls

This proficiency requires two slots, is Intelligence-based, and proficiency checks are made with a -3 penalty. Again, this is a bonus proficiency, which is taught to the applicant upon achieving inner circle rank.

The wizard's guild provides extensive laboratory facilities to its inner circle members.

Q: Why were the two lowest ranks, of Neophyte and Associate member, removed? (see City of Ravens Bluff sourcebook) What rank am I if I have a rank certificate for one of these ranks?

A: These were removed as of the GEN CON® 1999 Game Fair, because they accomplished little and generated a lot of extra paperwork. As of GEN CON 1999, all members with this rank will be promoted to the lowest existing rank, that of full member.

Q: How frequently can an applicant advance in rank?

A: Assuming they have achieved sufficient level, and have sufficient time units and gold to "pay" for it, applicants may advance through the rank of Median Circle Member once they have held the prior rank at least six months. There is a one-year minimum interim period between the submission of a APPLICATION FOR INNER CIRCLE EXAMINATION and the date of the examination.

Q: Why can't I just submit an advancement application by email rather than having to go to a convention interactive?

A: The volume of such applications, as well as the need to review character information with the applicant, has been shown to cause far too many problems if made this informal. Although the Wizards Guild coordinator would like to be able to help everyone live out their desires, open-ended email advancements simply don't work well and will not be entertained.

Q: Is it possible for my wizard to learn the alchemy proficiency without joining the guild. Is it possible to perform alchemical or wizardry activities such as magical item fabrication without joining the guild?

A: Yes, both of these are possible. The alchemy proficiency was made available to the general LIVING CITY population along with numerous other, new proficiencies.

It is possible to perform alchemical or wizardry activities without joining the Wizards Guild, but it is very costly. For legal reasons, this process is overseen by the Wizards Guild and includes major commitments in terms of time and money (for training, certification, construction, inspection, auditing, etc.). This is handled via the special request process.





LIVING CITY Temples

Metagame Activities for Priests, Paladins, Other Clergy, and Lay Worshippers

LIVING CITY Temples is a means for LIVING CITY players with PC priests, paladins, other clergy, and lay worshippers to have added activities and background beyond that of basic tournament adventuring. Not all LIVING CITY Temple activities require enrollment. Players with characters who are not interested in developing such backgrounds or participating in such activities need not be concerned about these options, with the sole exception of high-level druids. These activities requiring the GUILD-LEVEL RPGA membership. Procedures are explained in a LIVING CITY Temples hand-out. We renamed this activity LIVING CITY Temples (from Clerical Circle) to avoid confusion between the metagame organization that serves all of LIVING CITY and the the Civic Religion of Ravens Bluff, the in-game religious body that oversees faith related issues in Ravens Bluff.

In this activity, priests, paladins, other clergy, and lay worshippers of any type and of any (non-evil) deity may enroll to a temple in Ravens Bluff, Procampur, or other temples in the LIVING CITY Campaign; i.e., they may have their names placed on the temple rolls (roster) of participating/supporting clergy or worshippers. Enrollment brings with it some privileges as well as some duties and costs. A PC may be enrolled at only one temple.

Costs:

- * Priests and other clergy cost 5 time units per year. This includes Paladins if listed among clergy. Other worshippers may enroll for 1 time unit per year.
- * All enrolled PCs are expected to tithe 10% of income, at least, to the temple. Greater tithing results in possible future benefit. Note this is of ALL income.

Benefits:

- * Discount on major spells – 70 % of standard rate, some free minor spells for priests
- * Use of temple facilities – lodging, altar & holy water font, library
- * Clergy may be eligible to be considered for positions in their temple
- * Get noticed by High Priest easier
- * Priests of 9th level and with access to Astral sphere get 2 free Planar Forks for Planeshift
- * Generous tithes will create further discount on major spells
- * Eases priest spell research, potion & scroll & other items creation (additional costs apply)

The LIVING CITY Temples also enable all priests to create and register their own chapel or shrine or minor temple. The LIVING CITY Temples will certify selected *pre-cast* spells; items or locations must be documented. Priests who are not enrolled can research spells, and create potions, scrolls and other items, but their times and costs will be higher. The

LIVING CITY Temples also enables the Druid Challenges, the ritual combat that druids reaching 12th level or higher must fight and win to advance.

The LIVING CITY Temples also sells:

- * *Continual light* and *continual darkness* gemstone
- * Holy Water with deity flavors
- * Additional Planar Forks
- * Other items/services may be added in the future.

The LIVING CITY Temples is supporting the creation of a new category of awards given by the Ravens Bluff Clerical Circle. They include the Honor of Courageous Service, the Stalwart Foe of [insert deity], and the Commendation of the Ravens Bluff Clerical Circle, all for actions during adventures.

The current Coordinator for LIVING CITY Temples is Keith Hoffman. Keith can be contacted via e-mail at kwh53@aol.com. His mailing address is 5119 S. Tecumseh Rd, Springfield, OH 45502-9758. The LIVING CITY Temples booth can be requested for your LIVING CITY Interactive. Inquire with Keith for details. Keith is willing to listen to new ideas and comments on how to improve the Temples Temples service to the Living City Campaign.



