# LIVING GREYHAWK
# Campaign Sourcebook

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# 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. 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. The LIVING GREYHAWK campaign is a D&D core rules campaign and uses the most current printing of the rulebooks. The current release consists of the three D&D core rulebooks v.3.5. Reference to the *Player's Handbook, Dungeon Master's Guide,* or *Monster Manual* in this document refer to the D&D v.3.5 version of these books.

The *LIVING GREYHAWK Campaign Sourcebook* is divided into ten sections, each one detailing certain aspects of the game. These sections are briefly described below to provide you with a quick reference guide.

**Chapter One – What is a LIVING Campaign?** This section is an introduction for the player who is totally new to the RPGA and LIVING campaigns. It gives a brief overview of game play and mechanics in LIVING campaigns. It also suggests related sites allowing you to learn more about the subject.

**Chapter Two – LIVING GREYHAWK Primer.** This section explores the LIVING GREYHAWK campaign briefly explaining traits that distinguish it from other LIVING campaigns. It explains the regional system, different adventure types, and the various events available to players.

**Chapter Three – Character Generation Guidelines.** Learn how to make a starting character for the LIVING GREYHAWK campaign. These rules include which books are necessary for play and core rules variants used in LIVING GREYHAWK.

**Chapter Four – Adventure Record & Master Item Logsheet.** This chapter discusses the full page certificate used to record results from adventures you play in LIVING GREYHAWK. It examines the certificate in detail, including how it works, and how to complete one. Various play opportunities available at the end of an adventure such as purchasing new equipment, creating magic items, or scribing new spells into your spellbook are also discussed.

**Chapter Five – Class Guidebook and Metagame Policy.** Though the LIVING GREYHAWK campaign is a core campaign, it uses material from various other Wizards of the Coast products. This chapter details what material is allowed from other books, and how to use it correctly. Variant rules necessary to convert these supplemental sources to D&D v.3.5 for use in the campaign are also covered in this chapter.

**Chapter Six – Beyond the Core Rules.** This section details additional rules and rules clarifications necessary for select spells and magical items to function consistently in the LIVING GREYHAWK campaign. These rules help provide fair and consistent play worldwide.

**Chapter Seven – Magic Item Creation.** As the title says, this section describes 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. Learn everything you need to know to DM sessions and run events. Discover how to handle the paperwork, where to turn if you need a ruling or have problems, and even some event do's and don'ts.

**Chapter Nine – LIVING GREYHAWK FAQ & Errata.** These collected clarifications provide you with quick, easy answers to some of the most commonly asked questions. Check this section first before sending off that email, your question may already be answered.

**Chapter Ten – Contacts, Websites, & Message Boards.** This *Who's Who* list of LIVING GREYHAWK, includes a contact list for the circle, regional points of contact, and other campaign administration. It also includes the current website address for regions that have websites, various regional message boards, metaregion links, and general campaign discussion boards.

**Glossary:** A quick reference to some terms unique to LIVING campaigns in general, and LIVING GREYHAWK in particular.

## Update Policy

Like the campaign it describes, this sourcebook is a living document. It is updated to remain current with changes in the LIVING GREYHAWK campaign. These updates usually happen approximately once a year, near the date for Winter Fantasy. Each update has a version number and release date on the front page. Once updated, a notice is posted on the LIVING GREYHAWK website at: www.wizards.com/lg. In between LGCS updates, information is updated through the "Dispel Confusion" articles on the LIVING GREYHAWK website at: www.wizards.com/lg.

# Chapter One:  What is a 'LIVING' Campaign?

The RPGA oversees a number of games that are called "LIVING." Some examples include LIVING FORCE™, LIVING Arcanis, LIVING Death, LIVING Kingdoms of Kalamar and the most popular LIVING game of all, LIVING GREYHAWK. These LIVING games spring from the fundamental idea that a home-style roleplaying campaign can be expanded into a worldwide campaign and 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 roleplaying, but LIVING games don't require you to dress up in costume, play-act like your character, or behave any differently than you would at any tabletop roleplaying game that you would enjoy with your friends. If you have roleplayed before, then you're ready to enjoy a worldwide LIVING game.

