

THE Living City CAMPAIGN

3E D&D JUDGE GUIDELINES

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Being the Dungeon Master in the RPGA's LIVING CITY™ events involves making many decisions about character actions, running encounters, portraying NPCs, and adjudicating the effects of traps, spells, and (literally) everything else in the world. LIVING CITY events are particularly difficult for the Dungeon Master (DM), for several reasons.

First, you don't know what characters will come to the table, or what they can do, so your preparations are more involved than with other types of tournaments. Second, LIVING CITY players care deeply about the welfare and future of their characters, much more than they would if characters were provided. Every ruling that could kill a character is hotly protested, and every situation is evaluated in terms of fairness towards characters.

However, judging a LIVING CITY event is rewarding as well. You have the opportunity to think on your feet and respond to unusual situations ("I use my *Rod of Wonder* on the wall behind the monsters then I pull out this gem that gives me a +5 competency bonus on my Use Rope skill, which I use to catch the bad guy.") To help you through this experience, we provide these guidelines. Whether you are a veteran LIVING CITY DM or a beginner, they should help simplify your life and explain what you need to know to run an excellent game.

The Role of the Dungeon Master

A DM's job is to moderate events and make decisions based on fairness and adherence to game rules, and most importantly to make sure the players have a great time without sacrificing fairness. A tournament DM runs one part of the campaign. Players expect to be treated fairly, to have the core D&D® rules applied in all situations, and to have every chance to survive. It is your responsibility to ensure that. When you make decisions and run encounters, consider the players' and characters' points of view in addition to your own. If a situation develops where the characters will be killed, it should be as much as their own doing as the deadliness of the encounter.

The Network has a set of ethics guidelines (called Standards of Content), which it follows in considering whether to sanction tournaments, and you must abide by those guidelines when judging events. A complete set of ethics guidelines is available from Network HQ, but they can be summed up as: treat players with respect, refrain from belittling current establishments in our culture, and make sure that everyone knows it's just a game.

Preparation

Read the scenario thoroughly prior to the event. You owe it to the players to be as prepared as possible, to give them the best experience possible. In addition, lack of knowledge of the adventure can result in not running it correctly. Try to meet with one or two of the other game masters discuss anything you don't

completely understand. This promotes greater consistency between tables of the same event. Players will talk about the event with each other later.

Players bring their own characters to LIVING CITY events, and are responsible for keeping records of the character's experience, wealth, and possessions. Look over the characters that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies, and if the player does not have a valid certificate for the item, his or her character does not have the item.

Rulebooks

The most recent printings of rules and sourcebooks always override the earlier printings. For example, changes made in the 2nd printing of the *Player's Handbook (PHB)* take precedence over anything in the 1st printing *PHB* for any potential disputes. Be practical about this issue, and do not unfairly penalize players for not having bought multiple copies of the books, but correct any misconceptions and keep the game moving. Remind players that they can find and download (for free) errata for rules books on the Wizards of the Coast web site:

<http://www.wizards.com/dnd/article4.asp?x=dnd/archive,3>

Purchasing Equipment

PC's can purchase weapons, armor, supplies and other materials at the prices listed in the *PHB* and other source books (as sanctioned by the LIVING CITY campaign staff), and described in the Character Creation Guidelines. These purchases are made outside of tournament time. If players present you with a log entry to sign for normal equipment purchases, verify the information and sign it.

Magic items are acquired only during the course of tournament play and at special convention activities. Trading magic items among PCs is allowed. Players may ask you to witness a trade, to ensure fairness. If you have time, please do. If you think the certificate is suspicious then disallow its use in the adventure until a LIVING CITY Campaign Staff member or an HQ employee approves it. If a judge has a serious concern inquiries can be sent to Rick Brill, the Campaign Director of Information at rbrill@rpga.net.

Precast Spells

Wizards, sorcerers, clerics, bards and druids can cast certain enchantments prior to the start of each adventure. These spellcasters can select **one** appropriate spell from the following list to be active when the tournament begins. This does not count against their starting spell allotment. The caster must be able to actually cast the spell to begin play with the spell, so a 5th level wizard cannot start play with a *goodberry* spell in their possession.

