

THE Living City CAMPAIGN

3E D&D CHARACTER CREATION GUIDELINES

VERSION 3.3 - AUGUST, 2001

These guidelines give you the basic information you need to create a starting LIVING CITY™ character. All LIVING CITY characters must comply with the most current version of the *D&D Player's Handbook (PHB)*, *Forgotten Realms Campaign Setting (FRCS)*, official errata and rules clarifications, any allowed supplements, and this document.

Please be aware that these guidelines, like the LIVING CITY campaign, will change. These guidelines have a version number and date.

When options are added for characters, you may add them to your character at the next normal opportunity, level advancement. You may never re-make a character because we have added a new option. See "Adding New Material" near the end of these guidelines for more information on how new options will be added to the campaign.

To create a 1st level character, turn to p.4 of the *Player's Handbook* and use the steps outlined in the Character Creation Basics section except where they are modified as outlined below or in the *Forgotten Realms Campaign Setting*. The hierarchy for which source takes precedence is as follows: Character Creation Guidelines, *Forgotten Realms Campaign Setting*, *Player's Handbook*.

The Forgotten Realms Campaign Setting

Portions of this document detail information of what aspects of the *Forgotten Realms Campaign Setting* (FRCS) book will or will not be allowed in the LIVING CITY™ campaign. The list of what is not allowed is much shorter than a list of what is allowed so we are often presenting the "not allowed" elements to save time and apologize for possibly appearing negative.

If a player chooses to use material from this accessory for one of his or her characters, then that player has to bring the book to the table and be willing to present it to the judge if asked. If the book is not brought to the gaming session, then the character is assumed to not have abilities from this accessory during that scenario (and cannot just "use" other skills for that module).

The Sword & Fist Builder Book

Sword and Fist, a Builder Book Accessory for the D&D® game is now approved for use in the LIVING CITY™ campaign by players. The specific aspects of the book that are or not allowed are detailed in this document.

If a player chooses to use material from this accessory for one of his or her characters, then that player has to bring the book to the table and be willing to present it to the judge if asked. If the book is not brought to the gaming session, then the character is assumed to not have abilities from this accessory during that scenario (and cannot just "use" other skills for that module).

Be aware that this Builder Book has errata issued for its first printing. The second and later printings of this product should include the changes. Players can find the free download of the errata at the following link:

<http://www.wizards.com/dnd/article.asp?x=dnd/er/er20010525a>

Step 1: Ability Scores

To put all players on an even footing, the LIVING CITY campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D® *Dungeon Master's Guide (DMG)*. The LIVING CITY setting is considered a "High Fantasy Campaign;" hence, each character uses 32 points distributed among all six statistics, just as the *Dungeon Master's Guide* indicates on page 20.

Score	Cost	Modifier
6	--	-2
7	--	-2
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4
19	--	+4
20	--	+5

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans, and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Choose Race, Class, and Region

Race

All players must choose a race for their character. Players may choose from the following races: human, shield dwarf, gold dwarf, moon elf, sun elf, wild elf, wood elf, rock gnome, half-elf (including half-drow), half-orc, strongheart halfling, and lightfoot halfling. Descriptions, game mechanics, and role-playing hints are included in the *Forgotten Realms Campaign Setting*.

These races are not available for play without a valid 3E LIVING CITY certificate signed by a LIVING CITY Campaign Director: aasimar, deep gnomes, drow elf, genasi, ghostwise halflings, gray dwarves, tieflings, all monsters listed on p.288. Information for ways to obtain a certificate to play one of these races will be distributed once it is finalized.

Elves

There is some confusion in the various core rules books about what the preferred class for each sub-race of the elves should be. Here is the breakdown for the LIVING CITY Campaign:

<u>Sub-race</u>	<u>Favored Class</u>
moon	wizard
sun	wizard
wild	sorcerer
wood	ranger

Half-drow gain darkvision as described in the *Forgotten Realms Campaign Setting* but do not have low-light vision.

Class

Nearly all the information in Chapter 2: Classes of the *Player's Handbook* applies to the character classes of the LIVING CITY Campaign. The entries that follow focus on what is peculiar to the LIVING CITY Campaign rather than summarizing the facts in the *Player's Handbook* and the *Forgotten Realms Campaign Setting*.

