



Living Greyhawk Campaign Sourcebook

Version 1.0
January 2003
593 CY



Table of Contents

Introduction	Page 3
Chapter One: What is a “Living” Campaign?	Page 4
Chapter Two: Living Greyhawk Primer	Page 5
Chapter Three: Character Creation Guidelines	Page 8
Chapter Four: Adventure Record & Master Item Logsheet	Page 15
Chapter Five: Class Guidebook and Metagame Policy	Page 24
Chapter Six: Beyond the Core Rules	Page 27
Chapter Seven: Magic Item Creation	Page 43
Chapter Eight: Running a Living Greyhawk Event	Page 49
Chapter Nine: Living Greyhawk FAQ	Page 53
Chapter Ten: Contacts, Websites, & Message Boards	Page 57
Glossary:	Page 61

Introduction

Welcome to the Living Greyhawk Campaign Sourcebook. This document contains everything that you, as a player or Dungeon Master, need to participate in the largest Living Campaign in the history of the RPGA (Role Playing Games Association). Whether you are new to the concept of a "Living" game or a seasoned veteran you will find answers to all of your questions here.

This Sourcebook is divided into ten sections, each one going into detail on certain aspects of the game. They are detailed briefly below to help you find what you are looking for.

Chapter One – What is a "Living" Campaign?: This section is an intro for the player who is totally new to the concept of the RPGA and Living Campaigns. It gives a brief overview of the mechanics and play in a living campaign. It also suggests some further sites to read more on the subject.

Chapter Two – Living Greyhawk Primer: This goes over the Living Greyhawk Campaign briefly explaining some things that make it unique compared to other Living Campaigns. It explains the regional system and the different kinds of scenarios and events available to the players.

Chapter Three – Character Generation Guidelines: The rules used to make a starting character for the Living Greyhawk Campaign. It includes what books you will need to play and any changes to the core rules that have been made for Living Greyhawk.

Chapter Four – Adventure Record & Master Item Logsheet: Living Greyhawk uses a full page certificate to record each adventure. This chapter goes over this certificate in detail, explaining how it works and how to complete one. It also details the various things you can do at the end of an adventure, such as purchasing new equipment, creating magic items, or scribing new spells into your spellbook.

Chapter Five – Class Guidebook and Metagame Policy: Though the Living Greyhawk Campaign is a core campaign, we also use material from various other Wizards of the Coast products in the campaign. This chapter will go over in detail what material is allowed from other books and how to go about using it correctly.

Chapter Six – Beyond the Core Rules: Certain spells and magical items need additional clarification and rules to work in a massive campaign such as Living Greyhawk. This section will detail those spells and items and how to handle them.

Chapter Seven – Magic Item Creation: As the title says, this section will detail the creation of magical items within the campaign.

Chapter Eight – Running a Living Greyhawk Event: So you want to run a Living Greyhawk event? This is your section. We will go over everything you need to know as a judge to run one. This includes what you can and cannot do, how to handle the paperwork, and where to turn if you need a ruling or have a problem.

Chapter Nine – Living Greyhawk FAQ: We have gathered up the most common questions asked us and put them in one easy to find place. So before you send off that email, check this section first as we might have answered it already.

Chapter Ten – Contacts, Websites, & Message Boards: The who's who list of Living Greyhawk. Includes contact list for The Circle as well as the Point of Contact for the various regions. You will also find the current website address for those regions that have websites and the various message boards for regions, meta-regions, as well as the general campaign discussion boards.

Glossary: A quick reference to some of the terms unique to Living Campaigns, and specifically to Living Greyhawk.

Update Policy

Just like the Campaign it describes, this sourcebook is a living document. It will be updated at times to keep current with changes going on within the Living Greyhawk Campaign. These updates can happen twice a year on January 1st and July 1st. Each update will have the Version number and date released on the front page to help prevent confusion. When updated, a notice will be posted to the various newsgroups (see Chapter Ten: Contacts) as well as the Living Greyhawk Campaign website at www.living-greyhawk.com.

Chapter One: What is a 'Living' Campaign ?

The RPGA Network oversees a number of games that are called "Living." Some examples include Living Arcanis, Living Dragonstar, Living Spycraft and the most popular Living game of all, Living Greyhawk. These Living games spring from the fundamental idea that a home-style role-playing campaign can be expanded into a worldwide campaign, enjoyed by thousands of people. Your character in a home game is one of four or so Player Characters, but in a Living game, you can interact with hundreds and hundreds of other PCs, all of them living and adventuring in the same game world as your character. Many people new to Living games confuse them with live-action role-playing, but Living games don't require that you dress up in costume, play-act like your character, or behave any differently than you would at any tabletop role-playing game that you would enjoy with your friends. If you have role-played before, then you're ready to enjoy a worldwide Living game.

The way Living games work is this: a number of adventure scenarios are published (on a secure website), and these adventures can be ordered and then run at any table with one certified DM and three to six players. Each player has his or her own character, and this character is played in scenario after scenario, even at other tables with different DMs and players. After each adventure, your character gets a little bit more powerful and more able to handle more dangerous scenarios. You continue to grow and develop your character in many different adventures with many different people (you can play the same character all over the world!), just as you would in a home campaign. That's why these campaigns are called "Living"; your character grows and advances like a living character would, in games from your living room to the other side of the country.

Getting involved with a Living game is easy. The first thing you need to do is find out about the Living games that are available. Each of them has a website, and the best place to start looking is the RPGA website at www.rpga.com. More Living games are being added all the time. Second, you need to join the RPGA, which is free, and can be done on their website or at a large RPGA-sanctioned gaming event. Then you need to create your own character. The different Living games each have some kind of character creation document (found on their website) to walk you through this process. You don't normally need to have your character "checked off" by anyone, as long as you followed the character creation rules. Then you can

either order a Living game to play with a group of your friends, or you can attend one of the many gaming events (held all over the world) that support the Living games of the RPGA. You play this adventure like you would play any other commercially-available scenario, subject to a few restrictions mentioned below. At the end of this scenario, your character becomes more experienced, and you can play your character in other tougher scenarios.

There are some restrictions that Living games have in common. Since one DM can't run a campaign with thousands of players, some ground rules have been established to make sure all the characters are played and judged fairly. First, you can't play a character from one Living game in another Living game (a primitive Living Jungle character, for example, would be ill-suited in the Victorian horror of the Living Death game!). Each Living game also requires that you keep track of your character's advancing wealth and experience, usually in the form of log sheets or adventure records that are signed by your DM at the end of every scenario you play. Usually, Living games require that you play a heroic character; you can't play a villainous character in a Living game. DMs in a Living game (which are often called judges) must be approved by the RPGA to show that they are qualified to order and run Living games, but this approval isn't hard to get. Additionally, home game DMs are free to radically bend or even disregard the plot of an adventure, but Living game scenarios should be followed more closely to maintain consistency in the worldwide campaign. Every Living game has some sort of administrative group (in Living Greyhawk, they're a handful of people called "The Circle") that will oversee the entire campaign and occasionally issue rules changes, provide campaign updates, and arbitrate serious disagreements. Finally, you will also probably end up playing with a lot more players, some you've never met before, when you play Living games in public settings (like at game conventions), so it's best to be friendly and polite. Some players don't like these restrictions, and prefer to role-play with a home group exclusively. Many of us, however, feel that the ability to play a character—the same character—in a lot of different venues while meeting people who share the same hobby makes these restrictions seem light.

The specific restrictions and variations found in the Living Greyhawk game are the next topic in this Campaign Guide.

Chapter Two: Living Greyhawk Primer

As the campaign name implies, Living Greyhawk is set in the World of Greyhawk fantasy setting. Originally conceived and created by Gary Gygax back in the early 1970's, it has since evolved from a world he used for his home game into a campaign played by hundreds of thousands of players. The newest incarnation of this setting can be found in the Living Greyhawk Gazetteer. You can find this at your local hobby shop or through several online bookstores. It is the one book that can bring you up to speed on the World of Greyhawk and give you a solid base to work from. It is not required that you have this book to play in the Living Greyhawk Campaign, but knowing a bit more about the world you are playing in makes it a lot more fun.

The campaign website may be found at www.living-greyhawk.com. All current documents, rulings, and errata can be found there and it is your official source of updates to the campaign. We also have a published source of information in Dragon Magazine called the Living Greyhawk Journal. Within its pages you will find new prestige classes, spells, and monsters to use in the campaign. There are also several message boards to find additional information on the campaign. See Chapter Ten – Contacts, Websites, & Message Boards for more information.

The Living Greyhawk Campaign is currently the largest Living campaign in the history of the RPGA. In 2002, over 14,000 people played in the campaign, and our numbers continue to grow each month. So now you are probably wondering what sets Living Greyhawk apart from the others. Well I am glad you asked. The Living Greyhawk campaign has a few exciting twists to it that set it apart from other Living games. These distinctions are explained here.

Regions

The campaign world of the Living Greyhawk game, the continent of the Flanaess on the planet Oerth, is divided into several nations and political states. These nations are “mapped” onto sections of the real world, and your physical location determines where your character is located as well. For example, if you live in Los Angeles, then your character is from the wide, fertile plains of the Kingdom of Nyrond. If you live in Kentucky, your character is from the Free League of the Yeomanry. Your character must have a home region; there are no “region-less” characters. See Chapter Three – Character Generation Guidelines for more information on home regions. Your real-world

home is the default home region of your Living Greyhawk character, as the following chart indicates:

Table 2-1: Greyhawk Play Regions

Real World Location	Living Greyhawk Region
OK, TX	Bandit Kingdoms
CT, MA, ME, NH, RI, VT	Bissel
IA, KS, MO, NE	Dyvers
MI	Furyondy
DC, DE, MD, VA, WV	Geoff
GA, NC, SC	Gran March
WI	Highfolk
NJ, NY, PA	Keoland
New Brunswick, Nova Scotia, Ontario, Manitoba, Prince Edward Island	Ket
AZ, Southern CA, UT	Nyrond
Northern CA, NV	Theocracy of the Pale
HI	Ratik
MN, ND, SD	Shield Lands
Quebec	Tusmit
FL, Puerto Rico	Principality of Ulek
CO, MT, NM, WY	County of Urnst
AK, ID, OR, WA, Alberta, British Columbia, Saskatchewan	Duchy of Urnst
OH	Veluna
IL, IN	Verbobonc
AL, AR, KY, LA, MS, TN	Yeomanry
South Africa	Dullstrand
France	Ekbir
Germany, Austria	Principality of Innspa & Marchland of the Adri
Greece	Knurl (Bone March)
Spain	Lordship of the Isles
Sweden	Principality of Naerie
UK & Ireland	Onnwal
Australia, New Zealand	Perrenland
Italy	Sea Barons
Belgium, Netherlands, Luxembourg	Sunndi

If you travel around, then so does your character, which is a unique aspect of the Living Greyhawk game. Each region possesses a “regional flavor” that sets it apart from the other regions. If you play at a convention in Milwaukee, WI, your character travels to the forested region of Highfolk. If you then attend a game in Cleveland, OH, your character travels to the Archclericy of Veluna. Regions are loosely grouped into similar areas called Meta-regions, which are explained in more detail in the Scenario Types section, below.

Some areas of Oerth are not available as home regions for any character. These areas include the Free City of Greyhawk, and dangerous areas like the Bright Desert and the Amedio Jungles. This isn't to say that your character won't adventure in any of these places, but your hero won't call any of these places home.

Each region is overseen by a trio of volunteers, the regional Triad. The Triad is responsible for almost everything that happens in their region. They oversee the regional plotlines, write or edit the region's scenarios, design in-character organizations called “meta-organizations” that your character can join, and organize conventions in the region. Most Triads also maintain a regional website and Yahoo! Group for the players in their region to organize games and distribute important regional information. More information on how to contact your local triad and their websites is located in Chapter Ten

Which region your character calls home is up to you. You actually don't have to assign your character to your default home region—you could live in Florida, but give your character a home region of Onnwal (which, in the real world, is the United Kingdom). However, you'll find it much easier for your character if your character's home region is the real world region in which you do most of your play (probably the one you live in) Furthermore, whenever you move your home in the real world to a new real-world region, you can petition the Triad of your new region to allow your character to change regions as well.

Time Units

Your Living Greyhawk hero can't be everywhere at once, and the amount of time your character has to adventure, craft magical items, and perform other tasks is limited. This is represented in the Living Greyhawk game by Time Units (or TUs).

At the beginning of each calendar year, your character receives 52 Time Units to spend. The most common

way to spend Time Units is by adventuring, but you might also spend them by joining organizations (like knighthoods or adventuring companies), or creating magical items for yourself. The cost in TUs of these non-adventuring activities can vary. The TU cost of a scenario is found on the AR of that scenario (usually it's 1 or 2, but can be higher). When you are out of time units, you cannot play that character again until next year when your TUs reset to 52. You are allowed multiple characters in the campaign, so if you run out, just make another character and keep playing.

Scenario Types

Regions do more than define where your character calls home; they also determine what scenarios are available for you to play. There are three types of Living Greyhawk scenarios: Regional, Meta-regional, and Core. More information on what regions fall into what meta-region can be found in Chapter Ten.

Regional Scenarios: Each region has several scenarios published each year, and these regional scenarios can be played only in the corresponding real-world region. Regional scenarios for Highfolk, for example, can be played only in the state of Wisconsin, and nowhere else. If you visit Wisconsin from somewhere else, your character can play these Highfolk regional scenarios, but cannot play his own home region scenarios. Regional scenarios advance plots and introduce non-player characters important within that region. Regional scenarios usually cost your character 1 TU if it is his home region, or 2 TUs if it is not his home region. Each region is allowed 8 rounds of regional scenarios each year.

Meta-Regional Scenarios: All of the regions are grouped into one of five meta-regions, which unite regions together that share a similar theme. For example, the Bandit Kingdoms, Perrenland, Highfolk, Furyondy, and the Shield Lands all border the realm of the evil Iuz, and are therefore connected as the Iuz's Border States Meta-Region. Like regional scenarios, meta-regional scenarios can be played only in the real-world regions that make up the meta-region. Meta-regional scenarios advance larger plots and introduce non-player characters important to the entire meta-region. Meta-regional scenarios usually cost your character 1 TU if they contains his home region, or 2 TUs if it does not. Each meta-region is allowed 8 rounds of scenarios each year.

Core scenarios usually take place in the “non-regional” areas of the game world: the City of Greyhawk, the Nyr Dyv, the Duchy of Tenh, or the Underdark. Core

scenarios can be played by any character, anywhere in the world. Core scenarios advance campaign-wide plots and usually cost your character 2 TUs. On average there are 20 rounds of Core scenarios each year plus several more special scenarios that run at certain shows or venues.

If you don't travel at all to play, your character can participate in your region's regional scenarios, your meta-region's meta-regional scenarios, and all Core scenarios. If you travel to play, then you open up your play opportunities even more. With the current system you can easily spend your 52 time units each year without ever leaving your home (though we do recommend you get some fresh air now and then).

Campaign Documentation

You'll need to keep more with you when you play than your character sheet. You also need documentation to show how experienced your character is, and what items he or she possesses. In the Living Greyhawk game, the documents you'll need to keep handy are your Adventure Records (ARs) and your Master Item Logsheets (MIL).

After every Living Greyhawk scenario you'll play, you'll receive an Adventure Record that details the awards you received for that scenario. Any other changes to your character are also recorded on the scenario's AR. When you add the awards from a scenario you've just played to the totals on your last AR, you have your character's new totals, and you've documented the advancement of your character. Although some of the important numbers in your character development (experience points and gold piece total) are always current on your most recent AR, you should keep all your past ARs, so you've got a record of all the scenarios you've played.

The Master Item Logsheets lists the items that your character owns, and is updated as your character buys or sells items in the game. It's a handy way to keep track of all the bits of equipment that your adventurer collects.

More details about the Adventure Records and the Master Item Logsheets are found in Chapter Four.

Meta-Campaign

Anything that happens outside the boundaries of the table are considered meta-campaign or meta-game activity. Your local triad should have a copy of their

meta-campaign activities on their website for you to look through. Some examples of what you can do are described below.

- **Meta-Campaign Groups:** Join a bards guild, become a Knight of the Hart, join the Church of Rao, or become an apprentice in the secret thieves guilds of Dyvers. Each region may have dozens of groups that can add flavor and background to your character, as well as provide him with access to feats, spells, and items not normally available to the common adventurer. Each of these groups will have requirements to join as determined by your local Triad.
- **Interactives:** These cover things from the King's wedding to the defense of a town. Unlike normal scenarios, these have no set time to run in and can do a lot of activities not available in a normal scenario. While some run like your typical adventure, in others, players choose to dress up in costume as part of the game. You never know what might happen during one of these, and the well written ones can be a lot of fun.
- **Special Mission:** These adventures are things requested by you the player. You want to recover the remains of a fallen comrade who died deep under the earth in the last adventure? Well, by contacting your local Triad it is possible for that to happen. Special Missions are rare and not all are approved but can be one of the most satisfying experiences for your character if completed.

Chapter Three: Character Generation Guidelines

These guidelines give you the basic information you need to create a starting Living Greyhawk character, and to advance your character. Please be aware that these guidelines, like the Living Greyhawk Campaign Sourcebook, will change. As more D&D or Greyhawk material is published, we'll want to add those options to the official Living Greyhawk rules. Very infrequently we may have to restrict previously available options, though this certainly isn't a goal and will only happen after careful consideration.

These guidelines have a version number and date on the front cover. All Living Greyhawk characters must comply with the most current version of the *Player's Handbook* and these guidelines. When new options become available, you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options or changes to the rules.

In the Living Greyhawk campaign, each character is from a specific region of the Flanaess, the main continent of the Greyhawk campaign setting. As a default, all characters in the campaign are assumed to be "from" the region assigned to the real-world area in which their players live (each region is maintained by local administrators known as Regional Triads). You will find a list of real world locations and their corresponding Living Greyhawk Regions in Chapter Two as well as Chapter Ten. Also all new characters start at 1st level with zero experience points. The Living Greyhawk Campaign does not use the optional rule of starting as a multi-class character at 1st level.

To create your Living Greyhawk character, you must first print out a Living Greyhawk Character sheet. You can find a PDF of this sheet in the "Files" section of the campaign website (www.living-greyhawk.com). To help our DMs, we ask that all players use this sheet for their characters. It makes it easier for the DM to find what he is looking for when needed. Once you have that printed and your *Player's Handbook* handy, you can continue to Step One.

Step 1: Ability Scores

To put all players on an even footing, the Living Greyhawk campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The Living Greyhawk setting is considered a "Tougher Campaign";

hence, each character uses 28 points distributed among all six ability scores. We have included this chart for your convenience (Table 3-1: Ability Costs).

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15:	8 points	Int 10:	2 points
Dex 13:	5 points	Wis 11:	3 points
Con 14:	6 points	Cha 12:	4 points

Apply racial adjustments to ability points after the base scores are determined. Thus, ability scores range from 8–18 for humans, and 6–20 for nonhumans. Ability scores 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: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The Living Greyhawk Campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity, explained in Chapter 2 of *the Living Greyhawk Gazetteer*; as their primary racial background (Baklunish, Flan, Oeridian, Rhennee, Suloise). While very few humans are purebred, most do have a dominant ancestry that shows. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings may be lightfoot, tallfellow or deep (stout) halflings. All half-orcs are human/orc crossbreeds. When choosing a sub-race that is not in the PHB, please see Table 3-2 on the following page for information on the races above that are not listed in the PHB.

Table 3-1: Ability Costs

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

Table 3-2: Subraces

Subrace	Ability Adjustments	Favored Class	Trait Change
Gray Elf	-2 Str, +2 Dex, -2 Con, +2 Int	Wizard	None – As standard elf
Wood Elf	+2 Str, +2 Dex, -2 Con, -2 Int, -2 Cha	Ranger	None – As standard elf
Mountain Dwarf	as standard dwarf	Fighter	None – As standard dwarf
Tallfellow Halfling	as standard halfling	Rogue	Yes – See MM page 117
Deep (Stout) Halfling	as standard halfling	Rogue	Yes – See MM page 117

When picking bonus languages, humans are free to choose from the languages and dialects listed on pages 11-12 of the *Living Greyhawk Gazetteer*, except for Druidic, Ferral, and Lendorian Elven. The most prominent of these languages are the human racial languages: Ancient Baklunish, Flan, Old Oeridian and Ancient Suloise. Other races may also choose these languages and dialects as the subject of the Speak Language skill. See the Campaign website for a complete list of languages.

You must choose a non-evil alignment that also meets all requirements for your character's class

A cleric must serve a specific non-evil deity from the *Player's Handbook*, the *Living Greyhawk Gazetteer*, or issue 3 of the *Living Greyhawk Journal*. For your convenience we have included the full list of allowed deities on the next page (Table: 3-3). The list contains only the deity's name, alignment, domains, and primary weapon. If two weapons are listed, either may be used as the primary weapon. If two alignments are listed the first is that of the god. The second one is the most common variant of her worshipers. For more information, see one of the sources listed previously or the Living Greyhawk website at www.living-greyhawk.com. A paladin need not (but may) serve a patron deity.