The way LIVING games work is this:  a number of adventures are published (on a secure website), and these adventures can be ordered and run during a session with one certified game master (DM) and four to six players. (Sessions are sometimes called tables). Each player has a character, and this character is played in adventure after adventure, even at other sessions with different GMs and players. After each adventure, your character gets more powerful and can handle more dangerous adventures. 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 in games stretching 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 learn is which LIVING games are available. Each campaign has a website and the best place to start looking is the RPGA website at www.wizards.com/rpga. Second, you need to join the RPGA which is free. Attend an RPGA event in your area and tell someone you want to join. The RPGA events calendar lists sanctioned events running all over the world. You can also join on the RPGA website by passing the Herald-Level DM Test. Once you join, you need to create your own character. The different LIVING games each have character creation documents (available from 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. Next, attend one of the many gaming events (held all over the world) that support the LIVING campaigns you want to play. When you pass the Herald-Level DM Test online, you can order LIVING games and run them yourself. Play these adventure like you would play any other commercially-available adventure, with a few restrictions mentioned below. At the end of each adventure, your character gains experience allowing you to play in progressively tougher adventures.

There are some restrictions that LIVING games have in common. Since one DM can't run a campaign with thousands of players, ground rules have been established to ensure all the characters are played and judged fairly. First, you can't play a character from one LIVING campaign in a different LIVING campaign (a sci-fi LIVING FORCE 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 adventure you play. Usually, LIVING games require that you play a heroic character; players aren't allowed villainous characters in LIVING campaigns. GMs must pass the Herald-Level DM Test on the RPGA website to demonstrate they are qualified to run LIVING games. This online test is free, and you can use your rule books while testing. Additionally, in home campaigns, GMs tend to freely bend or even disregard adventure plots, but LIVING campaign adventure plots must be followed more closely to maintain consistency for worldwide play. Every LIVING game has some sort of administrative group that oversee the entire campaign and occasionally issue rules changes, provide campaign updates, and arbitrate serious disagreements. In LIVING GREYHAWK, this group is a handful of people called the circle. Finally, you may end up playing with a diverse mix of players, many of whom you're meeting for the first time at the game session, when you play LIVING campaigns at game days and conventions. It's best to be friendly and polite.

Some players don't like the restrictions discussed above and prefer to roleplay exclusively with a home group. However, many of us feel these restrictions are a fair tradeoff for the ability to play a character—the same character—at different venues while meeting new people.

The next chapter discusses rule variants and restrictions used in the LIVING GREYHAWK Campaign.

# 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 1970s, it has since evolved from a world he used for his home game into a campaign setting used by hundreds of thousands of players. The newest incarnation of this setting can be found in the LIVING GREYHAWK Gazetteer. You can find this book 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 official campaign website may be found at www.wizards.com/lg. All current documents, rulings, and errata can be found there, and it is your official source of updates to the campaign. We also had a published source of information in DUNGEON™ Magazine called the LIVING GREYHAWK Journal; several of the back issues are available from www.paizo.com. Within its pages, you find new prestige classes, spells, and monsters. 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 2003, the campaign enjoyed a record number of players, and our numbers continue to grow each month. So, now you are probably wondering what sets LIVING GREYHAWK apart; well, we are glad you asked. The LIVING GREYHAWK campaign has a few exciting twists.

## 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 regionless characters. See Chapter Three – Character Generation Guidelines for more information about home regions. Your real-world home is the default home region of your LIVING GREYHAWK character, as the following chart indicates:

**Table 2-1: LIVING GREYHAWK Play Regions**

| Real World Location | LIVING GREYHAWK Region |
|---|---|
| Everywhere (Core) | Bright Lands |
| 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, SpC | Gran March |
| WI | Highfolk |
| NJ, NY, PA | Keoland |
| New Brunswick, Nova Scotia, Ontario, Manitoba, Prince Edward Island | Ket |
| AZ, Southern CAr, HI, UT | Nyrond |
| Northern CAr, NV | Theocracy of the Pale |
| MN, ND, SD | Shield Lands |
| Quebec | Tusmit |
| FL, Puerto Rico | Principality of Ulek |
| CO, MT, NM, WY | County of Urnst |
| AK, ID, OR, WA, | Duchy of Urnst |
| OH | Veluna |
| IL, IN | Verbobonc |
| AL, AR, KY, LA, MS, TN | Yeomanry |
| Alberta, British Columbia, Saskatchewan | Zeif |
| Switzerland | Dullstrand |
| France | Ekbir |
| Germany, Austria | Princiality of Innspa & Marchland of the Adri |
| Greece | Knurl (Bone March) |
| Spain | Lordship of the Isles |
| Sweden, Norway, Finland, Denmark | Principality of Naerie |
| UK & Ireland | Onnwal |
| Australia, New Zealand | Perrenland |
| Italy | Sea Barons |
| Belgium, Netherlands, Luxembourg | Sunndi |

If you travel, so does your character -- 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 metaregions based on their geographic relationships

on Oerth. Metaregions are explained under Adventure 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 Pomarj 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 called 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 adventures, 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 (or United Kingdom in the real world). However, you'll find it much easier for your character if your character's home region is the real world region in which you play the most (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.

Some nations of the world do not have a region assigned to them at this time. Players from those nations must still select a region for their characters. However, they will not be able to play Regional or Metaregional adventures within the borders of their nation; only Core adventures are available in a nation without a region assigned to it. The Circle evaluates gameplay numbers, as reported to the RPGA, for Living Greyhawk each year, and will only consider adding a nation without a region to one of the currently existing regions based on those numbers.

## Blight on Bright Sands

In addition to the regional play information listed above, a new core mini-campaign, scheduled for a 2-year arc, began in 2005. Called the Blight on Bright Sands, it involves characters in a storyline set in and around the Bright Desert. Characters may choose the Bright Lands as their home region as part of this unique story arc. Please see the campaign documentation for rules on character creation and specific rules, found at www.wizards.com/lg.

## Time Units

Your LIVING GREYHAWK hero can't be everywhere at once. 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 (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 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 for playing an adventure is found on the adventure record (AR). Usually, adventures costs 1 or 2 TUs 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. However, you are allowed multiple characters in the campaign, so if you run out, make another character and keep playing.

## Adventure Types

Regions define more than your character's home; they determine which adventures are available for you to play. There are four types of LIVING GREYHAWK adventure: regional, metaregional, core, and core special. Chapter Ten provides more information on which regions fall into which metaregion. You may only play one PC in each LIVING GREYHAWK adventure, and may only play a LIVING GREYHAWK adventure once.

**Regional Adventures:** Each region publishes several adventures each year, and these regional adventures are only available for play in the corresponding real-world region. Regional adventures 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 Highfolk regional adventures but cannot play adventures from its home region while in Wisconsin. Regional adventures advance plots and introduce nonplayer characters important within that region. Regional adventures usually cost characters 1 TU for home region, or 2 TUs for non-home regions. Each region is allowed to produce eight rounds of regional adventures each year.

Regionals may not run outside their region for any reason. This includes playtests and slot 0's. The only exceptions to this rule are circle approved, cross-regional events (and then, only at the show site on the days of the show), and the RPGA Open Gaming Fiesta.

**Metaregional Adventures:** All of the regions are grouped into one of five meta-regions. Metaregions unite regions 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 metaregion. Like regional adventures, metaregional adventures can only be played in the real-world regions that make up the

metaregion. Metaregional adventures advance larger plots and introduce nonplayer characters important to the entire metaregion. Metaregional adventures for your character's home region usually cost 1 TU, or 2 TUs for metaregionals that don't contain the home region. Each metaregion is allowed to produce eight rounds of adventures a year.

Metaregionals may not run outside their metaregion for any reason. This includes playtests and slot o's. The only exceptions to this rule are circle approved cross-regional events (and then, only at the show site on the days of the show), and the RPGA Open Gaming Fiesta.

**Core Adventures:** Cores usually take place in the nonregional areas of the game world: the City of Greyhawk, the Nyr Dyv, the Duchy of Tenh, the Underdark, etc. Core adventures can be played by any character, anywhere in the world. Core adventures advance campaign-wide plots and usually cost your character 2 TUs. On average, there are twenty rounds of core adventures each year, plus several more special adventures run at select shows or venues (see below).