Fellowship of Entertainers: The Ravens Bluff Bard's Guild



Q: Who do I contact for information about the Guild?

A: The person currently in charge of the Ravens Bluff Bard's Guild is Robert Posada. He can be reached at LCBards@rpga.net

Q: Where's the complete Guild information?

A: The Ravens Bluff Bards Guild is a growing, changing organization. New information is always being made available while old, outdated information is changed. To participate in these changes, you can subscribe to the Bard-Talk email list, where members of the Guild can discuss issues related to playing a bard or other member of the Guild in the LIVING CITY campaign (these are out-of-character discussions). If you just want a convenient place to check for news about the Guild between conventions, use your browser to bookmark the Guild's home page at <http://rpga.org/LC/Bards/Bards.html>.

Q: How do I sign up my character as a Guild member?

A: To have a character who is a member of the Bard's Guild you must be a GUILD-LEVEL™ or Family (paid) member of the RPGA. You should be prepared to provide your RPGA membership expiration date (life members should use 1/1/2100 as the expiration date to denote life membership).

You can register in person through a regional representative of the Bard's Guild at conventions and Game Days, or you can register by [snail] mail. Registration at a convention or Game Day may cost you a fee that the convention collects for the convention charity. The Guild likes to support these charities, but has no direct control over convention organizers, so we cannot specify what that fee may be or

the charity to which it goes. The Guild representative will give you a form to fill out and will answer any questions you may have regarding the form. The Guildmaster will mail your multi-colored Guild membership certificate to the Guild representative for distribution within two weeks of receipt.

You may be required to present the certificate to your judge in order to claim Guild benefits during any LIVING CITY adventure or Interactive.

Q: What's a Fellowship within the Guild?

A: The Guild is divided into different fellowships based on bardic skill or interest, such as instrument making, heraldry, singing, tale telling, and so forth. Each member of the Guild also belongs to one or more fellowships within the Guild.

Q: Can I sign up for more than one Fellowship at a time?

A: Yes, but you must choose a primary Fellowship first, and any proficiencies which can be counted toward the primary Fellowship must be counted toward that Fellowship. Only proficiencies which cannot be counted toward the primary Fellowship may be counted toward a second or subsequent Fellowship. Subject to this limitation, you may join as many Fellowships as you like and qualify for. Each Fellowship requires a separate registration form and payment, if applicable. They can, of course, be included in the same envelope and paid with the same check.

Q: What if I become eligible for a higher rank in my Fellowship?

A: If something permanent changes about your character (e.g., you gain proficiencies by

advancing in level), you could become eligible for a higher ranking within your Fellowship. For instance, you may qualify as a Journeyman when you register with the Guild, but later gain levels and proficiencies that let you qualify as a Master. To get a new Guild membership certificate reflecting your increased status within your Fellowship, send (electronically or by snail mail) a new registration form, indicating which proficiencies are new, and how these proficiencies were gained. A new certificate will be mailed to you as soon as possible. The first such "upgrade" is free; additional changes are available at the same rate as a new certificate.

Changes in your character which are temporary (e.g., items like the *rod of splendor* which raise your ability scores and thus your proficiency check numbers) do NOT count toward your ranking within your Fellowship. The Guild counts only proficiencies (and proficiency scores) which you have gained because of who you are and what you've accomplished, not by what you own.

Q: What are the effects of time units on the Bard's Guild?

A: Each rank in the Guild comes with duties to the Guild which you must perform to retain your membership. This is measured in time units, which you deduct at the beginning of each year from your total (enter in your log, and have a later judge or interactive booth Bard's Guild representative sign). The costs by rank are:

Apprentice:	4
Journeyman:	5
Fellow:	6
Master:	7
Guildmaster:	8
Patron	0

A Patron (often a patron of the Arts or of performers) is someone who may or may not have a talent but who appreciates and supports those who do. Patrons pay no time unit cost for membership but donate at least 1,000 gp per year to support the Guild. A patron gets a +1 reaction adjustment from members of the Bard's Guild who recognize the Patron.

Associate

An Associate member of the Guild is often a dabbler or one whose other commitments do not permit a full-time membership in the Guild. Associate members spend only two time units per year while an Associate member. They may purchase instruments and costumes from the Guild at a 25% discount from list price, receive a +1 to their Fame score in the General category and may perform in the city, but may not room at the Guild Hall or the Bardic College.



Apprentice

An apprentice is a relative novice at his trade. Apprentices often live for free at the Guild Hall or the Bardic College and spend a great deal of time studying and serving higher ranking members of the Guild. Apprentices may be called upon to run occasional errands for higher ranking members and do the bulk of the chores at the Guild Hall and the Bardic College. Apprentices spend four time units per year working on behalf of the Guild.

Journeyman

A Journeyman is one who has been deemed competent at his chosen profession. Journeymen (the term applies regardless of sex) may ply their trades publicly for money and are usually exempt from doing chores at the Guild Hall, but not at the Bardic College. A character must be at least 4th level in order to be a Journeyman. Journeymen spend five time units per year helping with Guild activities.