Additional spells must be cast after the start of the adventure and subtracted from the spellcaster's total number of available enchantments for the day. DMs must adjudicate casting of spells.

Enchantments:

- 0th arcane mark
- 1st endure elements, goodberry
- 2nd Leomund's trap, magic mouth, undetectable alignment
- 3rd continual flame, explosive runes, glyph of warding, illusionary script, Sepia snake Sigil, secret page
- 4th detect scrying, firetrap
- 5th Leomund's secret chest

All spells expire at the end of the event unless specifically certified.

Purchasing Divine Spells During an Adventure

PCs may buy spells from the temples with gold pieces (from their log sheets) or with magic items. Temple clerics **will never leave the temple to help adventurers** unless otherwise stated in the module, so PCs must go to the temple in question to get the spells.

Costs for spells are formulated using the tables found on p.149 of the *Dungeon Master's Guide (DMG)* with the exception of the specific spells listed below. The formula is also listed here for your convenience.

For divine spells to be purchased from NPC clerics at temples in Ravens Bluff, price is determined by which group purchaser is in:

Group 1:

- PC enrolled with the specific Temple (must have valid 3E LC Temples certificate), **OR** Allied Faith and enrolled in Allied Temple (as defined in the *FRCS* or later *FORGOTTEN REALMS* materials) (must have valid 3E LC Temples certificate).

Group 2:

- Of the Faith, but PC is not enrolled with the specific temple **OR** Allied Faith but not enrolled in Allied Faith's temple (as defined in the *FRCS* or later *FORGOTTEN REALMS* materials).

Group 3:

- PC is not of the faith or its allies (as defined in the *FRCS* or later *FORGOTTEN REALMS* materials).

Group 4:

- PC is a member of an enemy faith (as defined in the *FRCS* or later *FORGOTTEN REALMS* materials).

All costs may be paid through log sheet gold pieces, with certified items, or debited against tithes. If an enrolled PC has not been paying the 10% minimum tithe, then he or she will be considered as Group 2 status.

The PC may use his/her generosity with the temple to help another PC (or NPC), but the cost of the spell(s) for the other PC (or NPC) is **determined by their group**, not by the category of the assisting PC. In other words, if a PC who is enrolled at the Temple of Tymora offers to help pay for a spell from the Temple

of Tymora for a PC who is **not** enrolled at that temple, then that spells costs more gold than if it was being cast on the enrolled PC.

Also, a PC's credited tithes at his/her temple cannot be used to buy a spell from another temple (unless a separate LC Temples honor creates an option).

Costs Multiplier

- Group 1: Group Multiplier – X1 (i.e. the same cost)
- Group 2: Group Multiplier – X2 (i.e. double cost)
- Group 3: Group Multiplier – X3 (i.e. four times cost)
- Group 4: Group Multiplier - No spells will be available ever!

The equation for determining the cost of spells cast by NPC divine spell casters is as follows:

10gp X Spell level X Caster level X Group Multiplier

So the cost (assuming no cost pluses) in gold pieces for standard divine spells is:

spell level	Gp 1 cost	Gp 2 cost	Gp 3 cost
0	5	10	20
1	10	20	40
2	60	120	240
3	150	300	600
4	280	560	1120
5	450	900	1800
6	660	1320	2640
7*	910	1820	3640
8*	1200	2400	4800
9*	1530	3060	6120

*For simplification, the DM can assume that every temple in Ravens Bluff has an 11th level NPC cleric available, and that temples in the Civic Religion (at least some of them) have a 17th level NPC cleric available. If a PC is enrolled in a temple that is part of the Ravens Bluff civic religion, access to higher level clerics will be provided by another civic religion temple at the Group 1 rate. If a PC is enrolled in a temple in Ravens Bluff, but it is not part of the civic religion, and access to higher level clerics is needed, one of the civic religion temples will provide that access at the Group 2 rate. PCs who are not enrolled at a temple do not have these exchange privileges, but may have some discount if they go to a temple of an allied faith.