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 adjustments to ability scores are not used in the Living Greyhawk campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Prestige Classes: Whenever your character meets the requirements, you can choose to take one of many prestige classes found in *Dungeon Master's Guide*, one of the class guidebooks, or those found in the pages of *Living Greyhawk Journal*. Chapter Five of this document goes into detail on some of the requirements needed to take some of the more exotic prestige classes.

Consult with that chapter before selecting a prestige class.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for his class. For each additional character level, assign hit points according to the new class by taking half the maximum value for the class, add 1 point, and then your Con Bonus (or penalty). For example, a character with a 10 Con adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:

Alchemy , Craft, Perform, Pick Pockets, and Profession: All these skills allow your character to earn extra coin if Time Units are spent directly after a Regional adventure. The rules for such activity are presented in Chapter Six: Beyond the Core Rules, which can be found later in this document.

Knowledge Skill: Knowledge skills cannot be anachronistic. Synergy bonuses are applied only at the DM's discretion.

Step 5: Equipment

A starting character receives the maximum amount of gold pieces for his class from *Player's Handbook* Table 7-1.

During character creation you purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. Chapter 4 of this document goes into more detail on how to purchase expanded gear as you adventure and gain more money.

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

Step 6: Home Region

All Living Greyhawk characters are based in one of the nations of the Flanaess, as detailed in the *Living Greyhawk Gazetteer*. There is no such thing as a “regionless” character. The default home region where your starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. Remember your Home Region represents where your character is currently living. He may have been born elsewhere and traveled to your current home.

Each year on January 1st you may change your home region to a new one. This will be that character's home region for the rest of that year. If you change your address in real life, you may send a petition to the Point of Contact (POC) of the triad for your new region asking permission to change your home region to that of your new real life home. You are not forced to change your home region when you move but you will suffer out-of-region penalties when playing regionals in your new region.

A player may not choose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad. There is a table of all regions and their corresponding real world locations in Chapter Two of this document. There is also a chart breaking out regions by what meta-region they fall into in Chapter Ten. While we are not currently looking at expanding, additional regions may be assigned as the campaign grows in the future.

Table 3-3: Allowed Deities in Living Greyhawk

Name	Align	Domains	Weapon
Greater Gods			
Beory	N (NG)	Animal, Earth, Plant, Water	Club
Boccob	N	Knowledge, Magic, Trickery	Quarterstaff
Corellon Larethian	CG	Chaos, Good, Magic, Protection, War	Longsword
Garl Glittergold	NG	Good, Protection, Trickery	Battleaxe
Istus	N	Chaos, Knowledge, Law, Luck	Web of Istus (net)
Moradin	LG	Earth, Good, Law, Protection	Warhammer

Pelor	NG	Good, Healing, Strength, Sun	Heavy mace
Rao	LG	Law, Good, Knowledge	Light mace
Yondolla	LG	Good, Law, Protection	Short sword

Intermediate Gods

Aerdrie Faenya	CG	Air, Animal, Chaos, Good	Quarterstaff
Arvoreen	LG	Good, Law, Protection, War	Short sword
Baervan Windwanderer	NG	Animal, Good, Plant, Travel	Halfspear
Berronar Truesilver	LG	Good, Healing, Law, Protection	Heavy mace
Celestian	N (NG)	Knowledge, Travel, Protection	Shortspear
Clangeddin Silverbeard	LG	Good, Law, Strength, War	Battleaxe
Cyrrollalee	LG	Good, Law, Protection	Club
Dumathoin	N	Earth, Knowledge, Protection	Warhammer
Ehlonna	NG	Animal, Good, Plant, Sun	Longbow
Erevan Ilesere	CN	Chaos, Luck, Trickery	Short sword
Fharlanghn	N (NG)	Luck, Protection, Travel	Quarterstaff
Flandal Steelskin	NG	Good, Earth, Strength	Warhammer
Hanali Celanil	CG	Chaos, Good, Magic, Protection	Dagger
Heironeous	LG	Good, Law, War	Battleaxe or Longsword
Kord	CG	Chaos, Good, Luck, Strength	Greatsword
Labelas Enoreth	CG	Chaos, Good, Knowledge	Quarterstaff
Lendor	LN	Knowledge, Law, Protection	Greatsword
Obad-Hai	N	Air, Animal, Earth, Fire, Plant, Water	Quarterstaff
Olidammara	CN	Chaos, Luck, Trickery	Rapier
Pholtus	LG (LN)	Good, Knowledge, Law, Sun	Quarterstaff

Procan	CN	Animal, Chaos, Travel, Water	Trident
Ralishaz	CN	Chaos, Destruction, Luck	Quarterstaff
Segojan Earthcaller	NG	Animal, Earth, Good	Heavy mace
Sehanine Moonbow	CG (NG)	Chaos, Good, Knowledge, Travel, Trickery	Quarterstaff
Sheela Peryroyl	N	Air, Earth, Plant	Sickle
Solonor Thelandria	CG	Chaos, Good, Plant, War	Longbow
St. Cuthbert	LG (LN)	Destruction, Good, Law, Protection, Strength	Club
Trithereon	CG	Chaos, Good, Protection, Strength	Shortspear
Ulaa	LG	Earth, Good, Law	Warhammer
Vergadain	N	Knowledge, Luck, Trickery	Longsword
Wee Jas	LN (LE)	Death, Law, Magic	Dagger
Zilchus	LN	Knowledge, Law, Trickery	Dagger

Lesser Gods

Allitur	LG (LN)	Good, Knowledge, Law	Shortspear
Atroa	NG	Air, Good, Plant, Sun	Sling
Baravar Cloakshadow	NG	Good, Protection, Trickery	Dagger
Berei	NG	Good, Plant, Protection	Sickle
Bleredd	N	Earth, Fire, Strength	Warhammer
Bralm	N (LN)	Animal, Law, Strength	Quarterstaff
Brandobaris	N	Luck, Travel, Trickery	Dagger
Cyndor	LN	Law, Protection, Travel	Sling
Dalt	CG	Chaos, Good, Protection, Travel, Trickery	Dagger

Delleb	LG	Good, Knowledge, Law, Magic	Dart
Fortubo	LG (LN)	Earth, Good, Law, Protection	Warhammer
Gaerdal Ironhand	LG	Good, Law, Protection, War	Warhammer
Geshtai	N	Plant, Travel, Water	Shortspear
Jascar	LG	Earth, Good, Law, Protection	Warhammer
Joramy	N (NG)	Destruction, Fire, War	Quarterstaff
Kurrell	CN	Chaos, Luck, Trickery	Short sword
Lirr	CG	Chaos, Good, Knowledge, Magic, Travel	Shortspear
Llerg	CN	Animal, Chaos, Strength	Battleaxe
Lydia	NG	Good, Knowledge, Sun, Travel	Shaft of light (Shortspear)
Mouqol	N	Knowledge, Travel, Trickery	Dagger
Muamman Duathal	NG	Good, Protection, Travel	Heavy mace
Myrhiss	NG	Good, Healing, Protection	Whip or Shortbow
Norebo	CN	Chaos, Trickery, Luck	Dagger
Osprem	LN	Law, Protection, Travel, Water	Trident
Phaulkon	CG	Air, Animal, Chaos, Good, War	Longbow
Phyton	CG	Chaos, Good, Plant, Sun, Water	Scimitar
Sotillon	CG (CN)	Air, Chaos, Good, Healing, Plant	Net
Telchur	CN	Air, Chaos, Strength	Shortspear
Vatun	CN	Air, Animal, Chaos, Strength	Battleaxe
Velnius	N (NG)	Air, Travel, Water	Shortspear
Wenta	CG	Air, Chaos, Good, Plant	Club
Xan Yae	N	Knowledge, Trickery, War	Falchion

Xerbo	N	Animal, Knowledge, Water	Trident
Zodal	NG	Good, Healing, Protection	Hand of Zodal (Unarmed)

Demigods

Al'Akbar	LG	Good, Healing, Law, Protection	Falchion
Mayaheine	LG	Good, Law, Protection, War	Bastard sword
Merikka	LG	Good, Law, Plant, Protection	Sickle
Rudd	CN (CG)	Chaos, Good, Luck	Rapier
Stern Alia	LN (LE)	Knowledge, Law, Protection	Heavy mace
Wastri	LN (LE)	Animal, Law, War	Glaive
Ye'Cind	CG	Chaos, Good, Knowledge, Magic	Longsword
Zagy	CN (CG)	Chaos, Knowledge, Magic	Club
Zuoken	N	Knowledge, Strength, War	Fist of Zuoken (Unarmed)

Hero-Gods

Azor'alq	NG	Good, Sun, War	Scimitar
Charmalaine	N	Luck, Protection	Light mace
Daern	LN	Earth, Law, Protection	Halfspear
Daoud	N	Magic, Travel	Quarterstaff
Gadhelyn	CN	Animal, Chaos, Plant	Longbow
Gendwar Argrim	LN	Law, War	Dwarven waraxe
Johydee	NG	Good, Protection, Trickery	Short sword
Kelanan	N	Travel, War	Any martial sword
Keoghtom	NG	Good, Knowledge, Travel	Short sword
Kuroth	CN	Chaos, Luck, Trickery	Dagger

Murlynd	LG	Good, Knowledge, Law	Longsword
Nazarn	N	Luck, War	Short Sword
Tsolorandril	LN	Knowledge, Law	Spiked chain
Vathris	LN	Law, Destruction	Longspear

Learning New Arcane Spells

At the end of any adventure a wizard character may attempt to learn as many new arcane spells as he has caster levels, as long as they have a source for those new spells (another character's at the tables spell book, a plundered spellbook from an enemy wizard, campaign documentation allowing a spell to be taken, or a scroll). However, the two spells a wizard receives for advancing a level are bonus spells learned, and don't count toward this after-adventure maximum. The standard rules and costs for scribing a new spell from the *Player's Handbook* are used.

If a particular spell is not from the *Player's Handbook* then the player must have some sort of campaign documentation to demonstrate he is allowed to have it. Examples would be a year one certificate, a listing on an Adventure Record, or a meta-group document allowing access.

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you—enough influence with the right people, and you can convince them to work miracles on your behalf.

For more information on influence and how it works in your region, see your triad's website.

Lifestyle and Upkeep

Your character usually has typical expenses that he must pay in order to stay healthy and well supplied. The gold it takes to support your character during and after an adventure—that is, between the adventure you play and the next—is called Upkeep. Usually your character spends 12 gp per TU spent. This is called the Adventurers' Standard. Spending this gold allows you

to spend time in warm beds, eat hearty meals, travel in relative comfort (for adventurers), replenish rations, mend your clothing and equipment, refill healing kits, restock up to 20 normal arrows and bolts (those found on *Player's Handbook* Table 7—4: Weapons), and properly heal between adventures. If he or she suffered any temporary ability damage, paying this upkeep or higher allows your character to heal all temporary ability damage dealt before the beginning of the next adventure. If your character suffered from a disease during the adventure, paying the Adventurers' Standard still requires you to make saving throws to fight infection for each day of the adventure until you fight off the infection. If the adventure takes less time than the incubation period for the disease, you must succeed at one saving throw for the disease at the end of the game session. But paying the Adventurers' Standard allows you to heal any ability damage between adventures and to fight off any further infection in many cases, but special effects of diseases, such as the requirement of magical healing for mummy rot, the permanent drain of demon fever, the persistence of devil chills, or the blindness of blinding sickness continue on, and are reported on the Play Notes until the requirements to rectify their specific damage are met. When playing a multi-round adventure, and you have paid this Upkeep or higher, you must finish the end of all the adventure rounds to gain this benefit.

You can choose not to pay the Adventurer's Standard. Do this and you retain temporary ability damage into the next adventure, you must buy new spell component pouches and healer's kits, and you may suffer other in-game penalties or sometimes even gain in-game benefits as detailed by your DM. You can avoid many of these penalties by "living off the wild." At the beginning of the adventure, if you possess four or more ranks in Wilderness Lore and you succeed at a Wilderness Lore check (DC 20), you may heal temporary ability damage as if you had paid the Adventurers' Standard, refill spell component pouches and healer's kits, and, if your character also has at least four ranks in Craft (bowmaking), arrows and bolts, but you may still suffer in-game penalties, or gain wilderness-savvy related benefits. You are allowed to "take 10" on this roll.

Temporary ability damage or permanent ability drain transferring to the next adventure is noted in the Play Notes section of your Adventure Record.

You may also pay more gold to live better than the average adventurer. Beyond the Adventurers' Standard are the Rich and Luxury upkeeps. For a cost of 50 gp for each TU spent, Rich upkeep gives you the same benefits as the Adventurer's Standard, but you gain a +2

circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, Perform, Profession, and Sense Motive checks applied when your DM determines that the increased social status of your wealth would grant you a reasonable benefit. For a cost of 100 gp for each TU spent, Luxury upkeep grants a character a +4 circumstance bonus in such cases. You must request to use this modifier immediately before the check is attempted in order to gain the bonus.

You declare your Upkeep to your DM before play begins, and you must have enough gold to cover the adventure's TU cost at the beginning of play, but the actual deduction of the gold occurs after play.

Instant FAQ:

When I earn enough xp to gain a new level can I delay taking that level until a later date?

No. If the xp total in your Final Total XP box on your Adventure Record is enough to gain a new level, then you must take that level before you can play that character again.

When gaining a level can I leave a feat slot empty or not spend skill points until later?

No. When you gain a level you must follow the chart under Level Advancement on pages 144-146 in the *Player's Handbook* in the exact order it shows before you next play that character.

Paperwork

When you first create a character, list all of your starting equipment on your character sheet. In the future you will have to record purchases on the Master Item Logsheet, though for now, that is not necessary, as anything from the *Player's Handbook* is not tracked on the MIL. Please see Chapter Four for more details. After each adventure, you'll receive an Adventure Record certificate. On the bottom left of this certificate, your Dungeon Master awards you experience points. On the bottom right of the sheet you will record the gold piece value of your share of the loot and any purchases or sales you made. This certificate also tracks the number of Time Units (TUs) you spent during game play, gold and experience points you spent during game play, new special items or game effects that your character may enjoy or suffer a detriment by, as well as the fact that you have played in a particular adventure. As with the Master Item Log sheet you can find more details on the Adventure Record in Chapter Four.

Trade Policy

Items that appear on the Master Item Logsheet of your character, or on your character sheet, may not be traded to another character. During adventure play, you may loan items and coins to other characters for the duration of the adventure, but their loss (by destruction, consumption, or spending) is reflected in your gold piece totals at the end of the game. At the end of the game, coin, surviving items, and anything purchased with borrowed gold revert back to your character. This does not allow you to loan money to a friend to buy an item you cannot normally buy for yourself. Any reverting item that the lender is not allowed to keep must be sold, and as much gold as possible returned. Anything spent paying for NPC's services does not revert to its original owner, even if only one PC benefited from the services (e.g. paying an NPC to cast a spell on one character).

Also, Adventure Record certificates are linked to the names of the character and player that appear in the certification field. A character cannot be played by anyone other than the player named.

All certificates in the Living Greyhawk campaign are the property of Wizards of the Coast and must be returned to the campaign staff or their representatives upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations. Sale of any Living Greyhawk campaign certificate, or trade contrary to the certificate trading rules will be penalized by sanctions imposed by the campaign staff, up to the banning of all offending parties from future RPGA events. The duration of that ban is decided by the campaign staff.

Guidelines for Ethical Play

In the Living Greyhawk campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

Players

- Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
- Play fairly and honestly.
- Be considerate of others, and their right to enjoy the game as much as you do.

- Follow the spirit of the rules, as well as the letter of the rules.
- Respect the decision of your DM; he or she is the judge of the game, and, through the D&D rules decides the effects of your character's actions and NPC's actions.

Dungeon Masters

- You are the Dungeon Master. It is your job to run the game. You are not playing against the players; you are challenging them. Presenting a fun D&D experience is your top priority.
- All players should be treated equally and equitably, by you and by other players.
- Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
- Abide by the expectations that apply to the players.

Administration

- Respond and communicate in an articulate and timely manner.
- Uphold the authority of our game masters, and do not overrule them without careful investigation.
- Abide by the expectations that apply to the players and the Dungeon Masters.

Chapter Four: Adventure Record & Master Item Logsheet

So you have created a character and you are ready to play. You finish up playing your first Living Greyhawk adventure and the Dungeon Master hands you a complicated looking form to fill out. You look at it, scratch your head, and then elbow the guy next to you to ask if he knows what it is. He tells you it is your Adventure Record and you get one with every scenario you play. He also shows you his Master Item Logsheet with all the cool things he has picked up during his characters career. Looks pretty neat but you need some more information on it. Well keep reading my friend.

The Adventure Record is the new way to keep track of character progression in Living Greyhawk. As your character progresses, you need some way to show what you have played, earned, and seen in your travels. Otherwise you could just write 10th level on the top of your character sheet and nobody could prove you had not played enough to get there. Though the Adventure Record (AR) and Master Item Logsheet (MIL) may seem a bit intimidating, they are actually very easy to use and offer many options to you, the player, as you continue to play.

Adventure Record

"Another Wand !! I'll take the gold instead."
- Regdar, 592 CY

The Adventure Record tracking system has a simple base assumption: when you adventure you get an equal share of the loot, and with that share you can equip your character with a reasonable selection of mundane and magical equipment which helps you face greater challenges at greater levels. While magic is rarer in Greyhawk® than on other worlds of the Prime Material Plane, Oerth also has its share of wizards, clerics, and other spellcasters who, for the proper compensation, create and sell magic items. More than even gold or steel, magic is a commodity that the powerful personages of the Flanaess desire to possess and control. Your character can find and acquire magic items during the adventure and in down-time. How successful you are at this could determine your fate and the fate of your region in years to come.

After each adventure you play you will receive an Adventure Record. It contains all the information needed to advance your character and record what he found and did. As you play more and more, the Adventure Records will record your characters history.

From the first adventure played to the current one, they represent the proof that you did what you say you did. Keep them safe as if you lose them you have no way of showing what level you are or what equipment you have. We recommend that you make copies of your current ones or scan them into a computer if you have access. This gives you some security in case something bad happens.

The Adventure Record, Inch-By-Inch

On page 19 you will find a sample Adventure Record. We have numbered it to make it easier as we walk through how to fill one out and the special rules that apply to using it. If you have any questions, make sure to check out Chapter Nine for a list of Frequently Asked Questions about the Adventure Record and this document as a whole. If you still cannot find an answer, contact your local Triad's Point of Contact and he or she will be more than happy to answer your questions or point you in the right direction.

1. Player/Character Certification:

The first blank certifies the name of the character that participated in the adventure immediately followed by their current classes and class levels. The blank below it certifies the player's name and his or her RPGA number. If you don't have an RPGA number, speak to your DM or convention organizer. Directly under these fields, the certificate states the name and type of the scenario (either Regional, Core, or Meta-Regional) as well as the region where the adventure took place. Neither a player nor a character may participate in the same scenario twice.

2. Play Notes and DM Certification:

The upper left corner of this section contains the heraldic symbol for the region the adventure takes place in. To the right of the symbol is the play notes section. Your DM will note anything that might carry over to the next adventure in this section. We have included some of the more common things as check boxes to make the DM's job a bit easier. You will note your character's home region. The bottom of this section is the DM's certification of the Adventure Record. He does not sign and date the AR until it is

filled out completely and any empty boxes have lines drawn through them (such as a line through GP Spent if no items were purchased at the end of the adventure). The Event line is for the name of the Convention, Gameday, or Home Game that you played this adventure at. Examples are Gencon 2002, Homecon IV, or Basement Home Game III.

3. Adventure Record #:

Every Adventure Record you gain is numbered in sequential order. So if this is your first Living Greyhawk adventure you would write a "1" in the box. If you have played before then check the number on your last AR and write the next one here.

4. Level of Play:

Your DM circles one of these listings in order to note what level (as determined by your Average Party Level) you played this adventure at. Also, for reference, the maximum experience points and gold piece value of treasure your character may possibly be awarded for participating in that level of play is also listed. Keep in mind that your character is usually awarded experience points and gold pieces below these maximums, and he or she will never be awarded experience points above these maximums, and only awarded gold pieces above these maximums if your character pursues other means to gain gold pieces through skills (as detailed in Chapter Six: Beyond the Core Rules) directly after a Regional adventure.

5. Adventure Information

This space on the Adventure Record presents information specific to the adventure that may influence your character during item selection and beyond. Usually, this section details items that expand your character's item selection choices, detailing an item that your character may gain if certain requirements are met.

As shown in the example AR on page 19, in the Highfolk Regional adventure "Don't Fear the Old One," Mialee came across a Rod of Lesser Silence, an item found in *Tome and Blood: A Guidebook to Wizards and Sorcerers*. Encountering this rod gives her enhanced magic item acquisition abilities. First she can "buy" it after this adventure as part of her treasure split. The information on the certificate gives all the information needed to adjudicate this item in play. In this case that includes the metamagic feat that the wand's ability duplicates. If she does choose to "buy" the item, Jane must show her DM this certificate every time she plays in a game that Mialee carries the rod.