Fellow

A Fellow is a Guild member who has been deemed experienced enough in Guild matters to train Apprentices and to participate in electing the head of the Fellowship. A Fellow is seen as an "adult" within the Guild family and is treated as such even by the Guildmasters. A Fellow is exempt from chores even at the Bardic College, but spends six time units per year training Apprentices and assisting Masters.

Master

A Master is a leader within the Guild. Masters are acknowledged as among the very best at their trade. Masters train Apprentices and sometimes even Journeymen and have a voice in the running of the Guild. A character must be at least 8th level to be chosen as a Master. Masters spend seven time units per year planning and organizing the activities of their Fellowships, directing others, and of course in meetings with other Guild officials.

Guildmaster

The highest ranking Guild member in a

Fellowship is often (but not always) selected as Guildmaster. A guildmaster plans and directs the operation of the Fellowship to which he belongs, assigns Apprentices to Masters, and has all lower-ranking members in the Fellowship report to him (or her). A character must be at least 10th level to be chosen as a Guildmaster, and Fellowships can have more than one Guildmaster position each. Guildmasters spend eight time units per year directing their Fellowships, receiving reports from the Masters, and politicking to get a seat on the College faculty.

Bardic College Faculty

Outside of the ordinary hierarchy of the Fellowships are the faculty members in the Bardic College. Faculty members are chosen for their vast knowledge of the subject matter they teach (proficiency check of at least 18 in that subject) and their extensive experience in the world. A character must be at least 13th level to be a member of the faculty and retired from adventuring.

Bardic College Dean

Each branch of the Bardic College has a Dean who supervises the faculty members, plans curricula, and manages the day to day operations of the College. The Dean is chosen from the most qualified of the faculty in his or her college, and usually serves for life or until too old to fulfill the obligations of the office.



Harpers in the Living City

The LIVING CITY Harper Organization was created around 1995. We weren't incredibly active as an organization, but occasionally there was a reason for the Harpers to take covert and/or overt action against a person/being/organization for the greater good of Faerun. Almost always, this was behind the scenes and never mentioned outside of the organization.

Over the past few years, and most significantly this last year, the Harper organization has grown significantly as the Harpers have been searching for other PCs that would complement the skills already found in the existing group. The Harpers have looked for other characters that would add to the flavor of the organization as well as trying to add players that were geographically diverse. The goal has been to try and have a Harper represented at all of the major cons in the US. To date, this has been fairly successful. There are still a couple of holes, but these will be filled over time. This brings me to the question most frequently asked:

How does my PC become a Harper?

Those Harpers I mentioned earlier that scout around looking for people? The people they find are reviewed by the other Harpers, and then interviewed. If it works out, the interviewee becomes a Harper Friend. The Harper Friend then has the opportunity to be an information source for his Harper and is occasionally asked to do difficult things for us.

Over time (with at least one year as a Friend), if there is a need to grow the ranks, a few Friends may become Harpers. In short, it's a stealthy recruitment process -- we don't have a Harper registration booth at interactives (can you say "semi-secret organization?"). The biggest problem we do have is finding people that fit the requirements of the organization without it being an old boys network -- how do we recruit people we don't know?

There is a plan for this in the works, and it will start it when the metagaming organization plans are finalized. It will be something neat, but not be something that will immediately affect your PCs. One thing for certain, it will be done on merit, not on request -- so please don't send email saying you want to be a Harper!

How many Harpers are there?

The glib answer is: enough for now. However, each of the Harpers will be recruiting Friends over time in order to widen the information gathering network and to provide influence and action where needed.

I have information that I think the Harpers should know. How do I get it to them?

Include your information in an email to <LIVING CITYHarper@rpga.net>. Roleplaying is encouraged.

Let me end with this statement: "Let it be known that the Harpers are aware of the existence of a certain magical book created by the Cult of the Dragon entitled, the Tome of the Dragon (lesser). If you should have this tome or know of someone that does, please contact

us immediately. Let it be known that any adventurer attempting to keep this book or to use any of the knowledge from this book has the enmity of the Harpers and we will not rest until this evil is thwarted."



High Level Underdark Campaign Introduction and House Rules

Welcome to the High Level Underdark Campaign. No one should be surprised to learn High Level Underdark campaign shares many of the same aspects as the regular LIVING CITY Campaign. After all, it is simply an extension of the regular campaign. However, there are a few distinct differences. First, each high level campaign is designed to run in an eight hours time slot instead of four. The longer time will allow for plots that are more intricate and extended combats that last more than a few rounds while still allow plenty of time for role-playing.

Like the current campaign, each event will have a beginning and an end. However, the events will occur in a specific sequence creating a larger story much like a chapter in a book. This is to provide more of a campaign atmosphere. This is not to suggest that the story line is set in stone. Actions taken by the PCs will have a direct effect on the campaign. The effects will be seen by what happens in latter modules. At the end of each module is a form to be completed by the DM. It asks what actions the PCs took at specific encounters.