Spell Availability

Spells in the Healing domain are always available. Any other divine spells a particular religion can cast are available on a somewhat limited basis, per temple. Spells level 1-3 are available in quantities of up to 10 at each temple. Example; the Temple of Mystra will always have 10 1st level spells of the same type (from domains they can cast) ready for selling each day. All 4th and 5th level spells are available up to 5 times per day from a specific temple. Spells over 6th level are available once each per day from a specific temple.

More spells can be available after the next prayer session pending approval by a ranking priest (they are assured the PCs will return with adequate payments, etc.). Be aware of

appropriate prayer sessions for each religion per the *Forgotten Realms Campaign Setting (FRCS)* and take this into account when determining how long it will be for specific spells to be available. If a specific prayer session is not listed for the religion, it will require a full day to pass before the spell is available from that temple.

Special Spells

	Gp 1	Gp 2	Gp 3
<i>Regeneration</i>	2,000	4,000	8,000
<i>Resurrection</i>	5,000	10,000	20,000
<i>Miracle</i>	10,000/35,000	20,000/70,000	not available
<i>True Resurrection*</i>	10,000	20,000	40,000

*to get this spell cast a PC must apply for a Special Mission with the proper meta-campaign organization.

Requesting the use of any Metamagic feat will increase the level of the spell so increases the cost of the spell accordingly. Spells prepared this way will **not** be available immediately, but if the judge deems it reasonable, the spell will be available the next day.

Here are some special issues to be aware of:

- If the spell has an expensive material component, the NPC makes the PC pay for those in addition to the base cost.
- If the spell has an experience point cost, the NPC charges an additional 5gp for each point spent.
- Be familiar with the bulleted points under the *miracle* spell. The LIVING CITY campaign does not necessarily use all of the bullets under this spell. This is detailed in the Character Creation Guidelines.

Temples may refuse service if a PC acts offensively to their faith or NPC members of the temple.

Purchasing Arcane Spells During an Adventure

Spells are available for purchase from the Wizard's Guild during normal adventuring. The DM may rule that no one is available at the Guild to honor a given request, if a spell is deemed to somehow ruin the adventure.

A wizard or sorcerer of minimum level required to cast the spell does each casting. Requests for a caster above the minimum level will raise the cost per the above rules. Generally, the casters up to 16th level are available (with a few 18th level in the city).

Any spell is available the next day to PC's who request it of the Guild. Payment is:

20gp X Spell level X Caster level

As with Divine spells, there are some special issues to be aware of:

- If the spell has an expensive material component, the NPC makes the PC pay for those in addition to the base cost.
- If the spell has an experience point cost, the NPC charges an additional 5gp for each point spent.

- Be familiar with the bulleted points under the *wish* spell. The LIVING CITY campaign does not necessarily use all of the bullets for this spell. This is detailed in the Character Creation Guidelines.

Requesting the use of any Metamagic feat will increase the level of the spell so increases the cost of the spell accordingly. Spells prepared this way will **not** be available immediately, but if the judge deems it reasonable, the spell will be available the next day.

Wizard Guild members (with an official 3E LC Wizards Guild certificate) receive these spells at a 50% discount.

The Guild may refuse service if a PC acts offensively to their faith or NPC members of the temple.

Creating Magic During Play

At the moment, the following magic item creation feats are available for PC's to use at the table: Scribe Scroll, Brew Potion, and Inscribe Rune.

PC's can only create **one** each of these per adventure (each round of a tournament counts as an adventure) so can create one scroll, one potion and one rune if they have the proper feats, etc.) and must follow the procedure in the DMG. For the Living City campaign, PCs should be allowed an opportunity after the end of the module for creating a potion, a scroll (with **one** spell only), and a (one-shot) rune.

Add the Day Unit cost of brewing a potion (1 day each) or a scroll (variable) to the Day Unit cost of the module on the LC log sheet. Charge one Day Unit for runes to account for the craftwork. The PC must log the information on their log sheet and have it signed by a judge. More information on this aspect of the campaign is available in the Character Creation Guidelines.

GAMEPLAY

If you have prepared to judge an event you may not subsequently play that event later on. In addition each player may only play an event once, not once per each character.