Currently, though, Mialee does not have enough cash to buy the rod, but she may have the chance to do so later. After the normal magic item information block is the item's requirements for Magic Item Creation (see Chapter Seven). This section also may contain special game effects, or the requirements to discard cursed items.

6. Items Found During the Adventure

Initially when you create your character you are limited to what you can purchase (see Chapter 3 for details). Once your character gets out into the world and starts adventuring, though, a whole new world of possibilities opens up. The Items Found During the Adventure section expands the list of things you can purchase with your character. Depending on the APL you play at, you will gain the ability to purchase new items for your character either after this adventure or in the future when you have saved up enough gold pieces.

After your character has completed one Living Greyhawk scenario he may purchase equipment based on the following rules.

- Anything in the *Player's Handbook* from the following tables.
 - Table 7-3: Trade Goods
 - Table 7-4: Weapons
 - Table 7-5: Armor
 - Table 7-7: Goods and Services
 - Table 7-8: Containers and Carriers
 - Table 7-9: Special and Superior Items. Except you can't have spells cast on you by an NPC.
- Any Potion from DMG Table 8-18 that has a market price of 500 gp or less.
- Any Scroll from DMG Tables 8-24 & 8-25 that has a market price of 500 gp or less.
- Any +1 weapon of a type listed on Table 7-4: Weapons in the *Player's Handbook*.
- Any +1 armor or shield of a type listed on Table 7-5: Armor in the *Player's Handbook*.
- The following items from the DMG:
 - Ring of Protection +1
 - Amulet of Natural Armor +1
 - Bracers of Armor +1
 - Cloak of Resistance +1
- Any item listed on an Adventure Record as long as the character meets the purchase requirements (see details below)
- The character has campaign documentation allowing the purchase of an item not listed above.

The following items may not be purchased or possessed by a character under any circumstances. If you have one please contact your triad to have it corrected as soon as possible.

- Armor/Shield of Command (special armor ability from Defenders of the Faith)
- Armor/Shield of Speed (special armor ability from Defenders of the Faith)
- Potion of Shield (any source)
- Ring of Shield (Year 1 Highfolk Certificate)
- Scroll of True Resurrection

So let's say our intrepid adventurer, Mialee, played the adventure listed in the Sample AR (page 19) at APL 4 (Average Party Level). The DM would first cross off the lists for APL 6 and APL 8 to represent her not having access to those items. This would leave her the following six items for purchase.

- Wand of Magic Missiles (Adventure; 1st lvl caster; 750 gp; DMG)
- Potion of Mage Armor (Adventure; 1st lvl caster; 50 gp; DMG)
- Bracers of Armor +2 (Any, 4,000 gp; DMG)

And from APL 4

- Potion of Haste (Adventure; 5th lvl caster; 750 gp; DMG)
- +2 Longsword (Any; 8,315 gp; DMG)
- Helm of Comprehend Languages and Reading Magic (Regional; 2,600 gp; DMG)

After each of the items you will notice a little block of information. The first part of the block is called the frequency. This lets the player and the DM know when this character is allowed to "buy" the item. There are four frequencies:

- **Adventure:** This item may only be bought directly after the play of this adventure.
- **Region:** This item may only be bought directly after the play of any adventure set in the region(s) that appears on the AR on which the item was found.
- **Any:** This item may be bought at any time after the play of this adventure.
- **Cursed:** This is a cursed item that has bonded itself to the character; it may only be discarded by the ways detailed in the requirements section of the item description. Once it is discarded, the DM who adjudicated this notes this occurrence in the

Play Notes field. Your character must have this item on its item list until it is discarded, and you must show the DM this adventure cert before the beginning of each game you participate in. Failure to do so results in your disqualification from that game, and carries a penalty of no less than 2 TUs in a state of emotional imprisonment as you suffer malign effects of the cursed item, usually paranoia, but sometimes worse. Characters that gain possession of cursed items do not have to pay any cost to own that item, nor can they gain any gp from the loss of the item.

So the first item Mialee gained access to was a Wand of Magic missiles. It has a frequency of "Adventure" so if she wants this item she will have to buy it at the end of this scenario and record the purchase on the same Adventure Record she found it. On the other hand, the Bracers of Armor +2 have a frequency of "Any" which means she can now purchase that item at the beginning or end of any Living Greyhawk scenario she plays in. She would love to purchase the Helm of Comprehend Languages but does not currently have the gold to do so. Since it has the frequency of "Regional" she can purchase it after playing another Highfolk regional scenario in the future.

The second part is the caster level of the item for those items needing it. Most items will be found at the minimum caster level to make them. Now and then you may find an item that has a higher caster level.

The next to the last part is the cost in gold pieces for the item. This is the price that must be paid unless the character has campaign documentation allowing otherwise.

The last part is where you can find the item. For the most part this is going to say *DMG (Dungeon Master's Guide)*. It may also reference you to the middle of the AR if the scenario contained an item not found in the DMG.

The actual paperwork part of buying and selling items happens at the end of the scenario. More details on how to record it on the Adventure Record can be found in section 18 & 19. How to record the items on your Master Item Logsheet will be detailed later in section 19, Items Bought, on page 20.

7. Starting Time Units

In this box, write the number of Time Units you had left before starting this scenario. If this is your first Living Greyhawk event with this character then your starting number is 52. If not then your starting number is the TU Remaining number from your last Adventure

Record. If this is your first adventure in a new year (new campaign years start on January 1st), your Time Units reset and your starting number is 52.

8. Time Unit Cost

This is the cost in time units for this scenario. Core scenarios cost two Time Units per round. Regional and Meta-regional scenarios cost one Time Unit per round for in-region characters and two Time Units per round for out-of-region characters. If there are two choices in this box, circle the one that applies to you.

9. Additional Time Unit Costs

Some things that you can do after a scenario can cost additional Time Units. Some examples are creating magical items for yourself or practicing a craft or profession. If something happens in the scenario that requires additional Time Units to be spent they are also recorded here.

10. Time Units Remaining

Subtract TU cost and any additional TU's spent from your starting total and record it here. This will be your starting total for your next adventure.

11. Starting XP

In this box, enter the number of XP you had before this scenario. If this is your first Living Greyhawk event with this character, your starting number is 0. If not, your starting number is the FINAL XP TOTAL from your previous Adventure Record.

12. XP Lost or Spent

Several things you can do can cause you to lose experience points. Record that loss in this box. The most common way this happens is magic item creation. We have included a subtotal box below this to help in your math.

13. XP Gained

This box is highlighted in red to denote it is where you put the experience gained during this scenario. The number in this box cannot be greater than the max xp possible from the APL played at. So in the sample Adventure Record above, if this scenario was played at APL 4, the character could not have earned more than 675 XP for playing it.

14. Final XP Total

This is where your final adjusted total for experience points is recorded. Starting XP (11) minus XP Lost or Spent (12) plus XP Gained (13) will be your new FINAL TOTAL XP (14). If this total is enough to put you to the next higher level, you must take that level and make all choices needed for it (skills, feats, spells, etc.) before playing this character again.

15. Starting GP

This is the starting gold piece total you had for this scenario. If this is your first Living Greyhawk event with this character then your starting gp number is the gold you had left after buying your starting equipment. If not, your starting number is the Final GP Total from your previous Adventure Record. Note that we do not keep track of fractions or any coin less than a gold piece.

16. Lifestyle Costs and other Coin spent

Chapter 3 goes into more detail on exactly what lifestyle is and isn't. To sum it up though lifestyle covers all those costs that happen between saving the damsel and slaying the dragon. The mundane stuff that we really do not want to get into micro-managing. This section on the Adventure Record is where we record that expense and others that may come up.

At the beginning of the scenario you must pick your lifestyle for the event. What benefits you gain and how you can attempt to "live off the wild" are detailed in Chapter Three. When you receive your Adventure Record at the end of the scenario, check the appropriate box. If you are living off the wild then choose "None" and write "Lived off the Wild" after it on the sheet. Multiply the lifestyle you choose times the Time Units spent and write that in the "Lifestyle Cost" box. Any Time Units that are spent on an Adventure Record must have a lifestyle cost paid for them. So if he spent 3 TU's crafting a magic item, you need to spend the appropriate lifestyle cost as well.

The "Other Coin Spent" box is for any other gold that you might have spent during the adventure that does not give you something tangible that needs to be written down on your character sheet or Master Item Logsheet. Examples of this would be donating money to a church, bribing a villager for information, or paying a thug's ransom to get back a captured party member.

Once you have those two numbers add them up and that is your "Total Coin Spent". Follow the arrow and write it in the box under your starting gp.

You will notice several "Subtotal" boxes in this part of the Adventure Record. They are there for your convenience. Depending on what you buy and sell at the end of the adventure you may not even need them at all. If unused just put a "—" in the box.

17. GP Gained

This box is highlighted in red to denote it is where you put the gold pieces earned during this scenario. The number in this box cannot be greater than the max gp possible from the APL played at unless one of the following two things occurs.

1. The character has campaign documentation that allows her to earn additional gold by some means. The documentation will specify how this is done.
2. The character uses the rules in Chapter Six: Beyond the Core Rules to earn additional money after a regional scenario.

So for example if the character had no special considerations and played this scenario at APL 8 then he could earn a maximum gold amount of 1,250.

18. Items Sold

As your character grows and gains levels his old equipment will not be as useful as it once was. The trusty longsword your father gave you might have worked to slay orcs but it just does not cut it when undead shadows arise. So you sell off the old and buy some newer items. This is where you record it. You will need to make some notes to your character sheet and Master Item Logsheet when you sell items. More on that is later in this chapter when we go over the new MIL.

On the empty line write in what item you sold. On the line next to it write in the FULL value of that item. If you are selling more than five items you can use the back of the Adventure Record to record everything. Just make a note to see the back. Once done, total up everything sold and write that amount in the "Total Value of Sold Items". You will then write half of that total in the green "GP Gained" box.

19. Items Bought

Well, now that you have sold off the old stuff, I bet you are just champing at the bit to buy that new sword or

wand you have been eyeing for a while. Well you have come to the right place. As with selling items there are some notes you have to make to your Master Item Logsheet when purchasing new equipment. More details on that in a bit.

In the empty boxes write in what you are purchasing. In the line next to it write in the FULL value of that item. Repeat until you are done purchasing items. If you run out of room you may use the back of the Adventure Record. Just make a note to see the back. Total up all the items purchased and write that amount in the "Total Cost of Bought Items" box. Follow the blue arrow to the blue box and write this amount in. Remember you cannot spend more gold than you have. I know that is pretty obvious but you would be surprised the questions DM's get asked some days.

Remember to check step 6 above for exactly what you are allowed to purchase. If you cannot show the DM your documentation allowing the purchase of an item, he or she is fully within his or her rights to refuse you.

20. Final GP Total

The last step and you are done. Now, that was not so bad, was it? Total up everything from your "Starting GP" down to "GP Spent" and write that number in the "FINAL GP TOTAL" box. That will be your new starting total for your next adventure. Hand the completed sheet to your DM along with your last Adventure Record so he can verify your starting totals are correct. He will sign it and hand it back. You are now ready for your next exciting adventure in the world of Greyhawk.

Final Thoughts on the Adventure Record

The Adventure Record method of keeping track of your character is very different from a home game. In a home game, when you defeat the bad guys, you add what they had to your own equipment and keep going. Your DM provides the counter-balance method to make sure everything stays in line and you are adequately equipped and challenged. In a Living campaign that is much harder to do. With over 300 scenarios to play and 14,000 people playing it is impossible to give each table or person the kind of attention that a home game DM can give. So this system allows us to keep a level balance across the campaign without being overly restrictive or requiring excessive paperwork.

So at the end of the adventure instead of getting a list of items you can keep you get gold pieces. You are probably thinking to yourself, "But, dang it, I wanted

that +1 chain shirt, not gold". Well, in a way, you are getting it. Let's say you and your friends have defeated the evil Lord Unguth. You both fought bravely and walked away with 1,250 gold pieces. A nice haul. At this point that does not represent gold in your pocket. It represents the value of stuff you are taking away from that adventure. You could spend your 1,250 gp and purchase that +1 chain shirt at the end of the adventure. According to your character, he defeated the evil villain and took his chain shirt as spoils. Your wizard friend on the other hand saw nothing of worth and decided to sell his share of the loot for some cold hard cash. So while we have a game mechanic in the middle to do the math part of it, in game your character is doing exactly what you want him to. This allows us to keep everybody on as even of a footing as possible while still offer a wide variety of things to find and do.

The Master Item Logsheet

So now you have all this cool equipment but how do you record it? That is where the Master Item Logsheet comes into play. It will record everything important that your character carries with him in a way that is easy for your DM to read. It will also verify where you found it, where you bought it, and if applicable where you sold it. We will go over the MIL in more detail here in a second. Let's go over some basic rules for the MIL first though.

- Keep your MIL up to date and legible. If it is organized and easily read, your DM will appreciate it. If there is a doubt as to the validity of an item on your MIL, your DM is within his power to deny you its use in the scenario. So be proactive and have a neat sheet ready for his inspection at the start of the game.
- When your MIL gets too cluttered and needs to be updated, you can just print out a new one and copy everything over. You do not have to copy over items you no longer have. You will then show your old MIL and your new one to your DM. He will sign the new one to verify it matches the old one and you are all set. Always keep your old MIL's though. Sometimes it will be necessary to go back and check where something came from and having all your paperwork will make this much easier.
- Even though the text for an item may be located in another place (such as a converted year one certificate, or an older Adventure Record) it stills works as described in the text on that certificate. So, for example, if you have a converted Sword of the Rogue from "A Snake in the Grass" it still follows all the rules as described on the original certificate.

- Anything purchased from the *Player's Handbook* is not required to be listed on the Master Item Logsheet. List these items on your character sheet in an easy to read fashion.
- If you have nothing that is required to be listed on the MIL then you are not required to have one. Show your DM your character sheet and you are all set.

Now let's get into some more detail on the various sections of the Master Item Logsheet.

The Master Item Logsheet, Inch-By-Inch

"With a loud 'whoosh' the room erupted into fire. When it cleared only charred piles of ash remained of the orcs and the tables they had been hiding behind.

"Nice wand, Mialee. Where did ya get it?"
- Jozan, 593 CY

The basis of the Master Item Logsheet is that it shows all non-PHB equipment that you character currently carries with him. Step 6 in the Adventure Record section above goes over what you can purchase. Now we need to go over how you record it. The system is based on the simple premise that for each item listed on the Master Item Logsheet it will show where you gained access to it from, where you actually purchased it, and where if applicable you sold it or lost it. Remember that in order for that to work you must have all of your Adventure Certs and Adventure Records numbered and in order. I know I am beating the same drum again here but be proactive and be prepared.

On the previous page you will find a sample copy of the Master Item Logsheet. You can find a copy of this document for your own use on the Living Greyhawk Campaign Web site at www.living-greyhawk.com in the "Files" section. We plan on having different versions of the document in the future more customized to each class. For now, though, let's look at the different sections and see how they are used.

Each of the item sections on the MIL has several things in common. Instead of going over them multiple times we will review them here then look at each section in more detail below.

Item: This is the name of the item as it appears in the DMG or certificate that gave access to it.

Cost: This is the Market Value of the item listed.

Found AR #: This is the number on which access to this item was gained. If the item were originally a year 1 certificate then write "Year 2 #" instead. The "#" represents the # of the Adventure Record that the original converted cert is stapled to. If access was gained through a meta-game source then write "Meta" on the line and make sure you have your meta-org cert handy for reference. If the item was created then write down "MIC #". This tells the DM you created the item yourself and what Adventure Record to check for the paperwork if needed.

Bought AR #: This is where you actually spent the money purchasing the item. In most cases the AR where you found the item is the same one where you purchased it but sometimes you will buy things at a later date. If the item is from before January 1st, 2003 write "Year 2" in this space.

Gone AR #: This is where the item left your possession. If sold it is the AR # where the gold was added back to your gold piece total. It could also represent using a potion, a wand running out of charges, or your armor being turned to rust by a rust monster. Any time you no longer have use of an item you must mark it gone and on what AR it disappeared or was used in.

Now let's get on to some more details on the MIL.

1. Name and Verification Block

This section is pretty simple and only needs to be done when you first create a MIL sheet or rewrite an old one. Enter your characters name, your name, the date it was initially filled out and your RPGA number. The DM will then verify it is correct and put his signature and RPGA number on it as well. Easy and simple.

2. Master Item Logsheet Number

Just like your Adventure Records, each MIL has a number. The first one you fill out is numbered one and goes up each time you rewrite it. This way they can be lined up if needed to show your characters progression. How often you rewrite your MIL is up to you but never throw away an old one. Keep them for your records.

3. Location Based Item Sections

Each of these sections represents an area where a character can only have one item of that type on at any one time. So while you may have 3 cloaks you can only be using one at a time. With rings you may have two active at one time and you of course can have one active armor and one active shield at the same time as well. If you have more items listed than what you can

wear at one time listed you must note which one you are currently using to your DM. This is done by making a "*" mark next to it. Unless you specifically tell the DM otherwise it will be assumed you are using your default equipment.

4. Miscellaneous Magic Items

Any magic item that is not disposable and does not take up a specific spot on your character is listed here. Example would be Bag of Holding, Horn of Blasting, or Pearl of Power.

5. Disposable Magic Items: One Shots

Any item that can only be used once and then is gone is listed here. The most common examples are scrolls and potions. In the case of disposable items, if you purchase items to exactly replace the ones used during the scenario at the end you do not need to mark them off. This saves clutter on your MIL and makes things easier for your DM. You must keep a detailed record of what is used that is satisfactory to the DM. Otherwise he is within his power to mark them off your MIL and make you write them down again later when you purchase their replacements.

6. Wands, Staffs, and other charged items

Any disposable item that has more than one charge is recorded here. Common examples would be wands, arrows, or a Robe of Useful Items. The "Other Info" section is for things such as caster level and meta-magic feats used in a wand for example.

Final Thoughts on the Master Item Logsheet

So as you can see, the Master Item Logsheet is easy to fill out and easy to keep up to date. For non-casters it may only need to be updated 2-3 times a year. Casters may need to update it more often but that is the price of being able to create your own magic items. If you do not have enough room on the sheet to record all your items you can print another copy of it on the back side of your existing sheet. That way you have double the room but still have only one sheet to keep track of. We hope to have different types of MIL sheets in the near future on the campaign Web site, so keep checking.

Please try to use the official LG Character Sheet if at all possible. We want a sheet that looks the same to make it easier on the DM at the table. If everybody starts using custom sheets then he basically has to relearn where everything is each time he looks at a new sheet.

Chapter Five: Class Guidebook and Metagame Policy

As both the Living Greyhawk and Dungeons and Dragons® game expand, new character options will be introduced into the campaign. This chapter explains how the chief forms of campaign rules expansions—feats, items both magical and mundane, spells, and prestige classes from the class guidebooks and the Living Greyhawk Journal—are introduced into the campaign, through game and metagame possibilities, as well as answering other metagame questions in the Living Greyhawk campaign.

Nothing from the class guidebooks is allowed unless specifically allowed in the following rules or in campaign documentation.

Feats

The potential to gain new feats found in the class guidebooks may occur during play. When this occurs, characters acquire campaign documentation or some form of regional documentation allowing characters the opportunity to acquire the feat (or feats) in question at the next regular opportunity to do so (the appropriate character level advancement). Without both the appropriate documentation and the level advancement necessary to pick up the feat, these feats may not be taken. Also note that these feats are not available to characters during character creation.

If your character takes a feat or feats from one or more of the guidebooks, you must bring a copy of each of those feats with you to every game that you play that character. Furthermore, you must inform the DM prior to game play that you're playing the character who has chosen those feats, and allow him or her access to the documentation for those feats when he or she desires to reference their game mechanics.

Items: Magic and Mundane

The potential to gain items, both magic and mundane, from the class guidebooks may occur during play. When this occurs, you get campaign documentation, or some form of regional documentation, allowing the character the opportunity to have the item in question, if he or she fulfills any and all requirements listed on that documentation. Without both the appropriate documentation and the ability to fulfill any requirements on that documentation, the items may not be taken. Also note that these items are not available to characters during character creation.

If your character carries equipment or magic items from one or more of the guidebooks, you must bring a copy of each of those items with you to every game that you play that character. Furthermore, you must inform the DM prior to game play that you're playing the character who carries those items, and allow him or her access to the documentation for those items when he or she desires to reference their game mechanics.

Spells

The potential to gain new spells from the class guidebooks may occur during play. When this occurs you get campaign documentation, or some form of regional documentation, allowing the character the opportunity to pick the spell (or spells) in question at the next regular chance to do so. Without both the appropriate documentation and the necessary power to pick up the spell, the spell cannot be taken. Also note that these spells are not available to characters during character creation.