Barbarians

Barbarians may not have "the Vast" as their home region.

Cleric and Druid

Clerics and Druids must serve a specific non-evil deity from the *Forgotten Realms Campaign Setting*.

Druids may begin play with one animal companion per the *PHB*. Additional animal companions may be gained as follows. The druid may use the *animal friendship* spell on encountered animals during module play. In most cases, such animals are not certified and will "go free" at the end of the module. However, the player may elect to obtain a Druid's and Ranger's Animal Companion log from the LC Druid Administrator (available soon as a downloadable form), and record the new found animal friend on that sheet. All such animals are average stats for the creature. In some modules, a special animal may be certified and available. The PC Druid may also elect to buy an animal from the normal LC Animal Shelter booth, and if the *animal friendship* spell is successful, also add that animal onto the same record.

Domestic animals will live in the city with the druid (if she does). Wild animals will not live in the city, or go adventuring in the city with the druid unless they have been trained per the skill. All animal training is certified by the LC Animal Shelter per the *PHB* rules. All PC druids are considered to be adventuring druids.

Clerics with access to the Animal Domain do not start play with an animal companion but can obtain and maintain them per the previous rules for druids.

Monk

Monks may be from any non-evil monastic order, as listed on p.25 in the *Forgotten Realms Campaign Setting*.

Paladin

Paladins must choose a patron deity that meets the alignment requirements as described on p.25 of the *FRCS*. Paladins in LIVING CITY may use the Special Paladin Orders as listed on p.26 of the *FRCS*.

Ranger

A ranger must serve a specific non-evil deity from the *Forgotten Realms Campaign Setting*.

As per the *PHB*, rangers may use the *animal friendship* spell to gain animal companions, although they do not begin play with one. Otherwise, the identical rules for animal companions as provided under the druids applies to rangers as well

Sorcerer and Wizard

The following are special familiars allowed in the LIVING CITY Campaign:

- Hairy spider†- Poisonous bite, darkvision
†This creature is described in *Monsters of Faerûn*.
- Lizard, tiny- Master gains a +2 bonus on Climb checks.

Special Note:

The Improved Familiar Feat described in the *FRCS* may be taken but PCs must choose N or G aligned familiars.

Prestige Classes

The following Prestige Classes are approved for the campaign:

- *Dungeon Master's Guide*: Arcane Archer, Dwarven Defender, Loremaster, and Shadowdancer.
- *Forgotten Realms Campaign Setting*: Arcane Devotee, Archmage, Divine Champion, Divine Disciple, Divine Seeker, Hierophant, and Runecaster.
- *Sword & Fist*: Cavalier, Devoted Defender, Drunken Master, Duelist, Ghostwalker, Gladiator, Halfling Outrider, Lasher, Master of Chains, Order of the Bow Initiate, Red Avenger, Weapon Master

PCs must qualify for these classes as described in appropriate source book.

Other Prestige Classes are available through meta-campaign activities and organizations. Details of how a player goes about getting approval to play one of these Prestige Classes will be available in the near future. The following classes will be approved for the campaign:

- The Harper Scout is only open to approved Harper characters. Each PC allowed to play this class will be given an appropriate cert by the Harper meta-campaign group (there are such certificates in the campaign at this time).
- The Guild Thief has a prerequisite of being in a Thieves Guild. This Prestige Class is not approved for play yet but

will be when that meta-campaign aspect of the campaign is approved and unveiled.

- Ninja - The process for contacting the Crescent Moon Leadership is not known in the LIVING CITY campaign. Therefore, at this time, ninja cannot be taken as a Prestige Class.
- Master Samurai - The process of finding a feudal lord and swearing fealty to that individual is not clarified for the campaign entirely, but will become available. In order to play this class the PC will need to find a Lord/Lady of some sort to swear allegiance to per the requirements of the class. Nonplayers will be allowed to play a Ronin.

Region

The *Player's Handbook* only requires you to choose a race and a class, but the *Forgotten Realms Campaign Setting* also requires you to choose a region in which your character grew up (or at least gained most of her early experience). Your region helps define your character as part of the world of Toril and gives you additional choices for which feats and equipment you can have.