Tiered adventures and Encounter Level

LIVING CITY adventures are designed for player characters (PCs) of many levels. We accomplish this by using a tiered system in which the various foes and obstacles are different for different level groups of PCs. At the beginning of the adventure you'll find instructions for how to determine the Encounter Level (EL) the PCs at your table fall into.

The foes in an EL grouping are designed to challenge characters whose average level is the center of the range. If the characters at your table are having too easy or too difficult a time, you can mix and match foes from the different groups above and/or below the one the characters fall into. The goal is to provide a challenge without overkill.

Players may **not** “jump up” ELs to acquire more experience or better rewards. Thus, a group that has appropriate levels to qualify for EL 7 may not just ask the judge to run them through the module at EL 9 for the better XP and treasure. If a judge decides to throw an opponent from a higher EL at the whole party (or some of the party) because they are not being challenged he may not give them the rewards from that higher EL. The party gets the rewards from the EL they qualify for from their levels.

Cohorts, Followers, Animal Companions, Bonded Mounts and Familiars

Some characters may have cohorts, followers, or animal of some sort. Cohorts and followers never adventure unless the player has a certificate that specifically states that they will adventure. It is assumed these will stay behind to watch the homestead if they are not certified as active adventuring companions. Cohorts, followers, and animals that will adventure use their Challenge Rating (CR) for purposes of determining EL for each game. Any normal animal – dog, horse, mule, etc. -- that can be purchased out of the *PHB* may go on an adventure and need not be certified.

The animal companions of druids and rangers, paladin bonded mounts, and wizard/sorcerer familiars do not count for EL purposes because they are class benefits. These creatures and animals can adventure with the PCs.

Be familiar with the rules for the amount of HD of animals a druid or ranger may have at any given time as detailed in the spell *animal friendship* in the newest version of the *PHB* and the Character Creation Guidelines.

Wizards and sorcerers may have familiars as described in the *PHB*, the *FRCS*, and the Character Creation Guidelines. If the PC has an unusual familiar not covered by sanctioned sources, you may disallow it if the player cannot produce a certificate for it. Be aware that there are unique familiars and a feat in the *Forgotten Realms Campaign Setting* book (that is approved for the campaign) that allows the use of these familiars without a certificate.

The Leadership feat can only be taken with permission of the LC Staff and an approved High Level Option (HLO) arrangement. Cohorts from this feat will also be certified and detailed per the HLO certificate for that PC.

PCs are responsible for any damages, problems, or possible side-effects their mounts, animals, or beast companions might cause during tournaments.

Alignment Infractions

Alignment infractions are a touchy subject. Ultimately, you are the final authority at the table you are running, but you must warn the player if his character is deviating from his chosen alignment. This warning must be clear, and make sure that the player understands. The PC can then correct the behavior, justify it, or change the alignment to be congruent with the PCs current behavior. Characters who become evil are retired from play.

These measures are a last resort; there is more than one way to play a given alignment.

If a player does an evil act the DM is expected to record such on the character's log sheet so the LC Staff can track a pattern of behavior, if necessary.

Recovery of Dead PCs

When PCs die, players like to have the bodies recovered so the PCs can be raised from the dead. This is clearly possible if not all the PCs died, and one or more of them recovers the bodies. Recovery of the bodies becomes more difficult if no one survives, and depends on the circumstances under which everyone died.

- If all the PCs died (this is called a total party kill or TPK), then the recovery of the bodies depends on whether or not NPCs can or will take appropriate action.
- If the PCs died in the city or civilized lands, you can likely assume that someone came by and brought the bodies to the nearest (or most appropriate) temple.
- If the PCs all died on another plane or in hostile conditions (say the depths of the abyss or deep under the sea) you can safely assume that the bodies and items were not recovered. You can also assume that the bodies were not recovered if the foes would eat them, or would take steps to make sure no bodies were ever found (as in the case of some evil temples). You should be very clear with the players as to why the bodies could not be recovered, since they will want to argue with you or do something about it.
- In cases where the chance of recovery is ambiguous then you have to use your judgment. Unless the foes would destroy the bodies as a matter of course, you can assume that they were left in the wilderness or wherever, and tell the players that the bodies were eventually found and brought to a temple, or that they were not found but certainly could be if anyone went looking for them. Be kind to the players in these ambiguous instances; the goal is to have fun and losing your PC because his body fell down a cliff and no one found it is not fun.
- The judge must be careful in that *wish* or *miracle* spell may be able to retrieve body remains or magic items on the same plane so long as they exist. If the remains or items are at a known location and identifiable, then it is possible that a *wish* or *miracle* would work (barring magical barriers).
- In cases of lost bodies, the players (if Guild members) may elect to request a Special Mission through the LC Staff to attempt later retrieval or obtain a *true resurrection* spell. Players should be warned that Special Missions must be approved, and success is **not** guaranteed. Costs and risks will be determined by the circumstances, some deaths are truly final.