**Core Special Adventures:** These adventures can take place in almost any location on Oerth. They often run at the larger national shows and often have limited play. Core special adventures are often one-shot adventures or give greater detail to a larger core plotline. On average, there are three to four rounds of core special adventures each year. A core special is not the same as a core adventure when it comes to options that you might have during a normal core event. Adventure TUs for core specials vary greatly and can range from 2 to 14 TUs -- possibly even higher.

If you don't travel at all to play, your character can participate in your regional and metaregional adventures for the region you are in and all core adventures. If you travel to play, then you open up your play opportunities even more. With the current system, you can easily spend your 52 TUs each year without ever leaving your home.

## Campaign Documentation

You need to keep more than your character sheet with you when you play. You also need documentation showing how experienced your character is, and a list of possessions. 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 adventure, you receive an adventure record that details your character's awards for that adventure. Any other changes to your character are also recorded on the adventure's AR. When you add the awards from an adventure you 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 have a record of all the adventures played.

The master item logsheet 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 track the bits of equipment your character collects.

Chapter Four explains the adventure records and the master item logsheet in detail.

## Metacampaign

Anything that happens outside the game session are considered metacampaign or metagame activity. Your local triad should have a copy of their metacampaign activities on their website for you to look through. Some examples of what you can do are described below.

- **Metacampaign Groups:** Join a bard's 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 access to feats, spells, and items not normally available to the common adventurer. Each of these groups has requirements to join as determined by your local triad.
- **Introductory Adventures:** These are for 1st level characters and are aimed at those new to the campaign (though any 1st level character can play them). They are regional in nature and help new players get a better feeling for what makes their region different and what they can expect in future adventures from their region.
- **Interactives:** These cover things from the king's wedding to the defense of a town. Unlike normal adventures, these have no set running time and allow activities not available in a normal adventure. While some interactives 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 they can be a lot of fun.
- **Special Mission:** These adventures are requested by players. They range from meeting special in-game requirements for prestige classes to going back to that dungeon one last time to finish off the evil cleric and her minions. Contact your local triad for that to happen. Special missions are rare and not all are approved, but they can be very satisfying experiences for your character if completed. A player (not character) can only participate in one special mission per year.

## Online Play

As the internet continues to grow and amaze, the play of some LIVING campaigns has spread to online play. The following rules apply to the LIVING GREYHAWK campaign for online play.

- Only events designated as 'Core Adventures' may be played online. Under no circumstances may regional, metaregional, or core special events be played online. LIVING GREYHAWK is a regional based campaign and playing of these types of adventures goes against that goal.
- The adventures must be ordered and reported just like any other RPGA event. The DM must mail or deliver in some fashion the signed AR's to those who participated. His signature must appear on the paperwork.
- Using teleconference/phone systems to conduct play is considered online play for the purposes of the LIVING GREYHAWK campaign.

# 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 above 1ˢᵗ level. Please be aware that these guidelines, like the *LIVING GREYHAWK Campaign Sourcebook*, will change. As more D&D or GREYHAWK material is published, new options are add to the official LIVING GREYHAWK rules. Very infrequently, these changes mean previously available options become restricted-- though this only happens 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,* currently v.3.5, 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). There is a list of real world locations and their corresponding LIVING GREYHAWK regions in Chapters Two and 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 version of this sheet on the Downloads page of the LIVING GREYHAWK campaign website (www.wizards.com/lg). To help GMs facilitate play, all players must use this character sheet. It makes it easier for the DM to find what he is looking for when needed. With your character sheet printed and your *Player's Handbook* v.3.5 ready, 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 for ability scores (page 169 of the *Dungeon Master's Guide* v.3.5.) The LIVING GREYHAWK setting is considered a Tougher Campaign; hence, each character uses 28 points to buy ability scores. For example, a character's attributes might be purchased as follows:
Str 15: 8 points
Dex 13: 5 points
Con 14: 6 points

Int 10: 2 points
Wis 11: 3 points
Cha 12: 4 points
Apply racial adjustments to ability adjustments after the base scores are determined. Thus, ability scores range from 8–18 for humans, and 6–20 for nonhumans. The point cost chart is included here for your convenience (Table 3-1: Ability Costs).