Instant FAQ:

Can my wizard copy a Class guidebook spell out of another PC's spellbook and have it noted in the Play Notes section of my Adventure Record?

No. You must have campaign or regional documentation to have a spell from a non-core source. A note in the Play Notes section of your Adventure Record does not qualify.

If your character has the ability to cast spells from one or more of the guidebooks, you must bring a copy of each of those spells with you to every game that you play that character. Furthermore, you must inform the DM prior to game play that you're playing the character who has the ability to cast those spells and allow him or her access to the documentation for those spells when he or she desires to reference their game mechanics.

Prestige Classes

The set of prestige classes that are available to characters is dependent upon their home region. Each prestige class found in one of the class handbooks or Living Greyhawk Journal is designated as either a core, an adaptable, or a special prestige class. Any character in the Living Greyhawk campaign that meets the

requirements for a Core prestige class may take that prestige class.

An Adaptable prestige class may or may not be available to characters within a specific region, or the roleplaying notes from that region's Triad may change that prestige class to better fit their region. Consult your home Region's Web site to determine which adaptable prestige classes your character may take.

Characters cannot take Special prestige classes unless campaign documentation specifically grants them the right to do so. But, these prestige classes are open to Nonplayer Characters (NPCs).

If you decide to give your character one or more levels in a prestige class, and that prestige class is not one of the four you can choose from the *Dungeon Master's Guide*, you must bring a copy of that prestige class with you to every game that you play that character, inform the DM prior to game play that you're playing a prestige class, and allow him or her access to the documentation for that prestige class when he or she desires to review it.

Core

Dungeon Master's Guide

- Arcane Archer
- Dwarven Defender
- Loremaster
- Shadowdancer

Sword and Fist

- Cavalier
- Devoted Defender
- Duelist
- Ghostwalker
- Gladiator
- Halfling Outrider
- Lasher
- Tribal Protector
- Weapon Master

Defenders of the Faith

- Consecrated Harrier
- Contemplative
- Divine Oracle
- Holy Liberator
- Sacred Exorcist
- Sacred Fist
- Templar
- Warpriest

Tome and Blood

- Arcane Trickster
- Bladesinger - see Note #1
- Candle Caster

- Elemental Savant
- Fatespinner
- Spellsworn

Song and Silence

- Dungeon Delver
- Temple Raider of Olidamarra
- Thief-Acrobat
- Vigilante
- Virtuoso

Masters of the Wild

- Animal Lord
- Bloodhound
- Deepwood Sniper
- Exotic Weaponmaster
- Foe hunter
- Forsaker
- Geomancer
- Oozemaster
- Shifter
- Tempest
- Tamer of Beasts
- Verdant Lord

Adaptable

Sword and Fist

- Drunken Master
- Master of Chains
- Order of the Bow Initiate
- Red Avenger
- Warmaster

Defenders of the Faith

- Church Inquisitor
- Hospitaler
- Hunter of the Dead
- Knight of the Chalice
- Knight of the Middle Circle

Tome and Blood

- Alienist
- Dragon Disciple
- Mage of the Arcane Order
- Mindbender
- Wayfarer Guide

Song and Silence

- Dread Pirate
- Outlaw of the Crimson Road
- Royal Explorer
- Spymaster

Masters of the Wild

- Watch Detective
- King/Queen of the Wild
- Windrider

Living Greyhawk Journal

Darkhagard (appeared in issue #2)
Veth (appeared in issue #2)
Knights of the Chase (appeared in issue #13/Dragon #297)
Mask of Johydee (appeared in issue #18/Dragon #302)

Special

Dungeon Master's Guide

Assassin
Blackguard

Sword and Fist

Fist of Hextor
Knight Protector of the Great Kingdom
Master Samurai
Ninja of the Crescent Moon
Ravager

Defenders of the Faith

Master of Shrouds

Tome and Blood

Acolyte of the Skin
Blood Magus
Pale Master
True Necromancer

Song and Silence

Fang of Lolth

Masters of the Wild

Bane of Infidels
Blighter
Eye of Groomsh
Frenzied Berserker
Hexer

Living Greyhawk Journal

Silent Ones (appeared in issue #4) - See Note #2
The Glaive of Azharadian (appeared in issue #9/Dragon #293) - See Note #3
Knight of the Watch/Dispatch (not publicly released)
- See Note #4.

#1 - This class has been revised. The revision appears in the web enhancement section for Tome and Blood found on the Wizards of the Coast Website (www.wizards.com). The Living Greyhawk campaign uses this revision, not the prestige class that appears in Tome and Blood.

#2 - This class is considered adaptable for the Sheldomar Valley Meta-region. Contact for this organization is the POC for the Keoland Triad.

#3 - This class is considered adaptable for the following regions - Onnwal

#4 - This class is considered adaptable for the regions of the Sheldomar Valley meta-region. Please contact your triad for details. Access to the details of the prestige class is restricted to those successfully completing squiring to the Knights of the Watch/Dispatch.

Chapter Six: Beyond the Core Rules

This chapter clarifies some rules presented in the D&D Core Rulebooks that must be altered or expanded due to the needs of our play environment. This includes the role of animals that are brought on adventures, the use of the Leadership feat, spells and magic items that need additional clarification or rules to be used in the campaign, and how to handle character death and NPC spellcasting in Core scenarios.

Adventuring Animals

The purpose of this section is to clarify the use of animals in the worldwide Living Greyhawk campaign. These rules expand those found in the D&D Core Rules and only supersede those rules when explicitly stated.

It is your responsibility to read and understand these rules and the rules in the three Core Rulebooks on which they're based. If you are playing a character that brings animals on adventures, it is your responsibility to have appropriate documentation on these animals prepared for inspection and use by your Dungeon Master (DM). This documentation must include the complete stat block for the animal as well as any tricks that it knows.

Unless stated otherwise in these rules or in the *Player's Handbook*, animals and magical beasts that accompany your character on adventures have the average hit points listed within their description in the Monster Manual.

Animal Categories

There are three basic types of animals that you can bring into play: magical beasts gained by way of class abilities (such as a paladin's mount or a spellcaster's familiar), animal companions gained by use of the animal friendship spell, and domesticated animals. Animals fall into two behavioral categories: trained and wild (see below).

Familiars and Paladin Mounts: Familiars and paladins' mounts are not normal creatures. They are intelligent magical beasts, not animals, and thus do not need to be trained. Familiars and mounts can respond to any command they are physically capable of performing. Your DM has the final say on what is the reasonable use of a familiar or special mount.

Familiars are acquired as per the rules found on *Player's Handbook* page 51. You may pay the 100 gp for magical materials during character creation or at some point later, but the fact that you paid that cost and gained a familiar must appear in the Play Notes of your next Adventure Record. Unless you have campaign or regional documentation that grants you expanded familiar choices, you may only pick one of the standard familiars listed on Table 3-18 in *the Player's Handbook*.

Paladins' mounts are acquired as per the rules found on *Player's Handbook* page 43. In the Living Greyhawk campaign, Small paladins may choose a riding dog (page 196 of the Monster Manual) instead of the standard warpony. Riding dogs used as a paladin's mount are trained for war. A Paladins mount starts with the average hit points for the particular base animal as listed in the Monster Manual. For each bonus Hit Dice a paladin's mount receives, it gains 5 plus their Constitution modifier in extra hit points. Special mounts not covered here require regional or campaign documentation. Gaining a paladin's mount must appear on the Play Notes of your next Adventure Record. The warhorse is a normal animal that becomes a magical beast when it is called. As such, it only has the skills and feats of a normal warhorse. The warhorse does not "Advance" as a magical beast, it advances as a Paladin's mount.

If a familiar or special mount is dismissed or slain, such an occurrence must be reported on the Play Notes of the Adventure Record of the adventure that event took place. These magical beasts cannot be replaced until 52 Time Units of the character's play have passed from the point that it was either slain or dismissed.

Animal Companions: Animal companions are normal or dire animals that share a strengthened bond with a character due to the effects of an animal friendship spell. You must have personally cast animal friendship in order to have animal companions. As per that spell, you can have animal friends whose Hit Dice total no more than twice your caster level (*Player's Handbook* page 173), but adventurers cannot have more than their caster level in Hit Dice of animal companions for any extended length of time. A 1st-level druid is the exception to this rule, as they can start play with a 2 Hit Dice animal companion. If you have two classes that grant you access to animal companions, you must count each separately for the purpose of determining maximum Hit Dice. In the Living Greyhawk campaign this translates to the following rules:

Starting Companion: Unless your character is a 1st-level druid, you may only start a Living Greyhawk adventure with your caster level in Hit Dice of animal companions. A 1st-level druid may begin play with a single 2 Hit Dice animal companion, but if that animal dies in an adventure, it is lost and the 1st-level druid can only replace the animal with an animal companion with 1 Hit Dice or less.

Animal Companion Species: You are free to pick your animal companion from any animal in the Monster Manual, including dire animals, appropriate to your home region or the region in which you select the animal companion. Some regions may provide a list of appropriate animals. If the region in question does not, use common sense to select an animal which is appropriate. If you have specific campaign documentation allowing an unusual selection (one not in the Monster Manual or not on a region's list of appropriate animals), it overrides the above restrictions.

Changing Animal Companions: You may change your base animal companions each adventure you play if you so desire, as long as you prepare appropriate documentation in advance of play.

Tricks: The animal companion you have at the start of an adventure may be trained with its full compliment of tricks (3 for every point of Intelligence). The list of animal companion tricks can be found on *Dungeon Master's Guide* page 46. Special tricks (ones not listed in the *Dungeon Master's Guide*) are allowed only if granted by way of campaign or regional documentation.

Animal Friendship During An Adventure: You may acquire additional animal companions during an adventure by way of the animal friendship spell if the animal is specifically referenced in the adventure text. You may only acquire double your caster level minus the Hit Die total of current animal companions with each casting of the spell. These creatures do not follow you to participate in any other adventures. These animals are wild (see sidebar next page).

Domesticated Animals: Most of the animals that you can buy for your character, and that you would bring on an adventure, are trained to some extent. These animals include those listed on Table 7—7 of the *Player's Handbook*, as well as the normal dog listed on Table 7—3. The Handle Animal skill can be used to further train these animals.

Almost all of these animals (except donkeys and mules) can perform the basic "Attack" trick, detailed on *Dungeon Master's Guide* page 46. You must be riding a horse or a pony in order for it to follow the "Attack" command. Commanding an animal to attack generally is a free action, and causes the animal to attack the closest known enemy. Commanding an animal to attack a specific target is a standard action that does not provoke an attack of opportunity.

When you buy an animal, you may pick an extra trick for each point of Intelligence the animal has. You must pick the tricks from *Dungeon Master's Guide* page 46. For the riding dog you may either pick two tricks, or use these trick slots to make the dog trained for war, which grants them a trip attack (as specified in the Riding Dog entry on Monster Manual page 196). Animals gained that start play with more than the standard training must be supported with campaign or regional documentation.

Playing Animal Companions & Trained Animals

Trained Animals: Animal Companions that you start with during an adventure are trained, as are animals purchased from the Player's Handbook, and animals that you have trained. These kinds of animals are subject to these rules:

1. Character Controlled: The animal is under the character's control. In the case of a druid, ranger or cleric's animal companion, the DMs are free to overrule specific actions that would put an animal needlessly into harm's way, or treats the animal companion as if it were fodder. DMs are free to adjudicate reasonable situations where an animal companion may abandon a character. If an animal companion abandons a character during an adventure, nature turns against that character for a short time. All further attempts during that adventure to acquire more animal companions fail, and she may not begin the very next adventure she plays with any animal companions. Such an occurrence must appear on the Play Notes of the Adventure Record where this occurs.

2. Attacking Unnatural Creatures: Trained animals will not attack (or defend their characters against) unnatural creatures unless they use two trick slots on "Attack". Aberrations, constructs, oozes, outsiders, a creature that the animal knows to be a shapechanger, and undead are all considered unnatural creatures.

<continued on next page>

Playing Animal Companions & Trained Animals

<continued from previous page>

Wild Animals: Animal Companions that you acquire during the course of an adventure are not trained. They act in the following ways.

1. DM Controlled: The animal is under the DM's control. DMs are free to adjudicate reasonable situations in which an animal may wander off, refuse to enter a location, or otherwise avoid situations in which it may feel it is put needlessly into harm's way. Basically, if the character does not act as a friend to the animal companion, but rather treats it as fodder, the animal abandons the character. If an animal companion abandons a character during an adventure, nature turns against that character for a short time. All further attempts during that adventure to acquire more animal companions fail, and she may not begin the very next adventure she plays with any animal companions. Such an occurrence must appear on the Play Notes of the Adventure Record where this occurs.

2. Only Friend to the Caster: The animal is friendly to the character that cast animal friendship upon it, but it may not be friendly to other party members. The DM determines its attitudes towards the other characters.

3. Defend Caster: The animal defends the caster if she is attacked.

4. "Attack" Only: The animal can respond to only one command: "Attack". Specific targets cannot be indicated, as it attacks the closest enemy it senses. Though it may not be friendly to the caster's other adventure companions, it does not consider them enemies.

5. Retreat When Injured: If a wild animal loses half of its total hit points it attempts to leave combat in the safest manner possible. While it may not abandon its humanoid friend, it does not fight again until it is completely healed.

6. Won't Attack unnatural Creatures: Wild animals will not attack (or defend their new friends against) unnatural creatures. Aberrations, constructs, oozes, outsiders, a creature that the animal knows to be a shapechanger, and undead are all considered unnatural creatures.

Characters with the Handle Animal skill can train their animals further. To do so you must have the ability to train the animal type desired (see skill description, *Player's Handbook* page 69), and spend 8 TU to either

teach three animals of the same type one trick, teach one animal two tricks, or to train one riding dog for war. You must succeed at a Handle Animal check (DC 15 for tricks, DC 20 for training a riding dog for war) after the TU cost is paid. A failed check results in no training occurred. You are not able to attempt another check until after you have played another 592 CY or later Regional adventure. You may not take 20 on this check.

Animals and the APL

If you bring domesticated animals that have been trained for combat and your DM determines that such animals are a boon for the particular adventure (usually war horses and riding dogs) use table 6-1 to determine the number of effective levels you add to your own character level for the determination of the APL. You may only use four or fewer animals of this type. Animals with different CRs are determined separately using the chart below, and then add the results. While how to determine a parties APL is contained in each adventure we have also included it in the Glossary at the end of this document for your convenience.

Table 6-1: Animal Effective Level

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

The Leadership Feat

Taking the leadership feat allows you to gain a single cohort, a skilled adventuring sidekick to share adventures, as well as an assortment of other followers. Your cohort may accompany you on Regional, Meta-Regional, and Core Living Greyhawk adventures, as long as you follow the rules for their inclusion (see below). Your followers only come into play during special events, only if those events explicitly allow their inclusion.

Cohort Inclusion in an Adventure

You may include your cohort in the play of a standard Living Greyhawk table if and only if there are three, four, or five characters participating in that adventure.

At most, six adventurers, be they characters or cohorts, can participate in a Living Greyhawk adventure. A cohort may only participate in an adventure if there is an open slot at the table, and no RPGA member wishes to participate to fill the table. If more than one of you wishes to bring a cohort, but there are not enough open slots on the table, one or more of you will have to leave their cohort at home. If you and the other players wishing to bring your cohort cannot decide who leaves their cohort at home, the DM is free to rule that no player is allowed to bring their cohort.

Designing Your Cohort

Cohorts are designed and restricted exactly as a Living Greyhawk character, using the current Living Greyhawk character creation rules with the following exceptions:

Step 1: Ability Scores

Cohorts only have 22 points to spend on ability scores.

Step 2: Race, Class, Deity, and Alignment

Level: The starting level of your cohort is determined when you take the Leadership feat by your leadership score, as per the rules on *Dungeon Master's Guide* page 45. You may modify your Leadership score for determining cohort level only by those modifications listed under the Cohort-Only Leadership Modifiers on table 2-26 of that rulebook, unless you have special regional or campaign documentation granting other modifiers. Cohorts begin play with the minimum experience points for their starting level.

Starting Gold: Use Table 2-44 of *the Dungeon Master's Guide* to determine your cohort's starting gold.

Step 4: Feats

Your cohort can never gain a cohort of his own via the Leadership feat.

Step 5: Equipment

You may purchase your cohort's equipment from the list of available items for your character. Cohorts may not spend more than half of their starting gold (see above) on a single item during cohort creation, but may buy items normally after that point. You are not required to use the suggested starting NPC items listed in the *Dungeon Master's Guide*.

Step 6: Home Region

The cohort must have the same home region as the character at all times.

Cohort Advancement and Special Cohorts

A cohort advances in the exact same way that any Living Greyhawk character does. They gain Adventure Records, and can hold special item and favor certificates. Like all characters they have and spend Time Units. At the end of an adventure they gain a half share of treasure and experience points (but note they may never be the same level or higher than a character they are a cohort of, and lose all experience points gained in an adventure that would put them in such a position). You must keep track of your cohort's advancement and play in the same way that you keep track of your character's advancement.

If your cohort dies, it can be brought back from the dead in the same manner that a character can. If you choose not to bring your character back from the dead, you can attract another cohort at an expense—500 gp and 4 Time Units as you search the land to find a new loyal sidekick. Also remember that if the DM believes that the cohort's death was your fault you suffer a -2 penalty to your Leadership score from that point forward. If you no longer need the services of your cohort you may dismiss him. When you next look for a cohort you must spend 500 gp and 4 Time Units as you search the land for a new loyal sidekick. You will also suffer a one time -1 penalty to your Leadership score when determining the level of your new cohort since you have earned the reputation as a fickle leader.

Special cohorts, as described in *the Dungeon Master's Guide*, *Defenders of the Faith: A Guidebook to Clerics and Paladins*, or other D&D sources, are only granted by way of regional or campaign documentation.

Level Loss and Cohorts

If you lose enough levels so you are at an equal or lower level than your cohort, your cohort does not abandon you, but the cohort does not adventure with you until you regain the lost levels. However, if the character ever drops below 6th level (therefore losing the Leadership feat), the cohort immediately abandons you, disheartened by your failure.

Playing Cohorts in Living Greyhawk

Cohorts, like most folk, enjoy their own possessions and believe that their items belong to them. They only give over one of their own items to a character in the direst of circumstance. A cohort must be played at a table in order for a character to gain use of one of their items - and not at the expense of the cohort's own

wealth or person. A DM is free to override any exchange that treats the cohort as a magic item factory, and not the trusted ally that they are. At the end of the adventure all the cohorts wealth and items reverts back to the cohort.

Cohorts are played by the player, but must always be played as secondary characters. A player with a cohort does not get twice the attention of the DM or the other characters. If the DM feels that the cohort is acting in an unrealistic fashion he may take over playing the cohort, but this should only be done in the most unusual situation.

Character Death and Back Again

The life of an adventurer is a dangerous one and sometimes bad things happen that you would like to have undone. The death, level loss, or ability score loss of a character is a hard thing for even the best of us to accept. Since Oerth is a magical world, these things can be undone—for a price. These rules are the standards for bringing your character or cohort back from the brink.

Living Greyhawk Character Death Rules

No Wills: Under no circumstances may the possessions of a dead character or cohort make their way into the hands of another character. The death of a comrade is a tragedy, not a yard sale.

Plot Item Exception: If the dead character or cohort was carrying a special item vital to the plot of the scenario in which the character died, that item may be transferred to another character, at the DM's discretion.

Player Directed Restoration: Only the player of a dead character or cohort is allowed to direct the disposition of their character's corpse. This includes any arrangements for restoration.

Must be Resolved at the Table: When a character or cohort dies what happens to him must be resolved at the table in which the death occurred. A player may use his or her character's wealth (if the items survived the attack that killed the character) to facilitate spellcasting that will restore his character, and may enlist monetary aid from characters or cohorts at the table the death occurred (only) to gain such spellcasting, but if the spell casting requirements cannot be met, the character is permanently dead. All the character's and its cohort's (if any) Adventure Records are handed to the DM (as he or she is the

representative of the Living Greyhawk campaign staff in these instances) who destroys or voids them (player's choice). At multi-table events you may want to establish a DM who is in charge of character death appeals. Ideally, this DM is a Grand Master judge or higher RPGA judge who is not running an adventure during any slot that he or she is designated "Appeals DM." If a player believes that his or her character's death was due to a DM's mistaken call, he or she may ask for a second opinion by the Appeals DM. The player and the DM are each given five uninterrupted minutes in which to explain their point of view. Thereafter, the Appeals DM makes a decision. The decision made by that Appeals DM is final. If there is no Appeals DM, the table's DM's decision is final.

Charity of Friends Clause

If your character was revived, but you died in such a way that you lost all your equipment, you may enlist the charity of friends. This gives you one-fourth the total from Table 5-1: Character Wealth by Level from the DMG, or all of your character's coin value from your last Adventure Record, whichever is greater.