You may choose to be from most regions given in the *Forgotten Realms Campaign Setting*. All regions and their corresponding regional feats are allowed (unless specifically prohibited as described later), with the following exceptions:

- Dwarf, Gray; Gnome, Deep; Halfling, Ghostwise; - These regions are not allowed without special certificates to play these races.
- Evermeet- Only elves (with no drow blood whatsoever) are allowed to take this region.

Another note on regions; As per the *Forgotten Realms Campaign Setting*, characters may also have access to regional feats after purchasing 2 ranks of Knowledge (local) for that region. In the LIVING CITY Campaign, you may select "The Vast" as a secondary region with only this skill rank cost. To gain access to regional feats from any other region they are not from, your character must spend points to buy the Knowledge (local) skill and use 365 day units (see below) to account for time living in the region. This means your character may be out of play for at least a year, and any carryover must be subtracted from the next year's total.

The Organizations described on p. 43-52 of *Sword & Fist* have no known representatives in Ravens Bluff (or anywhere on Faerun). As such, LIVING CITY characters cannot join these organizations at this time, and they should not be used for character (or scenario) backgrounds.

Step 3: Hit Points

At 1st and 2nd level, assign your character maximum hit points for its class, including any Constitution bonuses. For each additional character level, assign hit points according to the new class by 75% of the maximum value for the class (rounding down), then adding any Constitution bonus. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class, plus any Constitution bonus, if applicable. A character adding a level of Fighter adds 7 plus Constitution bonus.

Paladin bonded mounts also use 75% of maximum hit points per hit die to calculate hit points. All other animal companions and beasts use the standard "average hit point" values from the *Monster Manual* or other source describing them.

Step 4: Skills

Skills may be chosen from the *Player's Handbook* and the *Sword & Fist* builder book. Players should follow the guidelines listed in the *Player's Handbook* with regards to calculating and choosing skills.

A few skills need brief additional rulings:

- **Alchemy Skill and Craft Skill:** These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). These skills do not allow a PC to make any profit.
- **Knowledge Skill:** Knowledge skills cannot be anachronistic. Remember that the more specific a field of knowledge, the lower the difficulty class for information related to that knowledge – it is better to be specific in what you know. Knowledge skill ranks only allow Synergy bonuses to other skill checks at the DM's discretion.
- **Profession Skill:** At this time, profession skills can only be chosen from those listed in the Profession skill description in the *Player's Handbook*. Profession skills do not allow a PC to make any profit.

Step 5: Equipment

A starting character receives the maximum amount of gold pieces for its class.

Players may purchase any equipment in the *Player's Handbook* (including masterwork items) with the exception of tanglefoot bags, smoke sticks, and thunderstones.

Items and exotic weapons from *Sword & Fist* may be purchased for characters, with the exception of mercurial weapons and vehicles, which are not allowed at this time.

Mundane equipment from the *Forgotten Realms Campaign Setting* is also approved for purchase with the following exceptions: alchemical sleep gas (may be available in modules or through meta-campaign activities), powderhorn, powderkeg and any form of technology involving smoke powder or related equipment.

Additionally the special starting equipment listed on pages 30-32 of the *Forgotten Realms Campaign Setting* is approved for starting PCs only. Any characters started on or after July 3, 2001 may be eligible for the appropriate special starting items for their homeland region.

Each new PC may make select **one** available option (as allowed) for special starting equipment from their region. Additionally, as detailed on p.28 of the *FRCS*, the PC only qualifies for this additional equipment if they choose a region preferred for their character class or race. As is also detailed in that section, the PC

may sell the equipment from one of the approved options for half its gp value.

If the PC qualifies for the special starting equipment, the player must record the items on the FIRST entry of their log sheet. The disposable or charged items must be marked off as they are used.

Some regions list starting items or sets of items not allowed, these are detailed below:

- Chondalwood - option B and C
- Chult - option B
- Elf, Sun - option C
- Gnome, Rock - option A
- Halruaa – option A
- Lantan - option A
- Nelanther Isles - option B
- Rashemen - option A and B
- Tashalar - option A
- Thay - option B

You may not purchase magical items for your character except through play opportunities.