Another change from the existing campaign is the concept of the event is a premier vs. the second run. Each event will "premier" at a large national convention. At that convention, the event will only run during single set of time slots. No round zeros will be allowed and the DMs are asked to maintain complete secrecy as to the contents of the event. (If it is learned that a DM is leaking secrets about the event before its premier, the DM will not be asked to run any further LC HL premier events.) Players that go into a premier high level event should have no advanced knowledge regarding the event. The perils of the unknown add an additional dimension to play. The rewards for accepting these risks include unique and more powerful magic items and addition experience points.

Requirements

The requirements to participate in the High Level Underdark Campaign is to have a valid LIVING CITY character that has accumulated at least 250,000 experience points. It is recommended that the character has at least 70 hit points, an armor class less than -3 and an average adjusted saving throw of eight or better. Of course these recommendations are fluid, if you have 90 hit points but only an armor class of -2 you are still probably alright.

Something else to pay attention to when considering playing in the High Level Underdark Campaign is what other adventurers make up your party. Convention marshals may not always let you choose your party, but if they do, you should do so. Tables should be comprised ideally of six members equaling at least 57 levels using the standard LC counting method. A seventh member can be added if necessary, but a table of five members should be avoided even if there are 70 levels.

The composition of the table is also important. A well-rounded table with at least one or two heavy fighters is recommended. Also one or more characters of 10th level or higher is a good idea if one is available. Furthermore, reliable source of healing can be a lifesaver. And finally, you probably want to have at least one party member with infravision.

It is important to note that the High Level Underdark Campaign is not for everyone. There are aspects of the High Level Underdark Campaign that may make it unappealing to some players. To help you decide if you are one of those players, consider the following warnings:

- * **Emphasis on combat:** The single biggest difference between the regular campaign and the High Level Underdark is that all the PCs in the High Level Underdark are well, high level. High level play brings two new aspects to the game, more difficult combats and political/social responsibilities. After all it is no more difficult to role-play a high level character or solve a puzzle. Politics have to evolve with the story, so the big difference is more challenging combats. This is not to suggest that there will be no role-playing or puzzle solving, just that those are things that can be done in the regular campaign as well.
- * **Life, Death and saving throws:** Along with tougher combats comes greater risk of death. PCs will be putting themselves in harm's way against powerful spell casters and monsters. An unlucky roll can easily end the life of a PC. If you did not spend the last several years raising your PC just to be disintegrated by a beholder in the Underdark, then you should think twice about joining the High Level Underdark Campaign.
- * **Magic Items:** Just like death, any magic item you bring into the High Level Underdark Campaign is at risk of being destroyed. If you miss your saving throw vs. a fireball, the DM is to instruct you to make saving throws vs. all your exposed items. This is not different from the regular campaign. The difference in the High Level Underdark Campaign is that you might be hit by 3 or 4 fireballs in a single round. So if you have magic items that you could not live without, you should think twice about bringing them into High Level Underdark Campaign.

So that rolling saving for items does not take up too much of the judge's time, please inventory all your magic items that you intend to take with you and note their saving throws vs various effects such as acid, fire, electricity, cold, and crushing blows.

Having said these things, it is important also to

say that it not the goal of the campaign to kill PCs or destroy magic items. The goal is to provide new challenges and opportunities that have not been available to the current campaign. One of the unfortunate side effects of have to adjust the plots to react to the actions of the PCs is that only a few modules can be written at a time. For this reason, there are several story lines being developed to allow for a greater number of events.

"House Rules" and interpretations

The LIVING CITY Campaign utilizes the "core rules" and some kits from a selection of the handbooks. The High Level Underdark Campaign will expand these rules to provide the PCs with even more options. Furthermore, LIVING CITY and DUNGEONS & DRAGONS® have collectively hundreds of pages of rules, spells, and other source material. It is not surprising that some of the rules and spells can be interpreted in many valid ways. What follows is an attempt to state which optional rules will be used and help clarify how some of the more ambiguous rules, and how they should be judged in the High Level Underdark Campaign.

The order of how the rulings appear is roughly the same order as the topics are found in the *Player's Handbook*. Unless stated otherwise, the regular LIVING CITY rules apply.

Attributes

Constitution:

- * A PC with sufficient constitution to regenerate can only do so if he has positive hit points. A PC that has gone to zero or below can no longer regenerate lost hit points.
- * A PC can only be "raised" or "resurrected" a number of times equal to his constitution score regardless of resurrection survival role.

Intelligence:

- * PCs are limited to the number of spells they are allowed to "know" per level based upon Table 4 in the PH.
- * PCs are never immune to illusions regardless of their intelligence.

Wisdom:

- * A 19 wisdom provides clerics with an additional 1st and 3rd level spell.

Infravision is discussed in several places in the rules, and D&D provides the DM with different optional rules. For the High Level Underdark campaign, infravision will provide the ability to "see" heat.

Called Shots: As described in the *DUNGEON MASTER® Guide*, called shots allow for altering of the fighting style to achieve a specific effect such as targeting a specific area or attacking to subdue. Called shots impose a minimum of a -4 penalty to hit. The penalty may be greater if the DM believes it to be an extremely difficult shot. Because the D&D game uses a gen-

eralized system for damage, called shots cannot be used to accomplish certain things. Against a creature, a called shot will only cause the normal amount of damage allowed the weapon. Attempts to blind, cripple, or maim will not succeed. So what can it do?