Do not use this chart for ability scores gained as part of a character's level advancement. Those points count as one, full ability point as explained in the *Player's Handbook* v.3.5.

| Cost | Score | Modifier |
|------|-------|----------|
| Table 3-1: Ability Costs | | |
| — | 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 |

## Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook* v.3.5. You may also choose a class listed in the Expanded Creation Options section, listed below. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *PH.*

Human characters should choose one of the subraces of humanity explained in Chapter 2 of the *LIVING GREYHAWK Gazetteer* as their primary racial background These subraces include Baklunish, Flan, Oeridian, Olman, Rhennee, Suloise, and Touv. 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 halflings. All half-orcs are human/orc crossbreeds. When choosing a subrace that is not in the *PH*, please see Table 3-2 on the following page for information on the races above not listed in the *PH*.

The Touv are detailed in the out-of-print Greyhawk accessory, The Scarlet Brotherhood. For those without access to that accessory, a brief description follows (reprinted from that accessory): The Touv people have dark brown or black skin; blue or brown eyes, with black eyes being rare; and straight or wavy hair. They have rounded facial features and are typically shorter than most people of the Flanaess, with the tallest Touv reaching about 5'10" in height. While most Touv males do not have facial hair, certain subgroups can grow narrow beards on their chins. Women's figures are often round and lush. The Touv

| 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 | Ranger | None – As standard elf |
| Mountain Dwarf | as standard dwarf | Fighter | None – As standard dwarf |
| Tallfellow Halfling | as standard halfling | Rogue | Yes – See MM v.3.5 page 149 |
| Deep (Stout) Halfling | as standard halfling | Rogue | Yes – See MM v.3.5 page 150 |

reside almost exclusively in Hepmonaland. They speak Touv, a complex language that is a polyglot of tribal tongues containing many words that mean the same thing.

When picking bonus languages, new characters 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. New PCs may also select Touv (see previous paragraph) as a starting language. See the campaign website for a complete list of languages.

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

A cleric must serve a specific non-evil deity from the LIVING GREYHAWK Deities document (found on the campaign website). PC clerics may not serve Wastri. For your convenience, we have included a short list of deities (Table 3-4: Allowed Deities in Living Greyhawk - this is only a partial list) allowed in the campaign that appear in the Player's Handbook; the complete list of all allowable deities appears on the Living Greyhawk website. The list contains only the deity's name, alignment, domains, and favored weapon. If two weapons are listed, either may be used as the favored 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 go to the LIVING GREYHAWK website at www.wizards.com/lg. A paladin need not (but may) serve a patron deity. Non-clerical or paladin characters are not required to worship a deity, but if they do, they must pick from the same chart as clerics.

Check the campaign website for the most recent version of the LIVING GREYHAWK deity document. This will also include updates to domains as new books come into the campaign.

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 PH. 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 may choose to take one of many prestige classes found in the Dungeon Master's Guide v.3.5, the Complete series of player guides, the new Races series of player guides or those found in LIVING GREYHAWK Journal. Chapter Five of this document goes details some of the requirements needed to take the more exotic prestige classes. Consult that chapter before selecting a prestige class.

## Step 3: Hit Points

At creation assign your starting character the maximum hit points possible for the chosen 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

Characters spend their starting skill points on skills listed in the Player's Handbook v.3.5 taking into account the change to Knowledge (local) described below.

You can choose any feat from the Player's Handbook v.3.5 that your character meets the requirements for. A character may not select feats from outside the PH until they have reached 3rd level (with a few exceptions; see the "Expanded Feat Options" below). For more information on taking a feat not found in the PH, please refer to Chapter Five: Class Guidebook and Metagame Policy.

A few skills need additional rulings:

**Craft, Perform, Profession, and Sleight of Hand**: All these skills allow your character to earn extra coin if time units are spent directly after regional adventures.