Wizards may opt to discard half of this charity to create a new spellbook identical to their former spellbook, or take the full charity and rebuild their spell book by way of scrolls. This represents family and friends chipping in to help get you back on your feet. No player at the table is allowed to contribute to this amount nor does any player actually adjust their gold on hand total.

NPC-Performed Spellcasting

If there is not a character capable of casting the desired spells at the table, the character's only option is to have an NPC perform the restoration. This is expensive, but straightforward.

Each region in Living Greyhawk should have its own rules for NPC spellcasting available on its Web site, detailing how NPC spellcasting is handled in their region. For all Core, Meta-Regional, or Regional adventures where the Triad has not detailed region-specific rules for NPC spell casting, use the following rules:

Default Cost: Determine the size of the settlement the characters have access to in the adventure (see table 6-2). Characters pay NPCs for restorative spells according to table 6-3.

Influence Points: Influence Points may not be used to reduce these costs unless the cert states a specific circumstance and the DM rules that it applies in this case.

Scenario Specific Costs: A Living Greyhawk adventure may have situations that override these rules. For example, the text of the adventure may detail an NPC who owes a favor to the characters for services rendered and agrees to cast certain spells for a reduced cost. Items such as these written into a scenario take precedent over rules presented here.

Determine Level of Caster Available: Depending on the scenario a spellcaster of the needed level may or may not be available. Review table 6-2 to determine what level of spellcaster is available by the size of the settlement detailed in the adventure text. If a higher-level spellcaster is written into the scenario, that NPC may be used instead. When the scenario does not specify what size settlements are close at hand then the DM is encouraged to make his best guess and go with it. All spells are assumed to be cast at the minimum level needed to cast them. Adjust the cost appropriately if the players wish them cast at a higher level.

Table 6-2: Town Size and Spellcaster Level

Town Size	Spellcaster Level
Village or Smaller (0-900 people)	3 rd
Small Town (901-2000)	5 th
Large Town (2001-5000)	9 th
Small City (5001-12,000)	11 th
Large City or bigger (12,001 – and up)	13 th

Spell Costs

These spells may be cast by NPCs under a DM's control. Regional rules and individual scenario text may override these costs.

Table 6-3: Spell Costs

Spell Name	Caster Level	Cost (gp)
Cure Minor Wounds	1 st	5
Detect Magic	1 st	5
Detect Poison	1 st	5
Purify Food & Drink	1 st	5
Cure Light Wounds	1 st	10
Cure Moderate Wounds	3 rd	60

Delay Poison	3 rd	60
Lesser Restoration	3 rd	60
Cure Serious Wounds	5 th	150
Dispell Magic	5 th	150
Gentle Repose (5 days)	5 th	100
Remove Blindness/Deafness	5 th	150
Remove Curse	5 th	150
Remove Disease	5 th	150
Speak with Dead	5 th	150
Cure Critical Wounds	7 th	280
Neutralize Poison	7 th	280
Restoration	7 th	380
Break Enchantment	9 th	450
Raise Dead	9 th	950
Greater Dispelling	11 th	660
Heal	11 th	660
Stone to Flesh	11 th	660
Regenerate	13 th	910
Resurrection	13 th	1410

Lycanthropy

During the many adventures your character goes on it is possible for him to pick up a few nasty curses. None can destroy party chemistry faster than Lycanthropy though. A trusted comrade turning on the party in the middle of a tough battle is more than most parties can take. So the following rules apply to those who currently have or may, in the future, have this disease.

- A player whose character is afflicted with Lycanthropy must inform the DM of such before the adventure starts. Failure to do will cost the character 20% of the xp and gp earned in that adventure.
- If the scenario does not specify if it is a full moon then the DM rolls a d10 before play starts. If it comes up a 1 then there is a full moon during this scenario.
- A PC can become aware of his affliction by making a Wisdom check (DC 15) after he changes back or by having a fellow party member witness him changing and telling him.
- Once a PC is aware that he has this disease, he must attempt to have it removed. If he does not

then next time he changes his alignment shifts to that of the were-creature and he becomes a NPC under the DM's control. Mark the characters Adventure Records void and the character is removed from the campaign.

- Check your triads website for regional information on having this curse removed from your character. If your triad does not have rules on it then use the following core rules.
 - An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save (DC 20) to shake off the affliction. If a healer administers the herb, use the character's save or the healer's Heal check, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week). Any town of decent size (2,000+ people) will have Belladonna for sale (5 gp). A Wilderness Lore check (DC 14) will also find some. However, fresh or not, belladonna is toxic. The character must succeed at a Fortitude save (DC 13) or take initial damage of 1d6 points of temporary Strength. One minute later, the character must succeed at a second save or take an additional 2d6 points of temporary Strength damage.
 - If the player cannot have the curse removed in the adventure and it is within 3 days of when the character received Lycanthropy, then a Remove Curse cast by a 12th level priest will remove it. This costs 360 gp and 1 Time unit unless a cert that character has reduces this cost or the player has another way to have the spell cast.
 - If it is past 3 days then it is much harder to remove. The player must seek out a caster to cast Remove Curse on him while the moon is full. Once a caster is found the afflicted character must spend 150 gp and 4 Time Units. This allows the character to make a Will save (DC 20). If the character fails this save he must spend another 150 gp and 4 Time Units and attempt another save.
 - The character must continue this until he either makes the save or runs out of money. Other players at the table may donate money to help pay for this cost. If the character cannot pay the 150 gp then he is assumed to be doing menial tasks for the church during his time there to help pay for it.
 - If the character runs out of Time Units then he is done being played for this year. Once his

time units reset on Jan 1st of the next year he can try to remove the curse once again.

Candle Caster's

The Prestige Class of *Candle Caster* (from *Tome & Blood*) lets the character create magical candles to use at a later date. This is done through Magic Item Creation (Chapter 7) and works just like creating a scroll. The same rules and restrictions that apply to scrolls apply to the newly created candle.

Unfettered Candle is gained at 3rd level of the Prestige Class. It works just like creating a potion. The same rules and restrictions that apply to potions apply to the newly created candle. Since there is not a list of candles allowed in the DMG, the Candle Caster is allowed to create a candle of any spell that he or she knows with a target of 'Creature Touched' and is 3rd level or lower.

Infusions

Create Infusion, is a new feat from the Masters of the Wild builder book. It allows a new kind of magic item to be created. This is done through Magic Item Creation (Chapter 7) and follows the rules for making a scroll. The cost of the item in gold and xp is based on Chart 3-3: Infusion Base Prices and Costs from Masters of the Wild.

Spellsword Cache

The Prestige Class *Spellsword* from *Tome and Blood* gains the special ability *Spellsword Cache* at 6th level. This allows the character to keep spells stored in his weapon until a later date. This is done through Magic Item Creation (Chapter 7) and follows the rules for making a potion. Since there is not a list of Spellsword Cached spells in the DMG, the Spellsword is allowed to store any spell that he or she knows with a target of 'Creature Touched' and is 3rd level or lower.

Spell Clarifications

Due to the nature of Living games, some spells need some changes to work properly within the framework of the Living Greyhawk Campaign. There are also some basic ground rules that we will go over below before getting into specific spells.

- No spell or ability may generate a benefit that extends beyond the end of the play session unless documentation exists to allow it.
- In a multi-round scenario, a spell effect may extend into the next rounds if appropriate (DM's call).
- It is the players responsibility to have this document with him at the table when casting any of the spells contained below. Be proactive and be prepared. Your DM will appreciate it.
- It is also recommended that the DM keep a current copy of this document with him to reference when needed during the game.
- The rules for the spells below are retroactive. So if you somehow cast a *wish* spell to give yourself a +1 inherent stat bonus it goes away. If you somehow cast *Greater Planar Binding* to summon something that gave you a million gp for its freedom then it goes away.

The following spells are banned and not used within the Living Greyhawk Campaign. If you have one of these in your spell book or on a scroll contact your local triad for how to correct this before you next play.

- *Lesser Planar Binding*
- *Greater Planar Binding*
- Miasma (Masters of the Wild)
- *Permanency*
- *Planar Binding*
- *Polymorph any Object*
- *Polymorph Self*
- *Polymorph Other*
- *Shapechange*
- *Simulacrum*

Awaken

As this spell has the possibility to permanently change an animal in the campaign, it necessitates some additional rules.

- The PC druid may Awaken up to three animal companions at a cost of 1 Time Unit.
- This spell may only be cast by a druid on his own animal companions. If cast on a tree, or another player's animals, the resulting intelligent creature will wander away.
- The PC must spend the TU and XP before making the Will save to see if he was successful in "Awakening" his animal friend. If successful note

the type of creature awakened in the Play Notes section of the Adventure Record.

- The resulting Awakened creature is now considered a Magical Beast though its Hit Dice do not change.
- The resulting Awakened creature still counts towards the maximum HD of animal companions a druid is allowed to bring on an adventure with him.
- Awakened creatures have an Intelligence score of 11. They also add +2 to their Charisma score. Adjust any skills as needed for these changes.
- Awakened creatures also gain 2 HD. For each new HD add half the die used +1 to the creatures hp total. (Example: A d8 HD creature would add 5 hp for each HD gained). They do not gain any other abilities, feats, or skills. An Awakened animal can never have a character class.
- An Awakened creature starts knowing one language that the caster knows plus one additional language for each point of Int bonus the caster has.
- The Awakened creature now knows all tricks and may act in an intelligent manner.. The list of tricks can be found on *Dungeon Master's Guide* page 46. Special tricks (ones not listed in *the Dungeon Master's Guide*) are allowed only if granted by way of campaign or regional documentation.
- The awakened creature is under the control of the PC who cast the Awaken spell and follows his directions unless the DM determines it would not be in the creatures best interests to do so. See the Animal Companion section at the beginning of this chapter for more on this.
- Have the DM note the results of casting this spell in the Play Notes section of your Adventure Record.
- The player must inform the DM that he is brining an Awakened creature on an adventure before it starts.
- It is the players responsibility to have the proper paperwork ready for inspection by his DM when he intends to use his new Awakened animal friend.

Clone

The Clone spells creates a body for a wizard or sorcerer that his soul will inhabit upon its death. As this is a permanent effect that resolves itself at a later date additional clarification needs to be made for the Living Greyhawk Campaign.

- A Wizard or Sorcerer may use this spell to create a clone of themselves only.
- The caster must spend 12 Time Units and 1,000 gp when casting this spell.
- The player must inform his DM at the start of each play session that he has a clone.
- Upon the player's death his soul will enter the body of the clone. The character loses one level as if he had been resurrected. Unless he has a way to rejoin the party he is effectively out of the scenario.
- If out of the scenario the caster only gains xp and gp up to the point he died. If he can rejoin his party he gains xp and gp as normal at the end of the scenario.
- If any of the player's party members survive and can recover the deceased's gear, then the caster retains possession of all his surviving equipment. If no party members survive or cannot recover his gear then the caster loses everything and can invoke the "Charity of Friends" Clause found earlier in this chapter.
- At the start of each new campaign year the caster of the Clone spell must spend 6 Time Units keeping his clone up to date or he loses it and must start again.
- The DM will note that the player has used this spell in the Play Notes section of the Adventure Record when it happens.

Drawmij's Instant Summons

This spell places a mark on an item and enables the PC to summon it to him. Since this is a permanent until discharged effect some additional clarification is needed.

- A Wizard or Sorcerer may use this spell on any item currently listed on their MIL or character sheet. It may not be used on another PC or NPC's possessions.
- When first cast the caster must spend 1,000 gp for the gem. The gem remains on the PC until the spell is activated at which time the gem is destroyed.
- The DM will note in play notes section when this spell is cast the name of the item the arcane mark is placed upon.

Fabricate

The use of this spell allows the caster to create a permanent item. The following rules apply when using this spell

- The DM decides if the item created requires a Craft check or not. The DM is to use the chart listed with the Craft skill to determine the DC if necessary.
- The item remains for the duration of the scenario and then goes away. It is not a permanent item.
- The item may not be sold to increase the amount of gp earned in the scenario.

Gate

Due to the powerful nature of this spell and its many variables additional rules are needed.

- The Gate created may be used for Planar Travel or Calling Creatures. The caster must pick one or the other when casting this spell.
- When used for Planar Travel the DM adjudicate whether the destination is valid based on the scenario being played.
- If used to call a creature only a single creature may be called. You must choose an immediate task for it as it will not perform contractual service unless you have campaign documentation allowing you to do so.
- In the case of scrolls or other magic devices that allow the casting of this spell the caster level for purposes of controlling the summoned creature is the caster level of the PC.
- A known unique creature may only be called if he meets one of the following qualifications
 1. Is a PC currently at the table who is on another plane.
 2. Is a NPC or creature listed in the module that is currently on another plane.
 3. The Player has special campaign documentation allowing them to call a specific being.
- If a type of creature is desired then the PC may summon a creature with the type Outsider from the Monster Manual. It has standard HD for its type.
- For purposes of control, the caster may summon a creature type with standard HD up to his caster level safely. For each HD over his caster level the standard creature has there is a 10% cumulative chance the summoned type is too strong to

control. This represents the wide range in HD for stronger Outsiders. If the creature is not controlled it is under the control of the DM and will act appropriately. Note: A PC Caster is responsible for the actions of the creature he summons. If he summons something that destroys a village then he pays the price for it.

Greater Planar Ally

This spell requires negotiation between the summoned creature and the PC. The following rules will apply when using this spell.

- When the priest casts this spell his deity will send 3 Large sized elementals (8 HD) or One Elder Elemental (24 HD) to answer the call (PC's choice). The type summoned is picked by the caster unless the situation warrants a certain type (such as being underwater). This elemental is intelligent and of the same alignment as the caster.
- The bargaining process with the elemental takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- The elemental will perform one task for the caster before returning to its home plane. Some common examples of tasks are:
 - Fight one battle
 - Guard the caster for one day or one fight
 - Guard another of the same faith for one day or one fight
 - Guard another of a different faith for 8 hours or one fight
 - Perform a task such as retrieve an item, open a door, set off a trap, etc.
 - The DM has the final call on what is reasonable.
- The elemental requires payment in some form for its actions. The following are examples of acceptable payment
 - 6 Time Unit of service
 - 10,000 gp
 - A magic item worth at least 10,000 gp

Leomund's Secret Chest

As this spell has a duration that is longer than a standard Living Greyhawk event additional rules for its use are needed.

- The foci for this spell are a large chest and a smaller replica that cost 5,050 gp. This must be paid when the spell is first cast. Record these items on your MIL as they may be reused.
- The chest is the standard chest size from the *Players Handbook*. The player must keep a separate list of what is stored in the chest in an easy to read fashion and provide it to the DM on request.
- The player must inform the DM he has an active Leomund's Secret Chest when he sits down at the table.
- The chest lasts for 8 Time Units before expiring. The Adventure Record that it is first recorded on does not count as one of those eight.

Lesser Planar Ally

This spell requires negotiation between the summoned creature and the PC. The following rules will apply when using this spell.

- When the priest casts this spell his deity will send a Large sized elemental (8HD) to answer the call. The type summoned is picked by the caster unless the situation warrants a certain type (such as being underwater). This elemental is intelligent and of the same alignment as the caster.
- The bargaining process with the elemental takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- The elemental will perform one task for the caster before returning to its home plane. Some common examples of tasks are:
 - Fight one battle
 - Guard the caster for one day or one fight
 - Guard another of the same faith for one day or one fight
 - Guard another of a different faith for 8 hours or one fight
 - Perform a task such as retrieve an item, open a door, set off a trap, etc.
 - The DM has the final call on what is reasonable.
- The elemental requires payment in some form for its actions. The following are examples of acceptable payment
 - 1 Time Unit of service
 - 1,000 gp
 - A magic item worth at least 1,000 gp

Miracle

Miracle is one of the most powerful spells and also one of the easiest to abuse in the 3rd edition game. The following list contains the rules for using the Miracle spell in the Living Greyhawk Campaign.

The Miracle spell may do any of the following:

- Duplicate any cleric spell of 8th level or lower, including spells to which you have access because of your domain.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of many other spells, such as feeblemind, geas/quest, bestow curse, or insanity.
- Remove injuries and afflictions. A single miracle can aid one creature per caster level, and all subjects must be cured of the same type of affliction. For example, the character could heal all the damage the character's party has suffered, or remove all the poison effects from the party, but not do both with the same miracle. A miracle can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Transport travelers. A miracle can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and SR.
- Undo misfortune. A miracle can undo a single recent event. The miracle forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. For example, the miracle could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and SR.

In any event, a request that is out of line with the caster's deity's nature is refused.

The caster may not use the option to pick something beyond the list above. He must choose something from that list when the spell is cast. He may also not use a Miracle spell to cast a spell that is banned in the Living Greyhawk Campaign.

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells). When a Miracle duplicates a spell that has an XP cost, the character

must pay that cost. When a miracle duplicates a spell with a material component that costs more than 100 gp, the character must provide that component.

Planar Ally

This spell requires negotiation between the summoned creature and the PC. The following rules will apply when using this spell.

- When the priest casts this spell his deity will send 2 Large sized elementals (8HD) or 1 Huge sized elemental (16HD) to answer the call (PC's choice). The type summoned is picked by the caster unless the situation warrants a certain type (such as being underwater). This elemental is intelligent and of the same alignment as the caster.
- The bargaining process with the elemental takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- The elemental will perform one task for the caster before returning to its home plane. Some common examples of tasks are:
 - Fight one battle
 - Guard the caster for one day or one fight
 - Guard another of the same faith for one day or one fight
 - Guard another of a different faith for 8 hours or one fight
 - Perform a task such as retrieve an item, open a door, set off a trap, etc.
 - The DM has the final call on what is reasonable.
- The elemental requires payment in some form for its actions. The following are examples of acceptable payment
 - 3 Time Unit of service
 - 4,000 gp
 - A magic item worth at least 4,000 gp

Raise Dead

When cast this spell brings one dead person back to life per the rules in the Players Handbook. The body must be intact per the rules for the spell and the character returns with 1 hp. Mark 500 gp off the sheet of the character or characters who pay for the spell component.

If cast immediately after the PC's death he may continue with the scenario normally and receive his

full share of xp and gp at the end. Mark on the Adventure Record that the character was raised and set his starting experience total to the halfway point of next lowest level. He will then add the xp earned in the scenario to that new starting total.

If cast at the end of the adventure the PC receives xp and gp up to the point he died. Mark on the Adventure Record that the character was raised and set his starting experience total to the halfway point of the next lowest level. He will then add the xp earned in the scenario to that new starting total.

Reincarnate

The nature of the Living Greyhawk campaign necessitates some table rules for this spell, as listed here. When this spell is used, the following table rules must be observed:

- Reincarnate may only be cast during a scenario by either another character, or an NPC druid with that spell prepared who appears in the adventure text.
- Before the roll is made, the character's player must authorize the casting of the spell.
- A single roll is made to determine the type of creature the character is reincarnated as. The player must abide by the result of the roll.
- No modifiers to the rolls are allowed.
- The DM and at least one other player must witness the roll.
- If the result of the reincarnation is a creature other than a human, halfling, gnome, or elf, the character is immediately and permanently removed from the Living Greyhawk campaign.
- If the roll is a "100," the character retains its current race.
- Reincarnate may only be cast on characters or cohorts.

Resurrection

When cast this spell brings one dead person back to life per the rules in the Players Handbook. The caster must have a part of the body from after the person died and the character returns with full hp's. Mark 500 gp off the sheet of the character or characters who pay for the spell component.

If cast immediately after the PC's death they may continue with the scenario normally and receive full xp

and gp at the end. Mark on the Adventure Record that the character was raised and set his starting experience total to the halfway point of the next lowest level. He will then add the xp earned in the scenario to that new starting total.

If cast at the end of the adventure the PC receives xp and gp up to the point he died. Mark on the Adventure Record that the character was raised and set his starting experience total to the halfway point of the next lowest level. He will then add the xp earned in the scenario to that new starting total.

True Resurrection

This spell is very hard to find from an NPC in the Living Greyhawk Campaign. It is only available in a scenario if the scenario contains a NPC who can cast it and the scenario specifically states that the NPC will cast it for PCs. Otherwise, this spell is only available from the NPC if the player has campaign documentation allowing it to be cast. This documentation will only come in higher level events as a reward to notable and worthy heroes. This spell may be cast by PC casters as normal once they reach high enough levels.

If cast immediately after the PC's death they may continue with the scenario normally and receive full xp and gp at the end.

If cast at the end of the adventure the PC receives xp and gp up to the point he died.

Wish

Wish is one of the most powerful spells and also one of the easiest to abuse in the 3rd edition game. The following list contains the rules for using the Wish spell in the Living Greyhawk Campaign.

The Wish spell may do any of the following:

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's from a prohibited school.

- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects must be cured of the same type of affliction. For example, the character could heal all the damage the character's party has suffered, or remove all the poison effects from the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and SR.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. For example, the wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and SR.

The caster may not use the option to wish for something beyond the list above. He must choose something from that list when the spell is cast. He may also not use a Wish spell to cast a spell that is banned in the Living Greyhawk Campaign.