A called shot can cause a target to drop items or react in some other, more subtle, way. It can penetrate weak points in armor. It also can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise damage items. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest.

If a called shot cause the target attack number to be over 20, then the attack roll is no longer rolled on a 20-sided die. Instead the attacker rolls percentile dice. A natural 100 is needed to succeed in the called shot.

Mass Combat

Combats in the High Level Underdark Campaign are going to be larger and more involved than time has permitted before. To help keep combat moving and to avoid spending lots of time rolling dice, the "10 die rule" has been created. Any time a player or the DM needs to roll 10 or more dice the numerical average can be used instead. The player always has the option to have the dice rolled, but must ask for it. For example: 100 orcs with a 20 THACO are all firing crossbows at a PC with a -3 AC. They need 20s to hit. On average 5 will hit.

Saving Throw Priority: Sometimes the type of saving throw required by a situation or item isn't clear, or more than one category of saving throw may seem appropriate. For this reason, the saving throw categories in Table 46 are listed in order of importance, beginning with paralyzation, poison, and death magic, and ending with spells.

Magic Armor and Saving Throw Bonuses:

Magical armor allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical. Magical armor never gives a saving throw bonus against gas (which it cannot block), poison (which operates internally), and spells that are mental or that cause no physical damage.

For example, magical armor would not help a character's saving throw against the sting of a giant scorpion, the choking effects of a stinking cloud spell, or the transformation effect of a polymorph other spell. However, magical armor extends its protective power to saving throws against acid sprays or splashes, disintegration, magical and normal fires, spells that cause damage, and falls (if any saving throw is allowed in this case). Other situations must be handled on a case-by-case basis by the DM.

Shield bonuses do not assist with saving throws unless the attack is physical in nature and directed at the PC from the front. Shields being worn on the back never provide the PC with protection, magical or otherwise.

Magic Items and Saving Throw Bonuses:

While items of protection provide bonuses to a

PC's saving throw, once that saving throw is failed, those bonuses are not provided to the individual items that must make saving throws.

Magic Resistance:

Magic resistance will provide protection from most invocation/evocation, alteration, enchantment/charm spells such as *magic missile*, *fireball*, *polymorph other*, *suggestion*, and *slow*. Magic resistance would provide protection to someone trying to walk through a *wall of force*, a *glyph of warding* or *prismatic sphere* (however in the latter case each layer would require a separate roll). In the case of an *anti-magic shell*, should you successfully make your MR roll, all the spells cast on you and your magic items would continue to function, but no ranged magic (including touch spells) would work. Magic resistance does not provide protection from the following:

- * conjured or summoned creatures
- * *continual light* spells that are not cast directly at the individual
- * dragons' breath weapons
- * illusions that do not directly affect the magic resistant individual
- * detection spells, such as *detect invisible*, *know alignment*, or *ESP*
- * alteration spells that affect the environment around you such as *transmute rock to mud*

A magic resistant individual can always cast a spell on themselves without lowering their magic resistance. However, if they wanted to be affected by spells such as *prayer*, *cure light wounds* or *haste* [cast by others], they would need to lower their magic resistance for that round. During that round they would be susceptible to other magical influences.

Unconsciousness:

Any spell caster that becomes unconscious either from going below zero hit points, being knocked over the head, poisoned, drunk, etc. loses all spells in memory and must rest and re-memorize (or pray for) their spells.

Spell Casting:

Judging spells and spell effects is probably the portion of the game that varies most from DM to DM. The following rules are what players should be able to expect concerning the way judges make rulings on spells.

Sight: If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a *fireball* 150 feet ahead into the darkness; the caster must be able to see the point of the explosion and the intervening distance.

Dexterity and Spell Casting: During the round in which the spell is cast, the caster cannot move to dodge attacks. Therefore, no AC benefit from Dexterity is gained by spellcasters while casting

spells. Furthermore, if the spellcaster is struck by a weapon or fails to make a saving throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be re-remembered. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

If there difference between the spell description in the old 2nd edition *Player's Handbook* and the newer edition *Player's Handbook*, the newer edition *Player's Handbook* is to be used.

Illusions:

The following two optional rules from the *Player's Handbook* will be used regarding the casting of illusions.

Illusionary monsters attack using the wizard's attack values. This would be a subtle clue that the monsters are fake. If the caster is a fighter/mage, he must still use his mage THACO unless he is creating an illusion of a fighter.

Extend the spell level control to monsters: the caster can create monsters only if the total monster Hit Dice are equal to or less than the caster's level (an 8th-level caster could convincingly do one hill giant, two ogres, or four 2nd-level fighters).

Illusions that duplicate spell effects are keyed to the caster's level. For example, an 8th level mage could not convincingly create an illusion of a *cone of cold*, and if he created an illusion of a *lightning bolt*, it could at most do 8d6 damage.