The Carrying Capacity rule is used in the Living City campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Select Feats

Characters in the LIVING CITY Campaign may select feats using the guidelines in the *Player's Handbook*. In addition to the feats listed in the *Player's Handbook*, players may choose the feats listed in the *Forgotten Realms Campaign Setting* and the *Sword & Fist*.

Please note that some of the feats from the *FRCS* are “regional” feats, and as such, are restricted to characters from that region, as mentioned in the *Forgotten Realms Campaign Setting* and Step 5 of this document. Please see p.28 of the *FRCS* for details and rules. This rule is especially important for 1st level PCs.

The Leadership feat, mentioned in the *Player's Handbook* and described fully in the *Dungeon Master's Guide*, is only available to player characters through High Level Options. PCs must have an open slot to acquire this feat. Contact lchlo@rpga.net for more information.

The following feats from the *Forgotten Realms Campaign Setting* are **not** allowed at this time: Create Portal, Ethran, Insidious Magic, Pernicious Magic, Shadow Weave Magic, Tattoo Focus, Tenacious Magic

The following feats from *Sword & Fist* are not allowed at this time: Large and In Charge, Multi-Tasking. Additionally, the variant rules on p.69 of this supplement are not being used in the LIVING CITY campaign.

Step 7: Describe Your Character

You must choose an alignment from among the following: Lawful Good, Lawful Neutral, Neutral Good, Neutral, or Chaotic Good. Your alignment choice must meet all requirements for your character's class. Please note: no alignment allowed in the campaign is a free ticket to play an evil PC in any way. Evil characters (as determined by actions) are not permitted in the campaign. Any infraction of this will result in the immediate loss of said character. PERIOD.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING CITY campaign. The appropriate tables in the PHB describe the acceptable ranges of height and weight for each approved PC race.

Step 8: Patron Deity

All characters in the LIVING CITY Campaign are expected to choose a non-evil patron deity, as outlined in the *Forgotten Realms Campaign Setting*. Those that do not choose a patron deity are not allowed to be brought back from the dead in any fashion. The worship of evil deities is not allowed for player characters.

The Favored Deities by Region are detailed on p.23 of the *Forgotten Realms Campaign Setting*. Details for choosing a Patron Deity are listed on p.30 of the *FRCS*.

Humans and half-orcs (regardless of class) choose a patron deity from the Faerunian or Mulhorandi pantheons based upon the region (see region list) in which they live or in which they grew up.

Nonhumans (regardless of class) usually choose a patron deity from their own racial pantheon, but nonhumans can also select a patron deity from the human pantheons (as above) if the specific deity is found commonly in the region in which they live or in which they grew up. Half-elves (regardless of class) may select from either the human or elven pantheon based upon the region in which they live or in which they grew up.

Note: In addition, favored regions for class restriction still apply for starting play with region-specific feats. If a PC changes their patron deity, they may choose from either the deities in Ravens Bluff or in their region of origin. Human PCs with any divine powers are not allowed to worship demi-human powers.

Ravens Bluff is home to temples of the following (human pantheon) deities: Azuth, Chauntea, Deneir, Eldath, Finder Wyvernspur, Gond, Gwaeron, Helm, Ilmater, Istishia, Kelemvor, Lathander, Lliira, Lurue, Mielikki, Milil, Mystra, Nobanion, Oghma, Red Knight, Selune, Shaundrakul, Shiallia, Silvanus, Sune, Tempus, Torm, Tymora, Tyr, Utao, Valkur, and Waukeen. (Elven, dwarven, gnome, and halfling temples are also present.)

Changing Patron Deities

Divine spell-casters (clerics, druids, paladins, rangers of 4th class level or higher, and members of certain prestige classes) suffer serious penalties for changing patron deities. Any of the aforementioned character classes that change patron deities must spend 163 day units (to represent the quest that must be undertaken), and pay the NPC priest who casts the *atonement* spell 500 gp per character level. If an item is used to pay for this cost and the item is worth more, the priest does not make change. Please note that the *atonement* can only be cast by the local NPC high priest of the patron deity you are changing to; NO PC priests are allowed to cast this *atonement* spell for other PCs.