In the case of TPKs you can assume that if the foes were the type of people who would use magical items, then they would steal from the PCs any items they could use. If the foes are not the type to use magic items then you can assume that the magic items were recovered with the bodies.

Dying and Wills

Each character may have a Will. The Will had to be prepared before the character died. Dead characters (ones who stay that way) may bequeath **one** magical item per character level, each to a different PC (none of whom can be one of the dead PC player's other PCs).

The party must recover the item by the end of the adventure to be given to another character. Magic items that are not disposed of via a Will simply vanish. Void (do not destroy) all magic item certificates for that character. Looting dead PCs is considered an evil act, but gathering items necessary to pay for a *raise dead/resurrection* spell for the PC is acceptable. Magic items of dead characters leave the game and may not be used in any other capacity in the campaign.

The only time during a tournament or module that another PC may return a dead PC to life is if the PC casting the spell is playing at the same table **with** the dead PC. Players/PCs from other tables may not "come over" and raise dead PCs for free or for a charge. Interactives may be a different case for this rule, check with LC Staff members, Con Coordinators, or judges to see if such a thing is possible and reasonable.

Ships, land, and other mundane items may be given away via a Will as the PC sees fit. These items may not be given to the PCs of the player of the dead PC. Certed items may need to be recerted, have the player contact the proper Meta-Campaign area for details.

Using and Destroying Magic Item Certificates

When magical items are used up during an adventure, you should ask the player whether you should tear the certificate or mark it void. Then do whichever the player prefers.

When items are destroyed by magical effects **always** mark the certificate void. Do not tear them up; let the player do that if he or she chooses.

In the case of a PC's death or TPK, where the body (or bodies) are not immediately recovered, you should collect the certs from all the characters and turn them over to a Living City Staff member. If neither of these is available, turn them in to the convention coordinator who should then contact a LC Staff member. That way if the PC is later recovered and brought back to life, the item certificates are still in existence. By destroying certs when the final fate of the item is unknown, you just make the players upset for no reason.

If the items are stolen from the PCs and not recovered by the end of the adventure time, you should mark them "void-stolen" and include the date.

If it seems that there will be a dispute about your handling of the scenario when PCs died, then do not destroy anything. You will just cause problems down the line. Turn everything in to an appropriate official (as described above) and explain what happened. You may be asked for a written statement, which you can provide later.

Experience Points

During the course of the adventure, the PCs will earn experience points based upon their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. This is summarized at the end of the adventure. All characters that contributed to the success of an encounter **and survived the adventure** (or were raised immediately after) receive the listed experience points. All experience points are awarded at the end of the tournament only.

Please note that experience points are tiered to the level of the group, as are the combats. Read the instructions included in the adventure for awarding experience points carefully. Experience points are summarized at the end of the tournament.

A character cannot go up more than one level per tournament round, but does not lose excess experience points as in a normal campaign. These points are part of the total; the character will advance to the next level at the end of the next event.

Treasure

In some places the characters can gain treasure. It is up to the players how this is to be divided. The players should record what their individual characters acquire. The Treasure Summary contains a list of specific items and guidelines for other items that the PCs can keep. Follow these guidelines without deviation. The PCs must be told what the nature and powers of all magical items. They are assumed to have them identified on their own time.

Calculating Magic Item Values

Magic items sold to NPCs will get ½ their market value.

The value of magical items should be listed on all 3rd edition certificates. If this information is not listed the magical item has ½ the listed book value of the *DMG*. Be conservative.