Spell Descriptions

Many of these clarifications can also be found on the TSR web site or in the *DM's Option: High Level Campaign* hardcover.

Wizard Spells

Detect Magic: A *detect magic* spell will not reveal invisible creatures. The spell will only reveal the presence of something magical without pinpointing it exactly. Thus, it cannot be used as a substitute for a *detect invisible* spell.

Enlarge/Reduce: Only one spell can be in effect at a time. If multiple versions of this spell is cast on the same target, then the most powerful version works.



Not much of this in the Underdark.

Feather Fall: As long as the caster has not cast a spell previously in the round (or made a melee attack), he or she can cast *feather fall* in a single second and he need not declared his action before initiative. This spell can only be cast on objects that are in flight or free fall. This spell will not effect an unwilling target.

Invisibility: Although PCs of 10th level or greater and an intelligence of 13 or greater gain a saving throw vs. invisibility, the player must state to the DM that they are looking for invisible creatures to gain the saving throw.

Invisible PCs using a light source are not invisible.

Clairaudience: The caster must determine a location to be heard. Once chosen, it is fixed and cannot be moved.

Clairvoyance: The caster must determine a location to be seen. Once chosen, it is fixed and cannot be moved.

Dispel Magic: Can be targeted at a single spell, spell-like effect or magic item.

Infravision: The range on infravision in the new 2nd edition *Player's Handbook* in 60 feet.

Nondetection: This spell will not foil spells or items of true seeing or true sight

Water Breathing: This spell does not provide the ability for spells requiring a verbal component to be cast underwater.

Fire Shield: If the caster of the spell takes no damage, then the spell returns no damage to the attacker.

Ice Storm: Damage from the hail version of this spell is 50% cold damage and 50% physical damage. Creatures resistant or immune to cold

should be treated appropriately. Additionally, creatures protected from normal physical damage are only partially protected from this spell. *Stoneskin* does provide some protection from this spell. Each remaining stoneskin will reduce the physical damage by one but will remove that number of stoneskins.

For example: assume a PC who has cast *resist cold* and has six stoneskins is caught in an *ice storm* doing 16 points of damage. Eight points of damage (50% of 16) are considered to be cold damage. Since the PC cast *resist cold*, he takes only half of the eight or four from the cold. The other eight points of damage are considered physical. Since the PC has six stoneskins, the PC is protected from six points of physical damage and therefore only takes two points of physical damage and losses all his stoneskins. The spell does a total of six points of damage to the PC. Had the spell only done 10 points of damage total, the PC would have only taken two points of cold damage (round damage down) and would still have one stoneskin.

Polymorph Self: A polymorphed individual does not gain any additional attacks or damage from his new form. At most, he will be able to attack and do the same damage as a non-specialized pummeler, with no chance of knockout (i.e. 2 attacks doing 1d2 damage plus strength).

With regard to movement, the PC gains only the creature's non-specialized movement ability. In general, the DM should consider any non-flying movement rate greater than 24 or flying movement rate greater than 36 to be a special ability.

Solid Fog: Free action will allow free movement within the area of effect. Creatures who are affected by this spell lose all dexterity bonus when fighting an opponent that is unaffected by this spell.

Stoneskin: *Stoneskin* protects only against physical damage from blows, cuts, pokes and slashes directed at the recipient. It does not protect against falls, magical attacks (unless otherwise noted), touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or non-magical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid, constriction, and suffocation).

Airy Water: This spell creates a bubble of air around the caster. Therefore, the spell prevents any of the resistance normally associated with being underwater. This includes the ability to swim. The spell caster can use the bubble to rise and fall as if under the effects of a *levitate* spell, but he must find some other method for movement (such as walking on the bottom or using a fly spell).

Chaos: Note that any creature with hit dice or level equal to or greater than the caster receives a saving throw for this spell.

Teleport: Teleportation in the Underdark is limited to half a mile in range.

Transmute Rock to Mud: This spell and its reverse can be very useful in the Underdark. However, several additional rules need incorporated to begin cover all its uses in the underdark. First, if this spell is cast on the ceiling above a group of creatures, how much damage does it do? Falling mud does 1d4 points of damage per full 10 feet it falls to a maximum of 10d4 damage.

Movement and other actions in the Mud: Most creatures sink at a rate of 10' per full round. Unencumbered characters with the swimming proficiency (and making a successful check) and/or magic times that enhance their ability to swim can move at 1/3 their normal swimming rate (30' for normal swimming).



Characters that are encumbered or are not proficient swimmers can make a strength or dexterity check (PCs choice) at half to reduce the sinking rate by half, but they will be unable to do anything else that round.

Treat mud the same as water with regard to *free action* (See *free action* below).

Note: This spell only works on natural rock and will not work on any structure (like a stone wall, stone building, or mine shaft) even if it is comprised completely of natural rock. Once the rock has been cut or unearthed it no longer can be affected by this spell.

Wall of Iron: Walls of iron can only be created vertically, not on a diagonal in order fall and crush an opponent.