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells). When a wish duplicates a spell that has an XP cost, the character must pay 5,000 XP or that cost, whichever is more. When a wish duplicates a spell with a material component that costs more than 10,000 gp, the character must provide that component.

Class Guidebook Spells

Beget Bogun

This spell creates a small animate creature that accompanies a druid on his adventures. It is sort of like a wizard's familiar with a few twists. The druid may only have one Bogun at any one time. When created the caster must pay all applicable costs.

Remember even though an inanimate object, the Bogun is still a creature of nature and should be treated with respect by its druidic creator. If mistreated it will vanish and the druid may suffer penalties next time he calls upon his god for a favor (DM's discretion).

Genesis

This spell cannot be cast in the context of a normal game. If you wish to use this spell contact your meta-regions Circle rep for further rules on how to handle it. It will require a special mission and considerable time.

Mass Awaken

As the Awaken spell with the following changes.

- The caster may "Awaken" as many animals as he wants up to a maximum of 3 per caster level not to exceed a HD total equal to his caster level.
- It costs 1 Time Unit no matter how many creatures are awakened.
- It works just like Awaken in all other regards.

True Reincarnate

This spell may only be cast by a NPC when specifically stated in the scenario being played. As Reincarnate with the following changes.

- You may roll twice instead of once on the Reincarnation table and pick which result you will choose. If both choices are not playable in the Living Greyhawk Campaign your character is removed from play.
- Unlike Reincarnate, you do not lose a level when this is cast upon your character.
- Make sure to deduct 1,000 xp from the casters experience total.

Weapon of the Deity

A full list of gods and their associated spell abilities can be found on the Living Greyhawk Campaign website at www.living-greyhawk.com in the Files section.

Item Clarification

Due to the nature of Living games, some items need some changes to work properly within the framework of the Living Greyhawk Campaign. There are also some basic ground rules that we will go over below before getting into specific spells.

- No item may generate an effect that extends beyond the end of the play session unless campaign documentation exists to allow it.
- In a multi-round scenario, an item's effect may extend into the next rounds if appropriate (DM's call).
- It is the players responsibility to have this document with him when using any of the items contained below. Be proactive and be prepared. Your DM will appreciate it.

Bracelet of Friends

This item needs a few small clarifications due to its ability to bring outside things into a scenario.

- The Bracelet is a charged item that starts with 7 charges.
- When one of the charms is keyed to a PC the owner of the Bracelet makes a note of it on the back of the AR Record where the Bracelet was purchased and has the DM sign next to it.
- A PC may only be summoned by the Bracelet when they are playing at the same table with the owner of the Bracelet.
- When summoned, reduce the number of charges on the Bracelet by one and mark off the name of the person whose charm was used from the back of the AR where their name is recorded.
- This item may only be sold if it contains all 7 of its charms and none of them have been keyed to another PC.
- When the last charm is used the Bracelet crumbles into dust and is marked off your MIL sheet.

Caster's Shield

Few additional rules and clarifications on this item.

- This item when purchased does not contain a scroll already scribed upon it.
- Scribing a spell onto the back of the shield is done through Magic Item Creation (see Chapter Seven).
- Note the resulting scroll on your Master Item Logsheet as attached to the Caster's Shield and cross it off when used.

Glove of Storing

Due to the abusive nature of this item some additional rules and clarifications are needed.

- The Glove of Storing may store one single item. A longbow, loaded crossbow, torch, sword, or a shield are all examples of single items. A sack full of items, or a quiver full of arrows are not single items.
- The duration of a spell is not affected by being put in the stasis field of the glove. If a spell effect with a two hour duration is put into a Glove of Storing it expires two hours later whether you take it out of the glove or not.
- The glove functions as described in the DMG in all other ways.

Ring of Animal Friendship

This ring allows a character to bring animals along on an adventure per the rules for the Animal Friendship spell. Animals controlled by this ring must be added into the APL calculations for the party even if the user of this item is a druid. See page 28 for the chart and details and how they affect the Average Party Level of the group. This item allows up to 12 HD of animals to be brought along and does not stack with any HD of animal companions from a character's classes.

Spell Storing Items

Several magic items allow you to store a spell for later use. Some examples are Ring of Counterspells, Ring of Spell Storing, and the Spell Storing weapons special ability. In the Living Greyhawk Campaign these items

always start empty at the start of a new scenario. A charged Spell Storing device may carry over to the next round in a multi-round event.

Benefits from Nonadventuring Activity

Heroes are skilled people. Some have the ability to expand their personal wealth without adventuring. The creation of magical and mundane items needed or desired by the commoners and nobility of the Flanaess is not as potentially lucrative as adventuring, but is definitely safer. While your character is primarily an adventurer in the Living Greyhawk campaign, it does have the opportunity to make some extra coin every now and then using his professional and craft abilities.

Due to the worldwide nature of the Living Greyhawk campaign, the following rules override most of the rules presented in the *Player's Handbook* regarding the creation of items or generation of gold pieces for work while using the following skills and feats: Alchemy, Craft, Perform, Pick Pockets, Profession.

Fundamentally, each of these skills gives you the opportunity to increase your character's wealth by virtue of skill, knowledge, or craft after the play of a Regional Living Greyhawk adventure that is set in your current home region. Just how this is done is dependent on the individual skill. After each Regional Living Greyhawk adventure, a character may attempt to create extra gold via one of the following skills.

Using these skills or professions during a scenario is allowed but does not increase the maximum gold earned cap for the APL played at.

Skills

Alchemy: You can practice your trade and make a decent living, earning your check result in gold pieces when you spend 1 TU immediately after playing a Living Greyhawk Regional adventure set in your current home region. You may only spend 1 TU per adventure this way. An alchemist's lab grants a +2 circumstance bonus on these checks. You may neither take 10 nor take 20 on this check.

Craft: You can practice your trade and make a decent living, earning half your check result (rounded down) in gold pieces when you spend 1 TU immediately after playing a Regional Living Greyhawk adventure set in your current home region. You may only spend 1 TU per adventure this way. You must own a set of artisan's

tools in order to practice your trade. Masterwork artisan tools grant a +2 circumstance bonus on these checks. You may neither take 10 nor take 20 on this check.

Perform: You find the best place to practice your art for both coin and admiration (usually the most prosperous or cultured settlement in your region). Spend 1 TU immediately after playing in a regional Living Greyhawk adventure set in your current home region. You gain the following results based on the DC you succeed:

Lower than DC 10: You're panned. You earn nothing.

DC 10: Routine performances. You earn 1d4+1 gp.

DC 15: Enjoyable performances. You earn 1d8+1 gp.

DC 20: Great performances. You earn 3d6+3 gp.

DC 25: Memorable performance. You earn 1d6 pp. Your fans ask you to stay. You may spend another TU and gain another perform check with a +2 circumstance bonus. That check will be your last until you play another Living Greyhawk Regional adventure in your current home region, despite the results of that check.

DC 30: Extraordinary performance. You earn 3d6+3 pp. You may spend another TU and gain another perform check with a +4 circumstance bonus. That check will be your last until you play another Living Greyhawk Regional adventure in your current home region, despite the results of that check.

You may neither take 10 nor take 20 on this check. Unless you succeed at your check at DC 25 or DC 30, you may only spend 1 TU to gain coin in this way. If you succeed at your check with those two higher DCs you may only spend 2 TUs total to gain coin by way of your performances.

Pick Pockets: Taking wealth from those you meet: that's how you make your money. Every good pickpocket knows that the best scores come consistently to those who watch, wait, and then strike when the time is right. After you play in a Living Greyhawk Regional adventure set in your current home region you may immediately spend 1 TU to scope out and strike on scores.

The Safe Score

DC 9 or less: You are caught, and you may be arrested. Succeed at a Bluff check (DC 12) or you lose 2 more TU (total 3 TUs) from imprisonment. If imprisoned you gain no coin or other benefits until released.

DC 10 to DC 14: Failure. Spend your 1 TU, and gain no coin.

DC 15: Small success. Gain 1d3 gp.

DC 20: Success. Gain 3d6 gp.

DC 25: Great success. Gain 3d6+5 gp.
DC 30: More than you dreamed. Gain 3d6+20 gp.

The Typical Mark

DC 14 or less: You are caught, and you may be arrested. Succeed at a Bluff check (DC 15) or you lose 4 more TU (total 5 TUs) from imprisonment. If imprisoned you gain no coin or other benefits until released.

DC 15: Minimal success. Gain 1d6 gp.
DC 20: Some Success. Gain 3d10 gp.
DC 25: Success. Gain 3d10+5 gp.
DC 30: Great Success. Gain 3d10+20 gp.
DC 35: More than you dreamed. Gain 3d10+40 gp.

The Overking's Jewels

DC 19 or less: You are caught, and you may be arrested. Succeed at a Bluff check (DC 25) or you lose 6 more TUs (total 7 TUs) from imprisonment. If imprisoned you gain no coin or other benefits until released.

DC 20: Light Success. Gain 3d10+5 gp.
DC 25: Some Success. Gain 3d20+20 gp.
DC 30: Success. Gain 3d20+40 gp.
DC 35: Great Success. Gain 6d20+50 gp.
DC 40: More than you dreamed. 6d20+80 gp
DC 50: More than anyone dreamed. 6d20+120 gp.

You may neither take 10 nor take 20 on this check. You may only spend 1 TU to gain coin in this way.

Profession: You can practice your trade and make a decent living earning half your check result (rounded down) in gold pieces when you spend 1 TU immediately after playing in a Regional Living Greyhawk adventure set in your current home region. You may only spend 1 TU per adventure in this way. You may neither take 10 nor take 20 on this check.

Chapter Seven: Magic Item Creation

In the old days of the campaign to create a magic item using the feats your character chose was a long process and usually required traveling. Now we have incorporated those rules into this document and you can now create magic items at the table you play at. You fill out the paperwork for what you want to create in-between playing and then have the judge of your next game sign off on it. Simple and easy. So read on about the wonderful things your character can create.

Basic Rules

While playing in any core, regional set in the character's home region, or meta-regional adventure set in the character's home metaregion, characters that possess Item Creation feats may elect to spend additional time units in the creation of magic items. What they can create is detailed below as well as the rules that must be followed when doing it.

The following are rules that apply to all Magic Item Creation.

- You cannot create any item that bestows a negative level upon its bearer if they are good.
- Charged items are always created with a full charge.

Brew Potion: A character with this feat can brew potions from Table 8-18 in the *Dungeon Master's Guide* that he meets the prerequisites for. He may also brew a potion from an Adventure Record that he meets the prerequisites for. If the character has campaign documentation allowing the creation of other non-standard potions he may brew those if he meets the prerequisites.

Craft Magic Arms and Armor: A character with this feat can create items from DMG Tables 8-3 thru 8-17 using the following rules

- Any weapon, ammunition (lot of 50), or shield/armor up to a +1 enchantment bonus can be created if the character meets the prerequisites for it.
- If the caster has access to purchase an item or enhancement to an item from DMG Tables 8-6, 8-7, 8-15, and 8-16, then he may create it if he meets the prerequisites for it. So for example if the caster had access to purchase a +2 flaming longsword he

could then turn around and Craft a +2 flaming falchion.

- If the caster has campaign documentation that allows the creation of an item he may create that item if he meets the prerequisites for it.

Craft Rod, Craft Staff, Craft Wondrous Item, Forge Ring: A character with one of these feats can create items from DMG Tables 8-19, 8-20, 8-26, 8-28, 8-29, and 8-30 using the following rules.

- Any item that has a Market Price of 2,000 gp or less can be created if the character meets the prerequisites for it.
- For items over 2,000 gp in value, the caster may create them if he has access to purchase that item from a campaign approved source and he meets the prerequisites for it.
- For items over 2,000 gp in value that the caster cannot purchase he may make that item if his caster level exceeds that needed to make the item by 2 and he meets the prerequisites for it.
- If the caster has campaign documentation that allows the creation of an item he may create that item if he meets the prerequisites for it.

These rules simulate the fact that just because you take a feat, it does not instantly grant you the knowledge to make everything. While at the same time taking into account that as casters go up in levels they just naturally learn how to make certain items.

Scribe Scroll: A caster can scribe a scroll of any spell that he currently knows. For wizards this is any spell in his spellbook. For sorcerers and bards this is any spell they know. For all divine casters it is the spells they have access to. These scrolls may incorporate meta-magic feats that the creator has if he wishes.

Craft Wands: A caster can create a wand of any spell that he currently knows up to 4th level. For wizards this is any spell in his spellbook. For sorcerers and bards this is any spell they know. For all divine casters it is the spells they have access to cast based on their divine casting class. These wands may incorporate meta-magic feats that the creator has if he wishes. Remember that the meta-magic feats cannot push the spell level past 4th as that is the maximum for wands per the feat.

Some Nuts and Bolts

So now you know what you can create. Lets get into the nitty-gritty of actually figuring out what it is going to cost you.

When you create an item you spend 3 things.

1. Gold Pieces. Generally you spend half the market price of the item you are creating in its creation. There are exceptions and items that cost more but this is a general rule. Some items have material components as well that must be provided or purchased at full price.
2. You spend experience points. Creating an item of power takes a bit from you and you must spend some xp to represent this. Remember you cannot spend enough xp to cause you to lose a level.
3. Time. It takes time to create items for yourself and this is represented by spending Time Units. The more expensive and powerful the item, the more TU's you must spend to make it.

For each Time Unit spent your character gains up to five days to create magic items. During any of those days you may create, at most, one magic item worth no more than 1,000 gp market value. You may spend multiple days crafting a single item, if the market value of that item necessitates it. You may even spend more than one TU crafting an item if, and only if, you are creating a single powerful item, and the market value of the item you wish to create necessitates spending extra TU's to create it (the item's market value is more than 5,000 gp). Any left over days that you do not use for magic item creation are lost. For example, if you craft an item worth 8,000 gp, you would spend 2 TU's and make that one single item. You cannot save any leftover days for later use.

For every 2 gp worth of items you wish to create, you must spend 1 gp from your character's coin value and for every 25 gp of items created, you must spend 1 xp when you create the item. If the item has a material component then you must either supply it or spend full gold for it (example. Crafting a +1 suit of Full Plate requires a Masterwork set of Full Plate as a component). You may not spend more gold than you currently possess, nor spend so much XP that you would lose a character level. In the case of scrolls and wands, the character can decide the caster level but must meet the minimum level required for the spell.

For example, Mialee is a 5th level wizard with the scribe scroll, brew potion, and craft wondrous item feats.

After playing an adventure, Mialee decides to spend a time unit crafting a few magic items. Upon considering, she decides to create a scroll of web (cast at only 3rd level) and two potions of fly. The scroll costs 150 gp and the potions cost 750 gp each. This brings her total up to 1650 gp. Since this is well under 5000 gp this will only cost her 1 time unit. She must also spend 825 gp out of her own pocket and spend a total of 66 xp ($1650/25=66$).

During her next adventure, she could decide to use these items, just like any other or she could sell them all back for 825 gp. Note that if Mialee sold the items back, she would get back all of the gold that she spent, but not the time unit or the xp.

After the next adventure, Mialee decides to spend some more time crafting another item. After careful consideration, she decides to create a pair of gloves of swimming and climbing. She meets the minimum requirements (she is 5th level, has access to the item, and knows the spell cat's grace). The item costs 6000 gp, so it will cost her 2 time units and hence be the only item she can create for this adventure. She must personally spend 3000 gp and 240 xp ($6000/25$).

Instant FAQ

Is the Caster Level of an item a prerequisite for making it ?

Yes. You must have a caster level equal or higher then the one listed to create a magic item using these rules.

Can I make an item off somebody else's Adventure Record ?

No. It is what you have encountered in your adventures not somebody else.

- No more than 5 items, whose market value is less then 5,000 gp total (1,000 gp per day), may be created per adventure played. Only 1 item may be created per adventure if that item's market value is over 5,000 gp. Multi-round scenarios still count as only 1 adventure.
- For items costing more than 5,000 gp, the total price divided by 5,000 (round up) is the total number of TU spent. An item that would cost 5,001 gp would require the expenditure of 2 TU.
- The character cannot be loaned money to be used in magic item creation. Nor may he create an item for another character.
- For purpose of Magic Item Creation, an item with a frequency of "Adventure" is considered a valid purchase source to qualify to make that item. Note this is to make the item not to purchase it at a later date.
- The actual item creation happens before the adventure starts. You must have a Magic Item Creation Logsheet

filled out and ready for your DM when you sit down at the table. See the next page for more on filling out the MIC Logsheet.

- The DM will note the GP and XP spent and make sure it is noted on your Adventure Record at the end of the scenario.
- It is the player's responsibility to have correct math and reporting concerning magic item creation. Flaws must be immediately corrected and may result in a 20% gp fine for the adventure in which the judge notes the error.
- Charged items must be created with the maximum number of charges allowed
- The ability to create an item not found in the DMG does not grant the ability to purchase the item outright. For example, Mialee may be able to create a potion of barkskin but this does not grant her the ability to purchase the item without campaign documentation.
- Cohorts cannot create magic items for the main character or help him meet the prerequisites for creating an item. Items created by cohorts can be loaned to the PC, but they never become a part of the PC's equipment.
- DM's choice on the tables does not equate to the ability to create something not on the table. Nor may a custom item be crafted using the custom items rules in the DMG.

Upgrading Existing Magic Items

Some items have natural progressions in power. With the right feats and prerequisites it is possible to upgrade them. To upgrade an item use the following rules.

- Upgrading works like normal Magic Creation. You may do it during any core, regional set in the character's home region, or meta-regional adventure set in the character's home metaregion.
- To upgrade an item you must meet the prerequisites to create the new item from scratch (see previous sections).
- The cost is the difference between the old item and the new item. You pay half of that in gp and 1 xp for each 25 gp just like normal.
- For each 5,000 gp or fractions thereof you spend 1 time unit. When upgrading an item you can only upgrade a single item and any leftover time is lost.
- In the case of Armor, Shields, and Weapons you may not swap powers or special abilities for other ones when upgrading unless they are on table 8-1

below. For example. A +1 frost longsword may be upgraded into a +2 Icy burst longsword or a +1 keen frost longsword but may not be upgraded into a +1 keen flaming longsword.

- As always, Campaign documentation can allow things beyond what these rules specify. See the paperwork for details..

Table 8-1: Swappable Armor, Weapon, and Shield Powers

Original Power	New Power
Flaming (+1 Modifier)	Flaming Burst (+2 Modifier)
Frost (+1 Modifier)	Icy Burst (+2 Modifier)
Shock (+1 Modifier)	Shocking Burst (+2 Modifier)
Fortification, light (+1 Modifier)	Fortification, moderate (+3 Modifier)
Fortification, moderate (+3 Modifier)	Fortification, heavy (+5 Modifier)
Spell Resistance 13 (+2 Modifier)	Spell Resistance 15 (+3 Modifier)
Spell Resistance 15 (+3 Modifier)	Spell Resistance 17 (+4 Modifier)
Spell Resistance 17 (+4 Modifier)	Spell Resistance 19 (+5 Modifier)

The following table lists items that are upgradeable and their progression. An item that is not on this chart may not be upgraded or powers swapped unless the caster has campaign documentation allowing it. If you have any questions on what can be upgraded contact your local triad for clarification.

Table 8-2: Upgradeable Magic Items

Original Item	New Item	Notes
Magical Armor +1 or better	Magical Armor +1 or more higher than the previous item	You may add an additional +1 bonus or a Special Ability from Table 8-6 in the DMG to an existing suit of armor.
Magical Shield +1 or better	Magical Shield +1 or more higher than the previous item	You may add an additional +1 bonus or a Special Ability from Table 8-7 in the DMG to an existing shield.

Magical Weapon +1 or better	Magical Weapon +1 or more higher than the previous item	You may add an additional +1 bonus or a Special Ability from Table 8-15 or 8-16 in the DMG to an existing weapon.
Ring of Protection +X	Ring of Protection X+1	-
Bracers of Armor +X	Bracers of Armor X+1	-
Cloak of Resistance +X	Cloak of Resistance X+1	-
Amulet of Natural Armor +X	Amulet of Natural Armor X+1	-
Stat boost item +2 or +4	Stat boost item +4 or +6	-

- Non-Standard items cannot be upgraded. A non-standard item is a magic item that has an ability not normally present in the DMG description of the item and/or additional rules to it. An item made of a special material is a standard item. So for example, a Cloak of Resistance +2 that also gives a +10 to hide is a non-standard item while a +1 Mithral Chain Shirt is a standard item. We have included a chart below that lists some of the common standard and non-standard items. If you have a question on what category an item falls in please contact your local triad.