Characters not receiving divine class powers may change patron deities as they desire.

Step 9: Playing your Character

Day Units and Character Log Sheets

Day units are used to record how PCs spend their time. By using day units, you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Day units save you from taking your character out of play to perform non-adventuring activities. A day unit equals one day out of the campaign year. All players are required to use and keep track of these day unit costs on a log sheet.

On January 1st of each year, a PC receives 365 day units to spend on activities for that year. Adventures take 5 day units (unless specified otherwise). This represents not only the adventure itself, but also training in your respective classes, taking care of normal personal business, repair of equipment, and other day-to-day activities that are not a real part of the LIVING CITY Campaign.

A character log is a set of sheets that track information about which adventures the character has participated in, the judge information, any experience or treasure gained, and any notes about the adventure. Logs also are used to track meta-campaign activities and entries for any other character-changing event (such as changing deities if there is a cost). Logs are required for all LIVING CITY characters.

Arcane Spells

Bards, sorcerers, and wizards begin play with spells as described in the *Player's Handbook*.

Upon advancing a level, wizards learn new arcane spells as described in the *Player's Handbook*. Any additional spells the wizard wants to learn cost additional time as described on p.155 of the *Player's Handbook*: one day unit to learn the spell, and one additional day unit per spell level to write it into a spellbook. Materials and costs for scribing spells into a spellbook are also used, as described on p.155 of the *PHB*.

A wizard may "trade" one spell with another wizard each event. Only **one** spell may be acquired in this fashion for each event

(not per round of an event). The costs for scribing the spell into the spellbook and day units required to learn the spell apply as above.

Sorcerers and bards obtain more spells as they advance in levels, as described in the *Player's Handbook*. They must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards learn new spells as part of their training time, and do not incur additional day unit costs.

Banned Spells

There are some spells that are not suitable for PC use in the LIVING CITY Campaign environment, because they require campaign staff administration. The following spells are not available for PCs to cast: *true resurrection*, *permanency*. These spells may be allowed in meta-campaign activities.

The following spells from the *Forgotten Realms Campaign Setting* are not allowed for play in the campaign: *create magic tattoo*, *flensing*. One of these spells is not shared by those that created it (the Red Wizards of Thay, the other is a decidedly evil act).

All spells unique to the domains of gods not allowed for PC worship (thus, the evil ones) are not allowed. The use of a *wish* spell will not duplicate the benefits of a spell that is banned from the campaign.

Restricted Spells

There are spells that have been restricted by the LIVING CITY Campaign Staff.

- *Wish* is allowed for PC use, under the following provisions: the only uses are those listed in the bullet points, as shown in the *Player's Handbook* listing of the spell, with two exceptions. 1- Any magic items created by the casting of this spell only exist for the adventure in which the spell was cast, and disappear when the game ends. 2- All castings of the *wish* spell that grant ability point increases must be cast and approved through a meta-campaign activity.
- *Miracle* is restricted to the 1st three bullets in section 1 of the spell and the 3 bullet points in section 2 of the spell, as listed in the *Player's Handbook*.
- *Polymorph Other* effects end at the end of the adventure in which the spell was cast, and are not permanent.
- *Reincarnation* poses some unique problems for the campaign. The spell is allowed but the casters and/or recipients need to be aware of the following:

If the result of the casting turns the PC into ANY race other than what is allowed for play under the Character Creation Guidelines that PC is banned from play until the condition is fixed via powerful spells like *miracle* or *wish*. Thus, if a PC that died had his druid friend cast the spell and was turned into a dwarf the PC can be played, but if the PC was turned into a kobold, the judge needs to record this on the PC's log sheet and the PC is out of play until appropriate spells are cast and the condition is remedied. If the PC cannot get the appropriate spells cast at the table the *reincarnation* happened at, they will need to contact the

appropriate meta-campaign coordinator to get such spells approved and cast for them (after paying the gp fee).

Players should be aware that the use of a *polymorph* spell does NOT restore the PC to their exact previous form. Polymorph will only turn creatures into an utterly "average" specimen of a certain race. Thus, the player cannot alter stat points for the new form as allowed under the Character Creation Guidelines normally.