Items uniquely of interest to a particular faith (in the DM's opinion) may be valued as much as 30% higher. These items are generally tied to the faith somehow on the certificate.

Use your judgment, and err on the side of conservatism, however if the value of a magical item in your judgment is what is needed to bring a character back from the dead, be generous if the value is within 100gp of the amount needed.

Disputes

The LIVING CITY program functions on the "Honor System". That is to say, player honesty regarding dice rolls, stats, magical items, and money will be maintained at all times. If as a DM you feel that a player is cheating, you may investigate the matter and warn the player. If cheating persists, take action to remedy the situation as you see fit short of killing the character. While best dealt with at the gaming table, these remedies may include speaking to the convention coordinator, LIVING CITY Campaign Staff, or Network HQ. If this player disrupts play, then politely

ask him or her to leave. If necessary, ask your convention staff for assistance.

When disputes over rules occur, handle them as quickly as you can while remaining fair to the players. Listen to the argument; make a decision based on game rules and these guidelines, and move on.

Should a dispute arise over decisions made at the gaming table, there is a review process available for the player to seek redress. Players must submit their grievance to the LIVING CITY Campaign Directors who shall investigate any claims. Reviews of play conflicts generally support the DM unless there is a clear reason not to.

The decision of game masters in running games can only be overturned by a LIVING CITY Campaign Director, an LC Staff person working in the appropriate area, or by an employee of the RPGA Network. Convention coordinators do not have the authority to do more than refer the matter to a LIVING CITY Campaign Staff person, or HQ employee. Questions or concerns should be sent to Rick Brill, the Campaign Director of Information, at rbrill@rpga.net.

SPECIAL TOPICS

The things listed below are for specific instances or circumstances in the campaign that a judge should be aware of.

Poison

In general, poison is allowed for use in LIVING CITY events. Druids and divine casters with access to the Plant domain can cast the spell *poison* (clr4, drd3).

Poison is not available for purchase. Certain adventure scenarios or roleplaying events may offer poison for purchase or as treasure (this will be specifically detailed in the module). No poison can be applied to a weapon (or delivered via ingestion, injection, etc.) without presenting such a certificate to the scenario judge.

All players and PCs should be aware that the use of poison is generally not a good practice, and should take such into account before using it. Alignments and beliefs should be adhered to. Continued use may turn a character evil. Poisoning someone is also a very unchivalrous act and knights or squires should never do it (except maybe those pesky Hawk Knights) without accepting the consequences.

The Profession/Craft Skills

PCs can use these skills but they cannot make money using it. Because there are no cost of living expenses for the LIVING CITY Campaign, we do not then also use any mechanism for PCs to make money in downtime. It is assumed the PCs can use this skill in the downtime to pay for their basic living expenses, as a roleplaying perk only.

Public Performances and the Bard's Guild

PCs who perform within the city without a license from the Bards Guild risk a fine, imprisonment, or both. The fine is 100gp and imprisonment is 1 day for first time offenders. Each penalty doubles the time spent in prison. Subtract 1 Day Unit per day in jail. A one-time license is available for 50gp and it covers one scenario. Alternatively, the PC may purchase a one-year license for 500gp. Log this in your log sheet and have it signed, per standard rules. The City Watch actively persecutes such violators since they get 25gp for the arresting officer, and 25gp for the City Watch. The remaining 50gp goes to the Bards Guild. The PC also has the option of joining the Bards Guild. This is a meta-campaign activity. See the Bards Guild website for more information. <http://rpga.org/LC/Bards/Bards.html>

Knightly Awards

Chivalry Points and Knightly Honors are collectively referred to as Knightly Awards. These awards are LIVING CITY House Rules used as a loose measure of a PC's overall behavior as viewed by the general populace. The Knights Council uses awards to recognize those who have brought honor by their actions and set an example for others to aspire to. In addition, the individual Orders of Knighthood use these awards to determine when a character is worthy to enter their ranks. To be eligible for a Knightly Award, the PC must be a knight or actively seeking to become a knight of a specific Order (i.e. a squire). Awards are **never** given to characters that have not at least declared their intention to become a knight. These guidelines apply equally to both knights and squires.