Table 8-3: Standard & Non-Standard Item Examples

Standard Item	Non-Standard Items
+1 Mithral Chain Shirt +2 Adamantine Full Plate +1 Shadow Studded Leather +1 Chitin Breastplate	Specific Armor from DMG Table 8-8 Exception is the Mithral Shirt which works just like a normal Chain Shirt made of Mithral.
+2 Large, Turtle Shell Shield +1 Large, Darkwood Shield	Specific Shield from DMG Table 8-9.
+1 Adamantine Longsword +1 Frost, Shock Heavy Mace	Specific Weapon from DMG Table 8-17
Cloak of Resistance +1 Bracers of Resistance +3 Cloak of Protection +2	Sword of the Rogue, Mace of Peron, or any other item that advances based on non-DMG criteria.
Ring of Protection +2 Bracers of Armor +3 Gloves of Dexterity +4	Any Item from Table 8-28, 8-29, 8-30 in the DMG with an additional power added to it.

- As always, Campaign documentation can allow things beyond what these rules specify. See the paperwork for details..

Using the Magic Item Creation Logsheet

Before creating magic items you must print out and complete a MIC Logsheet prior to play. The next page contains a sample sheet filled out for you already. You can find a blank one in the files section of the LG website at www.living-greylhawk.com. Filling in the Logsheet is easy.

Item Name: Is the name of what you are creating.

DMG Market Value: Is the Market Value from the DMG or Adventure Record for the item you are making.

GP, XP, and TU Spent: The amount that was spent on this item. If you create 4 items then the TU spent for each one would be 1/4.

Scenario Name: Name of the Scenario you created these items before.

Access: Where you gained access to make this item. It could be default for basic items everybody knows or a AR # for a scenario you gained access to the item. If a meta-group then write in META.

Special Notes: For notes on meta-magic feats used or increased caster level of the item.

The totals at the bottom are calculated and you are ready to go. You will staple this to your Adventure Record once signed by the DM and add the items to your Master Item Logsheet. In the Found and Acquired spots on your Master Item Logsheet put the AR # that the sheet is stapled to.

Notes to the Dungeon Master

The player is required to have his MIC Logsheet filled out and ready before play. If he does not or it is not in order you are within your powers to deny him creating any items before the current scenario.

When the player hands you his MIC Logsheet verify quickly that the totals are correct and that the player has met the prerequisites for the item. The player should have the necessary books with him to back it up. This process should be quick and done in 4-5 minutes.

Creating Magic Items before an adventure should not detract from the adventure or the other players at the table. If the slot you are playing in is running behind to start, you may verify totals at the end of the adventure if you so choose. If the player has his stuff in order then do your best to accommodate them but do not waste your time and the time of others at the table on somebody who is not prepared.

Table 8-4: Chart of Costs for Common MIC Items

Scroll Costs

Spell Level	Minimum Caster Lvl	Base Cost	Cost/Level Above Min
1 st	1 st	25	+25
2 nd	3 rd	150	+50
3 rd	5 th	375	+75
4 th	7 th	700	+100
5 th	9 th	1125	+125
6 th	11 th	1650	+150
7 th	13 th	2275	+175
8 th	15 th	3000	+200
9 th	17 th	3825	+225

Wand Costs

Caster Level	Spell Level			
	1 st	2 nd	3 rd	4 th
1 st	750	-	-	-
2 nd	1500	-	-	-
3 rd	2250	4500	-	-
4 th	3000	6000	-	-
5 th	3750	7500	11250	-
6 th	4500	9000	13500	-
7 th	5250	10500	15750	21000
8 th	6000	12000	18000	24000
9 th	6750	13500	20250	27000
10+	7500	15000	22500	30000
	+750/lvl	+1500/lvl	+2250/lvl	+3000/lvl

Magic Item Creation Logsheet

Version 1.0 for the Living Greyhawk Campaign

Character Name: _____ Player Name: _____ Player RPGA #: _____

Item Name: Scroll of Web	DMG Market Value: 150 gp	XP Spent 6	TU Spent 1/3	Special Notes: None
Scenario Name: Fear the Darkness (Veluna Regional)	GP Spent 75 gp	Access: Default		

Item Name: Potion of Fly	DMG Market Value: 750 gp	XP Spent 30	TU Spent 1/3	Special Notes:
Scenario Name: Fear the Darkness (Veluna Regional)	GP Spent 375 gp	Access: Default		

Item Name: Wand of Magic Missiles	DMG Market Value: 750 gp	XP Spent 30	TU Spent 1/3	Special Notes:
Scenario Name: Fear the Darkness (Veluna Regional)	GP Spent 375 gp	Access: Default		

Item Name:	DMG Market Value:	XP Spent	TU Spent	Special Notes:
Scenario Name:	GP Spent	Access:		

Item Name:	DMG Market Value:	XP Spent	TU Spent	Special Notes:
Scenario Name:	GP Spent	Access:		

Total GP Spent: 825 gp

Total XP Spent: 66 xp

Total Time Units Spent: 1

Attached to Adventure Record #: 39

Judges Signature: Joe Schmoo

Judges RPGA #: 123456

Chapter Eight: Running a Living Greyhawk Event

So you want to judge a Living Greyhawk event? This is your section. We will cover everything you need to know as a judge. This includes what you can and cannot do, how to handle the paperwork, and where to turn if you need a ruling or have a problem.

Before you Begin

Before you begin to even think about judging a Living Greyhawk event, make sure you are familiar with the basics of D&D 3E rules. Make sure you have also read the other chapters of this document to know the rules that are specific to LG. Without a working knowledge of the basic rules (movement, actions, skills, combat, attacks of opportunity, etc.), you should not consider judging. If you are familiar with the rules, however, you should definitely volunteer your time and energy as a judge. The rewards of running a successful game, either at a convention or for a group of friends at home, are limitless.

Once you decide to judge, the next thing you will need to do is get a copy of the LG-sanctioned module. If you are judging at a game day or convention, the coordinator of the event will send you the module. If you are running a home game, you can order the module from the RPGA website.

You may have the chance to play the module before you have to run it. For a convention, this is called a "slot 0" (since it is a game that takes place before slot 1 of the convention). Playing the module before running it can be a great tool in experiencing the module from a player's point of view as well as seeing how another judge handles the module.

Whether or not you play the module, it is imperative that you thoroughly and carefully read the module before you run it. Failure to read and study the module before running the game will, in most cases, ensure problems. When you receive the module, we suggest taking the following steps:

1. Read the module through from front to back.
2. Read the module again, making notes about potential problem areas, such as unfamiliar rules, tricky role-playing encounters, unclear portions of the module, etc. Review any new material in the module, and review any unfamiliar rules, spells, monsters, or items.

3. Run a mock battle in each encounter at each of the APLs. This will ensure you don't miss anything important regarding the monsters' or NPCs' spells and items when you run the module for the actual PC party.
4. Make a chart showing how the PCs get from one encounter to another during the game. Some modules, particularly investigative ones, may have weak links between encounters, so you need to know how the PCs can navigate the challenges of the module.
5. Make maps for any tactical areas, especially areas where battles will occur. Maps are often provided with modules, but sometimes they are not.
6. Rehearse playing important NPCs, especially if personality traits are not given.
7. In some cases, you may know ahead of time what APL your table will be using. In these cases, you can focus your preparation specifically to one APL tier rather than all of them.
8. Make cheat sheets or crib notes. Having all the monsters or NPCs on one sheet of paper will save you from having to flip between pages during the game.

At the Table before the Game

When the time for the game arrives, set yourself up in the play area where all players can see and hear you. Arrange your books, dice, maps, etc. so that everything is within easy reach. You should have the following items:

- the module, including handouts, maps, appendices, and your notes
- the Adventure Records for the module
- a tactical map and objects to represent NPCs and monsters
- the RPGA scoring pack

The first few pages of the LG-sanctioned module will cover some rules: how to figure APL for the game, how to handle animals owned by characters, and others. Follow the correct procedure for these according to the module. The following is a list of questions you will want to ask your players before the module starts:

- What level are the characters?

- Do any of the characters have cohorts they plan to bring?
- Do any of the characters plan to bring animals that are not gained via a class feature?
- Do any of the characters have special certs, curses, spells, restrictions, or other things that you need to know about before starting the module? (Anything special should be certified.)
- Do the players want to vote for the best player at the end of the module? (Certain conventions or game days may have a policy on the types of voting that can be done, so check with the convention coordinator.)
- What lifestyle is each character going to buy during the module? Are any going to attempt to live off the land?
- Do any characters have any ongoing conditions from a previous module, such as damage that was not healed or ability point loss?
- What spells are the spellcasters going to have memorized at the beginning of the module?

During the Game

Once the game has begun, your role as Living Greyhawk judge begins in earnest. You now have a huge responsibility. You are the actor who will play all the NPC roles. You are the judge who will rule on PC actions. You are the eyes and the ears of the characters, telling them everything they sense. Remember that at the table you are not really a DM anymore; you are a judge. It is important to follow the parameters set by the module to the best of your ability. Instances will arise when you will need to invent details that are not covered in the module; however, you must attempt to keep within the spirit and the letter of the module. Here are some other tips and guidelines:

- Ask the players to use a “tent” if possible to give information on their characters, their own names, and their RPGA numbers. This will assist you and the players in communicating with each other.
- Do not make extraneous or out-of-game comments about the module. Resist the urge to complain about the module or tell stories about what happened when you played the module. Make the game as fun for the players as you can.
- Quickly get a feel for the players and the characters. Try to tailor the adventure to the type of players that you have. Be aware of

younger players. Identify players who try to dominate a table.

- Remember that the PCs are the heroes (or anti-heroes) of the story. Allow them to be so. Give them some leeway in doing what they want within the game. This does not mean you should let them do anything they want. It simply means that they are playing the game to have fun, so let them have fun.
- Do not go out of your way to punish or kill characters. Character death and other unpleasant situations will occur without any special effort on the part of a judge. Be fair.
- Do not go out of your way to make it easy on the players. Part of the fun and challenge of the game is to overcome obstacles. If the players feel that there is no risk, they may enjoy the game less.
- You have the right to apply circumstance modifiers to situations not covered in the rules. While these circumstance modifiers should generally range between +2 to -2 on die rolls and difficulty classes, judges have the right to apply more drastic penalties and bonuses based on the situation.
- Judges who find problems with players' behavior, character documentation, or other issues are well within their rights to refuse to let a player stay at the table, confiscate character sheets and adventure records, or report incidents to the region's Triad. Each Triad will have a policy for dealing with such incidents—check with your Triad for these policies. See the final section of this chapter for further details.

In rare cases, a third-party mediator may be necessary to settle disputes. At a home game, the judge has the final say. If problems arise at a convention or game day, either the convention coordinator or an individual named by the convention coordinator will be in charge of making final decisions. The goal for problems is to resolve the situation at the table and keep conflicts from carrying over past the convention or game day.

At the Table after the Game

When the game has been completed, two things can be done simultaneously. The players can fill out the RPGA Player's Summary sheets while you calculate experience point and gold piece rewards from the charts at the end of the module. On each of the Adventure Records, fill in the experience point and gold piece rewards that the PCs earned during the

game. Cross out anything on the AR that the PCs did not earn. When you have completed this step, hand out the Adventure Records to the players. More details on the Adventure Record can be found in Chapter Four.

The players will have a chance to review and fill in the Adventure Record. They must do the paperwork at the table. While they are doing the paperwork on the ARs, you can collect the voting sheets and begin to put together the RPGA Scoring Packet (discussed below). The players will fill out the AR, tally resources consumed during the adventure, pay Upkeep, resolve special issues from past certs, calculate new XP and GP totals, and decide if they are going to purchase any items from the AR. Do not sign the ARs until you have checked everything on each, especially the calculations and resources spent.

If you have the time, reviewing players' complete paperwork (past ARs, MILs, etc.) is recommended after a game. This helps catch potential problems, gives important instruction to players in proper record keeping, prevents rampant cheating, and makes the entire campaign run more smoothly.

RPGA Paperwork

Detailed instructions regarding RPGA paperwork are included on each of the scoring packs. Below is a summary of important points:

- The table may choose to vote for a table winner (Vote), not vote at all (No Vote), or give scores for the judge and the scenario (Partial Vote/Judge Assessment).
- Fill in the top of the RPGA Network Tournament Score Sheet. The Group Rating Score can be figured by using the chart included with the scoring packet. The score will range between 6 and 30.
- Even if the table chooses not to vote, they should still fill out the top section of the RPGA Network Tournament Score Sheet.
- If the table chooses to vote for a table winner, rate the players yourself and put them in order on the RPGA Network Tournament Score Sheet, with your top rated player in position #1 and going in descending order. Include RPGA numbers for the players. Also put in your name and RPGA number on the line for the Judge.

- Rate the scenario using the chart included with the scoring packet. The score will range between 3 and 15.
- Collect all of the Player's Summary sheets and make sure each has been completed with all information.
- Transfer the player votes onto the RPGA Network Tournament Score Sheet.
- Transfer the players' scenario scores onto the RPGA Network Tournament Score Sheet.
- Transfer the score for the judge onto the RPGA Network Tournament Score Sheet.
- Tally all of the totals for the Judges Score, the Scenario Score, and each of the Player Scores.
- Assign the places to the players based on Total Score for each of the players. In the case of a tie, the player rated higher by the judge is placed higher.

What you Can and Cannot do as a Judge

While the most important job as an LG judge is running the game to make it fair and fun for the players and completing the accompanying paperwork, you must remember that you are also an administrator in a huge Living campaign. This job gives you some additional powers, rights, and responsibilities:

- If you feel that the player's documentation or character is incorrect or invalid, you should sit down with the player and do an audit. The key elements to check are the magic items on the MIL, the gold piece and experience point totals, and the acquisition of any non-core items, feats, spells, etc.
- If you find that there is a problem, you should help the player correct the problem.
- If a player's Magic Item Log (MIL) is too full or too incomprehensible, you can make the player re-write the MIL so that it is readable and easier to audit.
- If you find items on the Magic Item Log (MIL) that cannot be tracked back to correct documentation, you should remove that item from the MIL.
- If you suspect cheating is taking place, you should contact the convention supervisor or Triad member if these people are available.
- If several discrepancies are found with a player's character and/or paperwork, you can seize the character, adventure records, and

MIL. These should immediately be given to the convention coordinator or Triad. If this happens, the character is out of play until the matter can be resolved.

- If a player cheats during a game, you have the right to remove that player from the game. The player should be given the AR with the experience and treasure that the character has earned up until that point. You also have a right to deny the player's character experience points or treasure from the game if those points and treasure were gained through cheating.
- If a player is causing problems during a game, you have the right to remove that player from the game.
- If a PC purposefully attacks another PC, that character should be immediately removed from play. See the FAQ in Chapter Nine for more details on how to handle this.
- If the PC performs an act that is blatantly and incontrovertibly evil, you may remove that character from play. For such a drastic move, though, the act must be blatant. Warnings can be given to prevent such problems from occurring.
- At the table, the judge is the final authority. A player can appeal a judge's rulings to the convention coordinator or his designated appeals judge if he is unhappy with your ruling. If there is no coordinator or appeals judge, then the table judge's decision is final. So think hard when you make a decision. It could have far-reaching effects on that player and the campaign.
- While you have these rights, you must remember that you are there to make sure the players are having fun. Let them play their characters as they see fit and be the heroes. Work with them to make the game fun and memorable.

Chapter Nine: Living Greyhawk FAQ

Before we go into some of the commonly answered questions we need to go over which books are actually official for the Living Greyhawk Campaign.

The current printing of the following books, and their published errata, are considered "Core" for the campaign:

- *Player's Handbook*
- *Dungeon Master's Guide*
- *Monster Manual*
- *Living Greyhawk Journal – Campaign News*

The following sources of material, and their published errata, may be used in the campaign but require some sort of campaign documentation to be used by a player. Also any book or article other than the 3 core books listed above must be brought to the table by the person wanting to use it.

- *Sword & Fist*
- *Defenders of the Faith*
- *Tome and Blood*
- *Song and Silence*
- *Masters of the Wild*
- *Monster Manual II*
- *Living Greyhawk Journal Articles*

The following FAQ's are used and considered official for the Living Greyhawk Campaign. They can be found on the D&D website at www.wizards.com. Anything in this document trumps the FAQ's list below.

- Main D&D FAQ
- Monster FAQ
- *Sword and Fist* FAQ
- *Defenders of Faith* FAQ
- *Tome and Blood* FAQ
- *Song and Silence* FAQ
- *Masters of the Wild* FAQ

Sage Advice may be used by a DM to help clarify a rule but is not official for the campaign until it shows up in one of the FAQ's listed above.

The LG FAQ as listed in this document and kept current on the Campaign website (<http://www.living->

[greyhawk.com](http://www.living-greyhawk.com)) is official for the campaign. Anything in this document trumps the FAQ's list above.

Now on to the Frequently Asked Questions and the campaigns answers to them.

Campaign Rules

Q: When am I allowed to spend Time Units from next year?

A: You may not spend TU's from next year unless one of two things happens.

1. Something in a module specifically forces you to spend a certain amount of Time Units.
2. You have campaign documentation allowing you to spend TU's from next year.

Obviously if you spend TU's from next year your TU total does not reset to 52 on the 1st of a new year.

Q: How many evil acts before my character is taken away?

A: Varies. There is no set number to how many evil acts it takes to change your alignment. It is up to the DM. He is to note those acts in the play notes section of your Adventure Record. Once enough of them add up you are evil and removed from the campaign. If you do something bad enough he can deem you evil on the spot and turn your character into an NPC thus removing him from the campaign. You can of course appeal this decision to your local triad but do not expect to win this argument often. For those worried about this I have one suggestion. DO NOT DO EVIL ACTS. Pretty easy rule to follow.

Q: When I lose a level how do I determine what class I lose a level in?

A: When you lose a level you lose the last one gained.

Q: My paladin's mount was killed. Chapter Six says I must wait until 52 Time Units of play have passed. If I have 26 Time Units left at the end of the year do those count towards that 52?

A: No. 52 Time Units of play means you must actually spend 52 Time Units before replacing it. Having leftover Time Units does not count as spending them.

Q: If I live near the border of another region can I rent a hotel room over the border and run events for me and my friends ?

A: No. A regional (or meta-regional) scenario must be run by a Judge from that region (or meta-region). So if you could find a judge over the border to run them for you then this would be acceptable. The only exception to this ruling is Conventions which may use judges from other regions in their judge pool.

Q: What are the 'Big 3' shows that I keep hearing about and why can regionals not run at them ?

A: The 'Big 3' shows are Winter Fantasy, Origins, and GenCon (all 3 of them). They are national showcases for the campaign and thus do not count as a regional show. They are given special events that either only run at those shows or are altered before being released to the rest of the campaign. So it would not be fair to give them a special event and let them have regional events as well.

Character Creation

Q: The FAQ just came out and clarified one of my feats. Can I get rid of it and pick another one ?

A: No. You may not change feats, skills points, spells known, or anything else because something changes or some new cool item or rule comes out. Choose carefully when you pick things for your character because you cannot go back and change them.

Q: *When I earn enough xp to gain a new level can I delay taking that level until a later date ?*

A: No. If the xp total in your Final Total XP box on your Adventure Record is enough to gain a new level, then you must take that level before you can play that character again.

Q: *When gaining a level can I leave a feat slot empty or not spend skill points until later ?*

A: No. When you gain a level you must follow the chart under Level Advancement on pages 144-146 in the Player's Handbook in the exact order it shows before you next play that character.

Q: Can my wizard copy a Class guidebook spell out of another PC's spellbook and have it noted in the Play Notes section on my Adventure Record ?

A: No. You must have campaign or regional documentation to have a spell from a non-core source. A note in the Play Notes section of your Adventure Record does not qualify.

Q: Does my character have to carry all his possessions with him at all times ?

A: You can leave things at home when you adventure. If you do so they must be clearly labeled on your Master Item Log sheet and/or character sheet. It is also common courtesy to inform your DM that you are leaving things at home. If you leave things at home then you cannot use the 'Charity of Friends' clause because you have to lose everything you own.

Q: I worship a deity with the "War" domain. If my deity's favored weapon is exotic do I gain the exotic weapon proficiency in it ?

A: No. If you are not proficient in it then you must still spend a feat to avoid taking a penalty while using it. If a deity's favored weapon has both a martial and exotic version you do gain the martial version. An example would be the Bastard Sword or the Dwarven Waraxe

Q: Does Weapon Focus in Longbow also apply to Composite, Longbows ?

A: No. They are different weapons and require a separate feat for each one.

Item Purchase

Q: Does "DM's Choice" that shows up on several tables in the DMG give me access to items not on the list ?

A: No. When something gives you access to items on a table in the PHB, DMG, or other source, it only gives you access to exactly what is on that table. Nothing else.

Q: Can I purchase scrolls and potions from the DMG at a higher caster level than the minimum ?

A: No. All scrolls and potions purchased from the DMG are at the minimum caster level required to cast the spell. The only exception to this is campaign documentation stating otherwise.

Q: Does the enhancement bonus given to materials made from Mithral or Adamantine count towards the requirement of having a +1 enhancement bonus or higher to add special abilities to armor, shields, or weapons ?

A: No. A sword, suit of armor, or shield must have at least a +1 enhancement from magical enchantment before a special ability can be added to it for purchasing or Magic Item creation purposes.