- *Awaken* - A druid may cast the *awaken* spell on an animal or tree during an LC event (module, interactive or special mission). The druid may elect to cast *awaken* on an Animal Companion of a ranger who worships the same deity, with the ranger's permission. At the end of the event, the animal (no matter whose) or tree leaves the PC and starts a new life, even if the animal had previously been an Animal Companion by way of the *animal friendship* spell. An Animal Companion of a druid or a ranger may be *awakened* and retained only by certifying the spell and the animal either by mail-in process to the LC Druids Administrator or at a LC Temples booth. Contact LCDruidsGrove@aol.com for more information.

Only one *awakened* animal per 15 character levels is allowed for a druid, and only one *awakened* animal is allowed for a ranger. Druids may retain one *awakened* tree at a LC Temples registered grove through the meta-campaign process. No retained *awakened* tree will ever go adventuring except on a special mission. No other character (other than a druid) may retain an *awakened* tree.

If an arcane spellcaster uses a *wish* spell (or a divine spellcaster *miracle*) to duplicate the effects of the *awaken* spell, then the awakened animal or tree leaves at the end of the event. If such spellcasters can also use the *animal friendship* (due to a level of druid or ranger, or a *limited wish*), then they can apply through the High Level Option program to see if they can retain the awakened animal.

Certificates

You will be issued certificates for items, deeds and favors that your character acquires during adventure play, during interactives, and through other means. The certificates include information you will need in order to use them in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the DUNGEON MASTER® who issues them, and the DUNGEON MASTER'S RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

No player may have, on any of his or her characters, any items from any scenario that the player has written.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories apply by item and scenario name. The categories are:

- *Common* - A character can possess as many duplicates of this item as desired, provided they were all earned in play by some character.

- *Unusual* - A character can possess only one of these items from a single event. Multiple items can be owned, provided they are all from different events.
- *Rare* - Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.
- *Unique* - Only one of these exists in the campaign.

Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all **must** be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner. No player can trade item certificates between his or her own PCs, no matter by what means (including passing through several other characters' hands).

Certificates in the LIVING CITY campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

Leaving the Campaign

Characters that reach 20th character level may not be played in the LIVING CITY campaign.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

- *Craft Items:* Items made using the Craft skill cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 day unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.
- *Brew Potion:* Creating a potion takes material resources (gold) and experience points as indicated in the *Player's Handbook*. Creating a potion costs 1 day unit, and only **one** potion may be created per adventure played. Potions created this way may not be traded, but may be given to other PCs to consume during an adventure.
- *Scribe Scroll:* Creating a scroll takes material resources (gold) and experience points as indicated in the *Player's Handbook*. The time to scribe a scroll should be calculated from the description of the Scribe Scroll Feat. The minimum cost is 1 day unit (always round up to the next whole day unit). Only **one** scroll (with a single spell) can be scribed per adventure played. Scrolls created this way may not be

traded, but may be given to other PCs to use during an adventure.

- *Inscribe Rune*: Creating a rune takes material resources (gold) and experience points as indicated in the *Forgotten Realms Campaign Setting*. The time to scribe a rune should be calculated from the description of the Inscribe Rune feat. The minimum cost is 1 day unit (always round up to the next whole day unit). Only **one** one-shot rune can be inscribed each adventure played. Runes created this way may not be traded, but may be given to other PCs to use during an adventure. Permanent Runes are handled through the Item Creation option of the campaign.
- *Other magic creation feats*: This aspect of the campaign is handled only through an approved meta-campaign process. Costs (in gold, experience points, and day units) for creating other magic items are covered on a case-by-case basis per the *Dungeon Master's Guide* and the rules for the campaign. These items require certificates, so though you may have the pre-requisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use the meta-campaign procedure for doing so.

Special Powers and Aspects

- Spellfire of any form is not allowed for PCs in the campaign.
- PCs will not be given the power of Silver Fire.
- Circle Magic is not allowed at this time.
- Portal Magic is not allowed at this time.
- The Shadow Weave and magic items made of shadow weave are not allowed for PCs in the campaign.
- Smoke powder is not allowed in the LIVING CITY campaign.
- Psionics are not allowed in the campaign.

