

The Living City CAMPAIGN

SWORD AND FIST

VERSION 1.0 - JULY, 2001

Sword and Fist, a Builder Book Accessory for the DUNGEONS & DRAGONS game is now approved for use in the LIVING CITY campaign by players and game masters. The following paragraphs detail the changes necessary to adapt the book to the play environment of the LIVING CITY campaign.

As described in the LIVING CITY Character Creation guidelines on the RPGA Web site www.rpga.com beginning characters may be created using material from the accessory. Existing characters can add material from the accessory at the next normal opportunity (level advancement). Characters may not be "retro-fit" using the new material in the book, they can only be added to.

What follows is an outline of how you can use the material from this book. 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>

CHAPTER ONE - FEATS AND SKILLS

All heroic feats and skills introduced in the Sword and Fist accessory are approved for use in the LIVING CITY campaign, unless specifically prohibited by this document.

CHAPTER TWO - PRESTIGE CLASSES

Most Prestige Classes from the Sword and Fist accessory are approved and available to characters, assuming the PC meets the specified guidelines. If a Prestige Class is not listed below it is not approved for play in the LIVING CITY Campaign yet.

The following Prestige Classes from Sword and Fist are currently available in the LIVING CITY campaign:

Cavalier, Devoted Defender, Drunken Master, Duelist, Ghostwalker, Gladiator, Halfling Outrider, Lasher, Master of Chains, Order of the Bow Initiate, Red Avenger, Weapon Master

Two Prestige Classes will be approved, but will be handled in a special fashion due to some of their built-in restrictions. Details of how a player goes about getting approval to play one of these Prestige Classes will be available in the near future. These classes are listed below:

- Ninja - The process for contacting the Crescent Moon Leadership is not known in the LIVING CITY campaign at this time. 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 to swear allegiance to per the requirements of the class. No PCs will be allowed to play a Ronin.

Important Note: Players using the Drunken Master Prestige Class should be very aware of the other players at the table. Children and other players that are sensitive to such issues should be considered at all times (if you are not certain how the others player feel about playing such a PC, ask them before starting). As always, refer to the guidelines for playing the game in an ethical and positive manner, keeping the feelings of the other players in mind.

CHAPTER THREE - WORLDLY MATTERS

The Organizations described on pp. 43-52 of Sword and Fist have no know 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.

CHAPTER FOUR - THE GAME WITHIN THE GAME

The two feats listed in this chapter (Large and In Charge and Multi-Tasking) are not available for most characters in the LIVING CITY campaign. Only naturally sized L creatures can take the Large and In Charge feat. There are no PCs with more than two arms in the LIVING CITY campaign. Questions about specific races should be directed to Rick Brill at rbrill@rpga.net

The same goes for the other rules for monstrous characters presented in this chapter. The Variant rules presented on page 69 are not being used in the LIVING CITY campaign at this time.

CHAPTER FIVE - TOOLS OF THE TRADE

All Exotic Weapons listed in the Sword and Fist accessory may be purchased by PCs within the LIVING CITY campaign with the exception of the Mercurial longsword and the Mercurial greatsword. At this time, no weapon smiths in the Vast know how to make these weapons. It is rumored that there are weapon masters in the East who possess this knowledge

Magic items described in Sword and Fist, like all magic items in the DUNGEONS & DRAGONS game, are not available for purchase outside of Metagame activities. See the Character Creation guidelines for more information on making magical items

The building of towers, keeps and castles will be handled through the LC Land Office

If you have questions or comments about this press release, please contact Scott Magner, RPGA Games Coordinator at bhagwan@wizards.com or Rick Brill, Living City Campaign Director of Information at rbrill@rpga.net.

These rules will be published as addenda to the Character Creation guidelines and will appear with the next update to said guidelines.