Q: Can I make my Mithral Chain Mail Masterwork and does the bonuses from being Masterwork stack with the benefits for it being Mithral ?

A: Yes and Yes. For an additional 150 gp (or 300 gp for weapons) you can make your Mithral or Adamantine Armor/Shield/Weapon Masterwork. The bonus for being Masterwork does stack with the bonuses inherent in the material used to make it.

Q: Do items made of Mithral or Adamantine have to be Masterwork to be enchanted ?

A: No. The quality of the material is already high enough to except enchantment. You can of course have a +1 Masterwork Mithral Chain Shirt if you wish but you could also have a +1 Mithral Chain Shirt.

Adventure Record and Master Item Logsheet

Q: If I attempt to "Live off the Wild" and fail my Wilderness Lore check can I then pay normal adventurers lifestyle ?

A: No. If you fail your check then you do not gain any of the benefits of "Living off the Wild". You are dirty

and disheveled and are considered to have picked "None" as your lifestyle cost for this event.

Q: If I convert a year one certificate over to the new MIL does it lose any special abilities it had ?

A: No. It works exactly as it did before.

Q: I have an item that grows in power as it is used. How do I determine its value ?

A: This one has two answers. If the item grows in power and stays at that higher power regardless of owner then its value is equal to its current enchantment. If the item reverts to its initial stage if the owner changes, such as with the Sword of the Rogue, then its value is always the original value of the item.

Beyond the Core Rules

Q: My character gained access to an item after my cohort's creation. Can my cohort now purchase that item when he next plays ?

A: Yes. A cohort's purchase list is the same as your characters.

Q: Can I have an NPC cast spells that are not on Table 6-3: Spell costs ?

A: No. Unless specifically documented in a scenario you cannot have an NPC cast a spell that is not on Table 6-3: Spell Costs.

Q: Must I pay upkeep for Time Units spent on MIC, practicing a skill, or plying a trade ?

A: Yes. Upkeep must be spent for any Time Units used on an Adventure Record. Campaign documentation may reduce or eliminate this cost.

Magic Item Creation

Q: In Chapter Three it states that when I have earned enough experience to gain a new level I must take it

before I play that character again. Can I create magic items before gaining that level and thus not have to take it ?

A: Yes. If you look at the bottom left of your Adventure Record you will see a box titled "Final Total XP". This is the number that is important. If the number in that box is enough to raise you to the next level you must take that level before you play that character again. It is possible to earn enough experience during the scenario to level but then spend it on Magic Item Creation so that your Final Total XP is not enough to raise your level.

Q: Is the Caster Level of an item a prerequisite for making it ?

A: Yes. You must have a caster level equal or higher than the one listed to create a magic item using these rules.

Q: Can I make an item off somebody else's Adventure Record ?

A: No. It is what you have encountered in your adventures not somebody else.

Combat

Q: Can I attack another character to inflict permanent harm or death if he is being controlled by the DM?

A: Only if it is unavoidable. If the character is under the DM's control then you may defend yourself as needed but you may still not kill the character unless you cannot avoid it (DM discretion here folks). Though the character is not himself he is still a fellow party member and killing him would be an evil act.

On the other hand, as soon as you attack another character of your own free will to cause serious physical harm, while not defending yourself, you are removed from the campaign. Obviously there are times in which you may inadvertently hurt another player through your actions. The intent behind the actions is what is important here and can only be judged on a case by case basis by the DM at the table

Chapter Ten: Contacts, Websites, & Message Boards

So you have made it this far. Good. This book and the Living Greyhawk Campaign can seem pretty intimidating to a new player at times. Fortunately the RPGA is a great organization and there are plenty of people out there who are more than happy to help you get started. There are discussion lists for each region as well as the campaign itself. From a group dedicated to nothing but discussing rules to a group for people with curses there is something for everybody. Each region also has a website stocked full of information on play opportunities, meta-campaign groups, and what scenarios are coming down the pike to play in the upcoming months.

As you already know we have broken down the campaign into regions. Each region corresponds to an area in the real world. Each region is grouped together with other regions that share a common interest into five meta-regions. Below you will find the websites, discussion groups, and point of contact for all the regions in the campaign broken out by meta-region. So find you local list and stop in and say hi. There are games probably going on closer than you think right now and a bunch of new friends who share a lot of the same interests as you waiting to meet you.

The Circle – Living Greyhawk Campaign Administration

Creighton Broadhurst
Jason Bulmahn
David Christ
Steve Conforti
Craig Hier

The Official Living Greyhawk Campaign Website: www.living-greyhawk.com

We also have several campaign wide discussion groups. We have listed several of them below for you.

Living Greyhawk Campaign Discussion Board:	http://groups.yahoo.com/group/Living_Greyhawk
Living Greyhawk Campaign News Board:	http://groups.yahoo.com/group/LG-news
Living Greyhawk Draft Rules Discussion Board:	http://groups.yahoo.com/group/lg_draft_discussion
Living Greyhawk Wotc Discussion Board:	http://www.wizards.com/lists

Unofficial Discussion Boards:

Living Greyhawk Rules Discussions:	http://groups.yahoo.com/group/Infinite_Monkeys
Living Greyhawk Writers Discussion:	http://groups.yahoo.com/group/lgwriters
RPGA Gamemaster Help Board:	http://groups.yahoo.com/group/rpga_gamemasters

MetaRegion One – The Sheldomar Valley

Circle Representative: Steve Conforti (scon40@aol.com)

The Sheldomar Valley has a long and troubled history. Once dominated by the terrible lich Vecna, it is a fertile, but war-torn place. It is a land where many of the Suel and Oeridians took refuge after the Twin Cataclysms amongst the native Flan of the region, forming the mighty kingdom of Keoland. The Valley has seen hard times lately: invasions by giants on its western borders, interference by the Scarlet Brotherhood in the south, invasion by evil humanoids of the Pomarj in the east, and the conquering of its northern most reaches by the nation of Ket. The giants have been driven out of Sterich and Ket has vacated Bissel, but Geoff and the Principality of Ulek still remain under siege. If not for the assistance of Gran March and the Yeomanry these last years, who knows how long the Sheldomar Valley would remain under the control of the forces of good.

Greyhawk Region	Website Address	Discussion Group	Point of Contact
Bissel	http://bissel.living-greyhawk.com	http://groups.yahoo.com/group/bissel	Matt Pennington mpennin@cvps.com
Geoff	http://www.rpgageoff.com	http://groups.yahoo.com/group/living-geoff	Marc Yudson marc@yudson.com
Gran March	http://granmarch.oerth.com	http://groups.yahoo.com/group/GranMarch	Michael Eshleman Greysector@hotmail.com
Keoland	http://keoland.living-greyhawk.com	http://groups.yahoo.com/group/keoland	Judy Rudolph keoland_marf_poc@yahoo.com
Principality of Ulek	http://www.livingcity.net/pou	http://groups.yahoo.com/group/PoU_Triad	Christopher Reed Fltriad@aol.com
Yeomanry	http://yeomanry.living-greyhawk.com	http://groups.yahoo.com/group/yeomanry	Kevin Freeman Madman31@mindspring.com

MetaRegion Two – Tuflik, Fals, and Volverdyva Trade Route

Circle Representative: David Christ – (wavester@neo.rr.com)

Before you adventure beckons. Disembarking from the lake of unknown depths you're drawn into the bustling mercantile city of Dyvers. Traveling through the Gnarly Forest into the heart of Old Ferrond the halls of the Viscount of Verbobonc await. All is not well here as they are the uneasy keeper of the ruin known as the Temple of Elemental Evil. Though destroyed many years ago it's legacy lingers no matter how hard the souls of good men try to forget. To the west lies the Archclericy of Veluna with its people living in harmony as Rao watches over and protect them all. Beyond the Bramblewood Forest lies Ket the crossroads between the east and west with it's strong military and deft merchants. Across the Yatil mountains lies Tusmit, home of some of the finest weapons and armor in the Baklunish lands. Settled upon the shores of the Dramidj Ocean is possibly the oldest of the Baklunish states, the Caliphate of Ekbir. Adventure, wealth and danger abound. Are you up to the task of finding it and living to tell the tale?

Greyhawk Region	Website Address	Discussion Group	Point of Contact
Dyvers	http://dyvers.living-greyhawk.com	http://groups.yahoo.com/group/dyvers	Phil Thompson Jcts@iland.net
Ekbir	http://www.ekbir.org	http://fr.groups.yahoo.com/group/lg-ekbir	Gael Richard Gael.loic.richard@wanadoo.fr
Ket	http://ket.living-greyhawk.com	http://groups.yahoo.com/group/ket	Dave Kristenson silverdak@yahoo.ca
Tusmit	http://tusmit.living-greyhawk.com	http://groups.yahoo.com/group/lg-tusmit	Daniel Mayrand Malikofvilayad@yahoo.ca
Veluna	http://veluna.living-greyhawk.com	http://groups.yahoo.com/group/Veluna-lw	Tim Sech Timsech@hotmail.com
Verbobonc	http://www.verbobonc.net	http://groups.yahoo.com/group/Verbobonc	Brad Ruby VerboboncPOC@aol.com

MetaRegion Three – Iuz’s Border States

Circle Representative: Jason Bulmahn – (iuztheevil@aol.com)

There are many in the Flanaess who believe that Iuz is a spent force. There is much recent evidence which suggests that Old Wicked has been content to merely tease the fringes of his border states as an annoyance rather than as a true threat. But it takes time to hatch new plots and spawn unmentionable offspring; and time to delve deeper into the darkest places, and create armies that will not be vulnerable again. Now, the border states of Iuz, who have been rebuilding and reorganizing since the Flight Of Fiends, are about to discover what new nightmare Iuz The Old is ready to unleash upon the lands of the Flanaess! Are you prepared to fight?"

Greyhawk Region	Website Address	Discussion Group	Point of Contact
Bandit Kingdoms	http://www.bandit-kingdoms.com	http://groups.yahoo.com/group/bandit_kingdoms	Doug Cowell bk.poc@verizon.net
Furyondy	http://www.furyondy.com	http://groups.yahoo.com/group/furyondy-discussion	Roger Bert Rogerbert@furyondy.com
Highfolk	http://www.highfolk.com	http://groups.yahoo.com/group/nl1triad	Greg Marks skerrit@wi.rr.com
Perrenland	http://perrenland.lythia.com	http://groups.yahoo.com/group/perrenland	Patrick Williamson patjeni@nor.com.au
Shield Lands	http://www.shieldlands.net	http://groups.yahoo.com/group/shield-lands-lg	Rick LaRue poc@shieldlands.net

MetaRegion Four – Nyronnd and Her Environs

Circle Representative: Craig Hier – (craig@hierview.com)

The fertile lands that once made up the western part of the Great Kingdom are now home to the Kingdom of Nyronnd, County & Duchy of Urnst, Theocracy of the Pale and the Archbarony of Ratic. Political intrigue is rife in the area. The widow Archbaroness of Ratic has all but disappeared from public view, leaving the noble lords to defend themselves against border raids. The traitorous Prince Sewardndt's attempted coup in Nyronnd keeps the King ever watching for traitors in his court. The Countess Belissica aids her neighbors and plays hostess to the exiled Duke of Tenh, trying to strike a balance between aiding him and upsetting others who have eyes on Tenh. The noble houses of the Duchy of Urnst have perfected the game of political intrigue trying to get rid of their enemies and further their own ends. In the Pale, Theocrat Ogon Tillit has fallen ill and the Prelates are trying to place themselves in his office. All of this added to the shifting alliances between states and the external threats of Iuz, the Great Kingdom and Scarlet Brotherhood provide a dangerous and potentially explosive environment. How long can an area subjected to these tensions avoid conflict or all out war?

Greyhawk Region	Website Address	Discussion Group	Point of Contact
County of Urnst	http://www.countyofurnst.com	http://groups.yahoo.com/group/CountyofUrnst	Richard Kohl Rwkohl@earthlink.net
Duchy of Urnst	http://www.duchyurnst.com	http://groups.yahoo.com/group/duchyofurnst	Russ Taylor Rtaylor@cmc.net
Nyronnd	http://www.nyronnd.org	http://groups.yahoo.com/group/Nyronnd-lw	Kelly Nabours nyronnd-triad@nyronnd.org
Ratic	http://www.geocities.com/ratic_triad	http://groups.yahoo.com/group/Ratic-lw	Matt Lau Mattador5@hotmail.com
Theocracy of the Pale	http://www.theocracyofthepale.com	http://groups.yahoo.com/group/ThePale	Church in Wintershaven PalePOC@yahoo.com

MetaRegion Five – Splintered Suns and Scarlet Signs Against Tyranny

Circle Representative: Creighton Broadhurst – (creighton.broadhurst@ntlworld.com)

Once the Golden Sun of Aerdy was the light of the Flanaess, a shining bastion of civilization and culture. Now that sun is splintered into a handful of successor states, struggling amongst themselves to reclaim some small fragment of their glorious birthright. In the heartlands of Aerdy, two Overkings vie for a debased throne, a tarnished crown and a lost city. In the south the states of the once proud Iron League fight desperately to resist the insidious tendrils of the Scarlet Brotherhood and their nested conspiracies to restore another lost empire - the ancient Suel Imperium.

Greyhawk Region	Website Address	Discussion Group	Point of Contact
Ahlissa (Adri)	http://www.livinggreyhawk.de.vu	http://de.groups.yahoo.com/group/Living_Adri	Dr. Rainer Nagel GHAdri@web.de
Ahlissa (Naerie)	None	http://groups.yahoo.com/group/naerieLG	Anders Lindborg darknessgm@yahoo.se
Bone March	None	http://groups.yahoo.com/group/bonemarchlg	None
Lordship of the Isles	http://lordshipoftheisles.livinggreyhawk.com	http://groups.yahoo.com/group/lordshipLG	Marco Saoner Msaoner@infonegocio.com
Onnwal	http://www.onnwal.org.uk	Http://groups.yahoo.com/group/living-onnwal	Paul Looby Woesinger@hotmail.com
Sea Barons	http://www.seabarons.it	http://it.groups.yahoo.com/group/seabarons	Alessandro Diaco poc@seabarons.it
Sunndi	http://Sunndi.blackstar.nl	Http://groups.yahoo.com/group/Sunndi	Pieter Sleijpen Madfox@wxs.nl
Dullstrand	None	http://groups.yahoo.com/group/dullstrandlg	Andre Vermaak Avermaak@naspers.com

Glossary:

Adventure Record (AR): After each Living Greyhawk scenario you play in you will receive a full page certificate. This certificate is known as an Adventure Record and will detail what you gained or lost during the course of the scenario. Together with your previous AR's, they form the recorded history of your character from when you first created him until the present time. Without these you have no record of what your character has seen, done, or found. So keep track of them and do not lose them.

Average Party Level (APL): In order for the Living Greyhawk Campaign to accommodate all the different combinations of player levels that could sit down at a table, we use a system of module tiering known as the APL system. It calculates the average party level and then runs the event at an appropriate level to challenge that group. Though described in detail at the beginning of each scenario, we will go over it briefly here.

To determine the APL of the party we must first determine the effective level of each character at the table. Unless you have animals with you on the adventure that are not a class ability (such as Druidic animal companions or a paladins mount) your effective level is your class level. If you have animals with you then a chart in Chapter Six shows how many levels to add to your own. Once this is done, add up the levels of everybody at the table and divide by the number of characters. Use standard rounding rules to round to a whole number. You then add one to this number if there are 6 members in the party. Since APL's in a scenario are only even number you may pick which APL to play at if your number is odd. So if you were an APL 7 group you could pick to play at APL 6 or 8. If you are an even number then you must play at that APL.

Campaign Documentation: An official certificate issued by the global campaign staff. In most cases this will be an official Adventure Record from a sanctioned Living Greyhawk event. The cracked shield devices of the region denote these certificates. The shield device on those shields sports the coat-of-arms of the region that the certificate was issued (or the City of Greyhawk shield device as a default), and will have no overlay text across the shield. A DM's signature must appear on this documentation for it to be valid.

Campaign Year: A campaign year in Living Greyhawk runs from January 1st to December 31st. Each campaign year has a Greyhawk year assigned to it as well. So for example the real year 2003 corresponds to 593 cy in the game. So when one year passes in the real world, one year passes in the game as well.

Class Guidebook: One of five Dungeon & Dragons accessories published by Wizards of the Coast. They are

titled: *Sword and Fist: A Guidebook to Fighters and Monks*, *Defenders of the Faith: A Guidebook to Clerics and Paladins*, *Tome and Blood: A Guidebook to Wizards and Sorcerers*, *Song and Silence: A Guidebook to Bards and Rogues*, and *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers*.

Core scenarios usually take place in the "non-regional" areas of the game world: the City of Greyhawk, the Nyr Dyv, Duchy of Tenh, or the Underdark. Core scenarios can be played by any character, anywhere in the world. Core scenarios advance campaign-wide plots, and usually cost your character 2 TUs. On average there are 20 rounds of Core scenarios each year plus several more special scenarios that run at certain shows or venues.

During Play: At any point after the character's creation and the start of its first adventure. From that point on the character is considered "in play" when it is being played at an RPGA sanctioned Living Greyhawk event until it either dies or it gains 230,000 experience points, at which point it is considered out of play. Be aware that a character may be in play, but not immediately controlled by its player. Imprisonment, some spell effects and other factors may take the control of a character out the player's hands and into the hands of either the DM or the campaign staff.

Home Region: Unlike other Living campaigns, Living Greyhawk has assigned real world locations to a corresponding Greyhawk location. So for example if you live in Ohio your default home region is the Archclericy of Veluna. Your Home Region represents where that character calls home and effects what options the character has access to and how many Time Units it spends on different activities. You may choose another region other than your default home region but for most players choosing the default is the best option.

Master Item Logsheet (MIL): Is a single page document that contains every item that your character owns that is not found in the *Player's Handbook*. It shows where you found them, when you purchased it, and when you sold it. It keeps track of charges left in wands or how many +2 arrows you have left in your quiver.

Meta-Regional Scenarios: All of the regions are grouped into one of five meta-regions, which unite regions together that share a similar theme. For example, the Bandit Kingdoms, Perrenland, Highfolk, Furyondy, and the Shield Lands all border the realm of the evil Iuz, and are therefore connected as the Iuz's Border States Meta-Region. Like regional scenarios,

meta-regional scenarios can only be played in the real-world regions that make up the meta-region. Meta-regional scenarios advance larger plots and introduce non-player characters important to the entire meta-region. Meta-regional scenarios usually cost your character 1 TU if it contains his home region, or 2 TUs if it does not. Each meta-region is allowed 8 rounds of scenarios each year.

A Meta-Regional scenario can only be ordered and run by a Judge from that meta-region. The only exception to this rule is for shows that qualify for Convention status based on the RPGA's current rules. Those shows may use out-of-region judges to run their events. Under NO circumstances can a meta-regional scenario be run out of region without Campaign approval.

Regional Documentation: Usually a regional certificate, but includes any other form of region-sanctioned documentation that outlines regional requirements for meta-game groups, or other official regional details. It should clearly state on whatever form of documentation a particular region is official, and a list of regional documentation should appear on the region's Web site. It will contain the heraldry of the region it is from with the words "Regional Certificate" over the top of it. A triads or DM's signature must appear on this documentation for it to be valid.

Regional Scenarios can only be played in their real-world region. Each region has several scenarios published each year, and these regional scenarios can only be played in the corresponding real-world region. Regional scenarios for Highfolk, for example, can only be played in the state of Wisconsin, and nowhere else. If you visit Wisconsin from somewhere else, your character can play these Highfolk regional scenarios, but cannot play his own home region scenarios. Regional scenarios advance plots and introduce non-player characters important within that region. Regional scenarios usually cost your character 1 TU if it is his home region, or 2 TUs if it is not his home region. Each region is allowed 8 rounds of regional scenarios each year.

A regional scenario can only be ordered and run by a Judge from that region. The only exception to this rule is for shows that qualify for Convention status based on the RPGA's current rules. Those shows may use out-of-region judges to run their events. Under NO circumstances can a regional scenario be run out of region without Campaign approval.

Time Units (TUs): In a normal year in the Living Greyhawk Campaign your character only has so much time to do things. This is represented by Time Units. Each character you have has 52 TU's to use in a year.

Various things such as adventuring, creating a magic item, or becoming a squire to a knight all use up Time Units. Once you run out you cannot play with that character again until your TU's reset to 52 again on January 1st of the next year.

Year One Certificate: From August 11th, 2000 to December 31st, 2001 was considered 'Year One' of the Living Greyhawk Campaign. At this time magical items and non-standard items were represented in the campaign by individual certificates. These were usually 1/3 of a page sized sheets of paper, printed in color, and signed off by the DM that gave them out. They have since been removed by the campaign staff and are now recorded on the Master Item Logsheet instead. A few of these are still floating about representing influence points and other oddities but for the most part are being phased out of the campaign. No currently available Living Greyhawk scenarios give out these types of certificates anymore.