Anti-magic Shell: An *anti-magic shell* renders an area nonmagical around the spell caster. No spell or spell like abilities can pass through this area. However, if someone with magic resistance were to enter this area and successfully made their magic resistance check, any spells or magic items that effects their person would continue to function. They still could not cast a spell or use a ranged magic item. For example: if an invisible drow with a *ring of protection +2* and a *sword +2* enters an *anti-magic shell* and successfully makes a magic resistance check, he will remain invisible and the *ring of protection +2* will still protect him. However, his *sword +2* will not grant magical bonuses and he cannot cast any more spells on himself until he leaves the area.

Tensor's Transformation: This spell only allows the caster to fight with a staff or a dagger. The caster is limited to one attack with a staff or two attacks with a dagger per round. If the caster uses a different weapon, then the spell ends.

True Seeing: This spell will penetrate all forms of illusion and *nondetection* spells and devices that affect the caster's vision except for *dust of disappearance*. This spell cannot be enhanced by magic such as using a scrying device.

Metamorphose Liquid: This spell will not allow for the creation of molten metals regardless of the climate the spell is cast in.

Clerical Magic

A standard cleric has major access to every sphere of influence except the plant, animal, weather, and elemental spheres (he has minor access to the elemental sphere and cannot cast spells of the other three spheres) in the *Player's Handbook*. Additionally, he has minor access to any spheres in the *Tome of Magic* that the respective specialty priest receives major access. Spells for specialty priest are as per written in *Faiths & Avatars* and *Powers & Pantheons*. This includes all spells in *Tome of Magic* and granted abilities.

Quest Spells: In some events quest spells may become available to specialty priests of certain faiths. The availability and special requirements will be detailed in the event and the

DM will provided all the necessary details.

Cooperative Magic: Cooperative spells are unique to priests. These spells allow several priests to combine their abilities to create a greater effect. Combine is one type of cooperative spell.

Cooperative spells do not require a focus or devotional energy; all that is required are two or more clerics of sufficient level to cast any cooperative spell. Casting times for cooperative spells are not excessive and their results are spectacular, making cooperative magic practical and useful to adventuring priests.

All priests who attempt cooperative magic must know the spell to be cast and must be of the same ethos. Generally, only priests of the same religion can use cooperative magic. However, priests of deities known to work in close harmony are able to use cooperative magic with each other. The deities must be listed as allies in the *Faiths & Avatars* or *Powers & Pantheons* for priests to cast cooperative magic.

Priest Spells

Faerie Fire: *Faerie fire* can be cast into an area and it will outline whatever creatures are in that area (even invisible creatures). However, scarab saving throws and magic resistance is applicable.

Nap: Note that while eight hours of rest can be obtained in a single hour. It takes 10 minutes per spell level recovered, which can quickly add up to be several hours.

Silence 15' Radius: With regards to magic resistance, like the *anti-magic shell* noted above. If someone (or thing) within a *silence 15' radius* spell successfully resists the spell, they can still cast spells with verbal component, however, no one will hear a thing being said.

Slow Poison: This spell can be cast prior to the recipient coming in contact with poison. However, the recipient is not allowed to attempt a saving throw until the spell is ended. It is possible that the recipient may not even be aware the he was poisoned until after the duration of the spell ends.

Dispel Magic: See Above

Water Breathing: See Above

Dispel Evil: Only evil enchantments can be automatically dispelled by this spell, not all evil spells are subject to *dispel magic*.

Plane Shift: Plane shifting out of the Underdark to another plane and then back to the Prime Material Plane will most likely not bring you back to the Underdark.

Transmute Rock to Mud: See Above

True Seeing: See Above

Holy Word: Note that while the inability to hear the *holy word* will protect creatures of the

same plane, it will still drive off extra planar creatures.

Weighty Chest: *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.

Draw Upon Holy Might: The caster still receives the negative effects of the spell even if it is dispelled the round after it is cast.

Magic Items

Amulet of Proof Against Detection and Location: With regards to any form of true seeing or true sight, this item will prevent the viewer from discovering the wear's alignment and any magical aura's produced by spells or items worn by the wearer. However, true sight will reveal invisible and polymorphed creatures as per the spell.

Ioun Stones: Only one *ioun stone* of any type can function at a time for a single user. Therefore, if a PC is using two *ioun stones* that each provides +1 Dexterity, the PC only benefits a +1 to his Dexterity. Six *pearly white ioun stones* will only restore one hit point per turn, not six.

Items of Spell Storing: Spells stored in these devices prior to game play can only be spells that the PC himself can cast. Additionally, no special alterations to the stored spells are allowed prior to game play. However, once the game has begun, the PC is allowed to charge the item with any resources the DM will allow at the time.

Items of Levitation or Flight: These items take a full action to activate. If a PC falls, he will not have time to activate an item before he hits bottom (unless falling over 1,000 feet).

Scarab of Protection: With regards to the special saving throw, only magic items of protection will reduce the saving throw from a 20. This does not include racial bonuses, the effects of a *prayer* spell or the like. Additionally, only items that would normally provide you a saving throw from that kind of a spell will provide a bonus. For example: +2 magic armor would reduce the special saving throw vs. an *ice storm* spell, but not a *chaos* spell, in the same way that the armor would reduce the saving throw vs. a *fireball* and not a *charm person*. Note that shield bonuses do not assist with saving throws unless the attack is physical in nature and directed at the PC from the front. Shields being worn on the back never provide the PC with protection, magical or otherwise.