Mielikki's Druids

There is a short passage on p.23 of the *FRCS* that mentions Druids of Mielikki being allowed to equip themselves in the arms and armor of a Ranger without the usual penalty a Druid using forbidden gear would suffer. This ability is approved for play in the LIVING CITY campaign.

Mystran Temples

There are passages that describe a special benefit for divine followers of Mystra when they cast spells inside a temple devoted to that goddess. This benefit (of not costing a higher level spell slot when using a metamagic feat, and only for one Feat as applied to a specific spell) is related to metamagic feats and **is** allowed for all divine casters that venerate Mystra as their main deity. The caster must actually have the metamagic feat to get the enhancement; this is **not** the equivalent of a bonus feat.

However, the special benefits of the metamagic spell affect ends once the caster (or the recipient) leaves the holy site. This effect is applicable to all spells placed in spell-storing devices as well. Returning to the holy site will not reactivate the metamagic effect for spells cast with this special temple benefit.

Example: A 9th level cleric casts Detect Evil in the temple using his Persistent Metamagic Feat. If this cleric leaves the holy site (in less than 24 hours), the spell loses the Persistent nature and

will expire after ninety minutes, the normal duration of the spell for a 9th level caster.

Example: A 15th cleric casts a Bulls Strength that was Maximized (gaining 5 points to strength), but then leaves the temple in 10 minutes. At the moment of leaving the temple, the player must roll the 1d4+1 to adjust the Bulls Strength; so he might have anywhere from 2 to 5 points instead of the maximized 5 points. If the PC returns to the temple after leaving he does not suddenly get 5 points of strength again.

If the magic is instantaneous in effect, such as Cure Serious Wounds, or Fireball, and if those spells were Maximized, for instance, then leaving the temple after the spell's duration had ended would not change the effect on the target (whether gaining or losing hit points, in these examples).

Additionally, only specially sanctioned temples receive this benefit. Small shrines and such do not have this power. Only the main temple in Ravens Bluff (or in other communities) has this boon. The effect does not extend to the external grounds or buildings not physically attached to the temple itself.

Further questions regarding particular situations should be directed to LCRules@rpga.net.

Adding New Material

The Campaign Staff understands that Wizards of the Coast is continually creating new and wonderful additions to the D&D game, and the FORGOTTEN REALMS setting. It is our desire to implement these additions as quickly as possible. With this in mind, we have developed a schedule for the implementation of new material into the campaign. All new material that the Campaign Staff deems is appropriate for the campaign will be summarized in this Character Creation Guidelines document. We are committed to updating this document with any new material information on the 1st Monday of every even-numbered month (Feb, Apr, June, Aug, Oct, Dec). If there is new information, the version number and date of this document will be changed. If there is no new information, only the date of this document will be changed. The Campaign Staff reserves the right to review all new material for a period of at least 6 months, before making a decision on its suitability for use in the LIVING CITY Campaign.

Communications

The LIVING CITY campaign currently uses an email service to make official announcements that affect the campaign.

Thus, the LC Staff has decided to increase the membership of an ANNOUNCEMENT ONLY list.

This list will only be used by LC Staff members when making official announcements or making useful resources available. Players will only be sent information that is useful to them. NO ONE but the Moderators of the list can post information to it, so it will never get "spammed" nor will people be posting questions/arguments/useless emails to it!!

This service is provided free of charge from Yahoo. The list actually has a home web page where we can store .pdf files and other resources, which we will put to good use. To access the web site one needs to create an "account" with Yahoo. The simple instructions for this are available on the web site.

The list is called "LC-News" and currently has close to 900 members. Those subscribed to the group can also read past messages if they wish.

To subscribe, send an email message to lc-news-subscribe@egroups.com or go to this e-group's home page at <http://groups.yahoo.com/group/lc-news>.

So if you want valuable information on the campaign, but don't want to sift through hundreds of emails each week, join up! It will be useful for all involved!

Guidelines for Ethical Play

We expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

PLAYERS

1. Contribute to the fun of the whole group when playing.
Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

DUNGEON MASTERS

1. You are the DUNGEON MASTER. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our DMs, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the DUNGEON MASTERS.

Any questions about this document can be directed to Rick Brill, Campaign Director of Information at rbrill@rpga.net.