Knightly Awards are not to be given lightly. The award should be given to the **individual** who deserved it. If there are multiple knights in the party, the judge evaluates each knight individually. In cases where the event allows an award to be given to more than one knight, one knight may earn it and the other may not, due to actions or inaction taken during the adventure. If there is any doubt as to which knight deserves an award, it is given to the knight who risked the most.

When an author considers the addition of an award to an event, or when a judge is evaluating a PC for such an award during game play, keep in mind the following:

- Authors should include in the scenario blurb on the title page of the event "This is a knight-approved event."
- Authors should review the companion document Honors.pdf.
- Awards are given to individual characters, not to a group.
- Awards are given for specific actions, not for general accomplishments such as "saving the Mayor".
- All Knights are **expected** to constantly demonstrate the knightly virtues of bravery, strength of moral character, leadership, and personal honor, at all times. To be singled out for distinction requires something more. The criteria of "something more" should be defined in the event's Treasure Summary if an award is offered.
- The actions must have been witnessed or otherwise become public knowledge in Ravens Bluff. Note that Hawk knights

are given some leeway in this area. Hawk Command Center has eyes and ears everywhere.

- The action earning an award **must** be optional. The PC must be free to choose the path and the action that warrants the award. If the event requires or forces the PC to take the action, an award cannot be given.
- The choice to take the action must be made by the individual PC and not by another party member. If another character decides on a course of action that would result in an award and the Knight PC “follows along”, then she is **not** eligible for the award.
- Dishonorable behavior during the course of an adventure makes a character ineligible for a Chivalry Point or Knightly Honor award during that event, regardless of other actions taken. Negative Chivalry Points need **not** be written into an event, and may be bestowed by a Judge at any time for dishonorable behavior. The knightly virtues are bravery, strength of moral character, leadership, and personal honor. The Judge is the final arbiter of all actions that occur during any event.
- A PC may receive one and only one Knightly Award in a given tournament slot. If the character qualifies for multiple awards the character **will** receive the highest-ranking award. The player or PC has no choice which award they receive. The author should include this statement in the event’s Treasure Summary. Note: A character may receive one award per time-slot in Multi-round events.
- No tournament may offer more than four (4) different Knightly Awards. If a tournament contains situations that might warrant the inclusion of numerous Knightly Awards, only the four most appropriate awards will be offered. One award is always a Chivalry Point. As knights are judged individually, it is remotely possible for more than one knight to receive the same award.
- Each award may be offered at only one point in the event.
- A tournament may offer only a Chivalry Point.
- If a tournament offers an Honor, it must also offer a Chivalry Point. Chivalry Points and Negative Chivalry Points are non-tangible awards. The knight receiving one has had her behavior noticed and will be remembered for her behavior and demeanor.
- General Honors are higher ranking than Chivalry Points.
- Order-specific Honors are higher ranking than General Honors.

Important Notes:

The same Knightly Award should rarely be given to multiple knights for the same action. This is because awards are given for **individual** actions, initiative and accomplishments. In any given situation, it is extremely rare for two PCs to take the same initiative, perform the same action, and accomplish the same goal, at the same time. It does happen but usually one PC suggests the course of action first. In these cases, this PC is the one who receives the award. In instances where the judge feels that two knights have the opportunity to qualify for the same award, it is perfectly acceptable for the judge to ask the players to withhold from stating their actions or giving opinions of

other’s course of actions in a given round until their individual initiative.

Knightly Honors are awarded for a variety of reasons. In order to receive an Honor, the knight must have been true to the tenets of the Knighthood and her Order, acted honorably throughout the tournament, and taken specific actions while meeting the criteria detailed in the Honor’s description. Many honors involve sacrifice, facing a great threat, or placing one’s own life in danger. In these cases “danger” is defined as one of the following:

- A Knight’s Life must have been in serious jeopardy (causing Saving Throws vs. death, the Knight is held and opponent taking a Coup De Gras, etc.)
- A Knight taking over 25% of her max hit points in one attack from one opponent.
- A Knight acting in combat while being reduced to less than 25% of her max hit points, or having taken in combat more than 150% of their max hit points.