Further rulings on spells and magic items will be provided as necessary.



High Level Planar Campaign Introduction and House Rules

If you thought the Underdark was unusual and strange then you have not seen anything yet. As the LIVING CITY campaign continues to grow and expand we have moved into the vast limbo of the Planes. And things will never be the same again. However what is the number one question on everyone's mind? You guessed it.

Where's the word, berk?

Well here it is. A Planar Primer of sorts to get you suited up and ready for this exciting campaign option. The house rules for the Underdark campaign are used in the Planar campaign with the following changes:

Spell clarifications

Cure wounds spells: The extraplanar limitation applied to the cure wounds spells applies only to the supernatural or native denizens of the planes. Tanar'ri, baatezu, assimon, modrons, slaad, and other natives of a given plane can not be affected by these spells. Githyanki, githzerai, elves, dwarves, braiur, and other PC races are not considered supernatural and can be affected by the spell.

If a race springs from the essence of the plane (modrons), or the plane is integral to their development (baatezu, slaad) then they are considered supernatural.

PC modrons are not affected by the spell.

Item Changes

When a magic item is enchanted, a link is formed between the item and the plane of its manufacture. As the item is moved through the planes this link attenuates and the power of the magic item wanes. This can cause items to weaken to uselessness when brought from the Prime Material Plane to the most distant of the Outer or Inner planes. Also, every plane has its own natural laws, and some items will lose their powers when they conflict with these laws.

Items that have "plusses," such as weapons, armor, rings, scarabs, and other miscellaneous protection items, lose one plus for each plane removed from their plane of manufacture. If this brings their plusses to zero, the weapon still detects as magical but loses all of its powers. When the item is brought closer to its home plane its powers return. Items that have conditional plusses, such as a *sword +1, +4 vs. regenerating creatures*, will have their bonuses when used in the situation that triggers them. So, if the above sword was made on the Prime and used in Limbo, it would be +2 against a regenerating creature and inert at other times.

As this loss is from the weakening of the link tying the item to the plane of origin, spells or items that increase an item's plusses will not reactivate quiescent powers. These spells or items, such as *oil of sharpness* or *enchanted weapon*, do not strengthen the link between the item and the plane. They can be used or cast on a quiescent item, according to the lim-

itations of the spell.

Other items that do not have plusses, such as *rings of wizardry*, may or may not be affected, depending on the laws of the Plane that they are on. Items that give a bonus as a side effect of their function, such as *boots of speed*, *cloak of displacement*, or a *helm of brilliance* fall under this section as well.

Wizard Changes

The laws of magic are unique to a given plane. Spells cast may have unexpected results. There are guidelines listed in each module that explain the alterations to cast magic for the given planes. These may range from changes in damage, saving throw adjustments, or changes in level of effect.

Priest Changes

As priests travel the planes their connection to their Power decreases as well. This weakens the power that they wield. For each plane distant from their Power's home plane after the first the priest loses one effective level for spell casting and other divinely related powers. This includes spells granted per level, specialty priest spell-like powers, and other granted abilities that are magical in nature. It does not include hit points, saving throws, proficiencies, or non-magical abilities granted from the priesthood.

However, even though the priest may have fewer spells to cast than normal, all spells work as expected. Their connection with their deity, even attenuated, allows the Power to boost their priest's spells so that they work as intended. This does not bypass any planar creature's immunities.

New Proficiencies

Planar Lore (Outer, Inner, Trans)

2 slots

Int -6

This proficiency gives the character basic knowledge about the planes that they might frequent. This includes the major racial inhabitant, the theme of the plane, and the most common aspects of the environment. For example a character with this skill would know that the plane of Carceri is inhabited by the gehereleths, that it is considered the plane of imprisonment, and that travel through the plane is very difficult. This is a very general skill and only very common knowledge is available.

When this proficiency is chosen one of three groups must be chosen. Outer and Inner is for those well-known collections respectively. Trans is for the Astral, Ethereal, and well known ethereal

demi-planes.

Planar Survival (Specific)

2 slots

Int -3

This proficiency gives more in-depth information about a specific plane. The character is able to find comestibles if normally available and avoid the common hazards of the plane. More information is available about the denizens, including limited subspecies information such as the various breeds of baatezu. Known lore about geologic features and fortresses is available.

A specific plane must be chosen with this proficiency.

NOTE: Planar Survival is taken from the *Planewalker's Handbook*, Planar Lore is a new proficiency. It is important to note that Planar Lore is not nearly as useful as Netherworld Knowledge from the Kelemvorite priesthood. It would take 10-14 slots to obtain the same amount of information from Planar Survival. It shouldn't be used as the template for Planar Lore.

For clarifications, see the *Planewalker's Handbook*. That is considered the baseline source for information. Other sources may expand but not contradict the information listed there unless approved. Approval will not necessarily be disseminated to the gaming public. □