**Knowledge Skill:** You may only choose Knowledge skills specifically listed in the PH.

**Knowledge (local):** In the LIVING GREYHAWK campaign this skill needs some further specialization due to its regional nature. When you take ranks in Knowledge (local) you must pick a subset. The subsets choices are: Core; Sheldomar Valley MR; Velverdyva MR; Iuz Border States MR; Nyrond & Environ MR; and Splintered Suns MR. While in Keoland, use Knowledge: (local [Sheldomar Valley MR]) for any checks required during the event. All regional and metaregional events use the metaregion knowledge for the metaregion they belong to. All core

events use Knowledge (local [Core]) regardless of where they are set. If you do not have ranks in the needed subset, you cannot make a trained Knowledge (local) check.

## Step 5: Equipment

Characters receives maximum gold pieces for their starting class from the *PH* Table 7-1.

During character creation, you purchase character equipment from the trade goods, weapons (small & medium sized), armor, and goods and services sections of Chapter 7: Equipment in the *PH*. The LIVING GREYHAWK campaign does not use the spellcasting and services section of Table 7-8: Goods and Services. See Chapter Six: Beyond the Cores Rules for more on NPC spellcasting costs. Chapter 4 of this document details purchasing expanded gear as you adventure and gain more money.

The carrying capacity rule is used in the LIVING GREYHAWK campaign, so track 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 characters operate is determined by where you actually live. You may choose a different home region for a character, but the character 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. Characters may have been born elsewhere and traveled to your current home.

Each year on January 1ˢᵗ you may change your character's home region. This becomes the character's home region for the rest of that year. If you move to a different region in the real world, you may petition the triad point-of-contact (POC) for your new region asking permission to change your GREYHAWK home region as well. You are not required to change your home region when you move, but you will suffer out-of-region penalties when playing regionals where you live.

## Expanded Creation Options

In addition to the creation options normally available to all LIVING GREYHAWK characters, some special options exist for new characters created or existing characters active in the campaign. Some of these options are new feat choices from "Greyhawk: Regional Feats of Oerth" and "Greyhawk Feats: More Regional Feats of Oerth", articles appearing in *Dragon* #315 and #319, respectively. See Chapter Five for specific source information. Paizo

Publishing has copies of *Dragon* #315 currently available for download, and you can still purchase hard copies of *Dragon* #319. Go to www.paizo.com for details. You must bring a copy or original of the *Dragon Magazine* containing the article or articles relevant to the table with you.

See the table below for a listing of feats available to your character at any level in your region (provided you meet the prerequisites – some cannot be taken at 1st level). Any feat available to your character from the chart below is available to you from 1st level onward (unless an in-game circumstance otherwise dictates a change). Human characters with mixed heritage (such as a human with both Suel and Oeridian blood) must choose one race from which to draw these feats.

Also, in addition to feat options, you may create a 1st-level character of any of the following new base classes. Starting gold is listed after each class. You must have the appropriate rulebook with you at all times to reference your character's class (or classes). Consult Chapter Five for specifics on the new classes. Note that these classes are open to all characters, regardless of level, provided the character meets the class requirements.

- Marshal (*Miniatures Handbook*) – 200 gp
- Hexblade (*Complete Warrior*) – 240 gp
- Swashbuckler (*Complete Warrior*) – 240 gp
- Favored Soul (*Complete Divine*) – 200 gp
- Warmage (*Complete Arcane*) – 120 gp
- Scout (*Complete Adventurer*) – 200 gp

## Learning New Arcane Spells

At the end of any adventure, wizard characters may attempt to learn as many new arcane spells as they have caster levels, as long as they have a source for those new spells (a spellbook from another character playing in the session, a spellbook plundered from an enemy wizard, campaign documentation allowing a spell, or a scroll). However, the two spells a wizard receives for level advancement are bonus spells learned, and don't count toward this after-adventure maximum. Use the standard rules and costs for scribing new spells from the *PH*. Learning these spells does not cost additional TUs. A character may take 10 on this roll per the rules in the PH.

A character may not select a spell from outside the PH until they have reached 3ʳᵈ level. For more information on taking a spell not found in the PH, please refer to Chapter Five: Class Guidebook and Metagame Policy.

## Table 3-3: Expanded Feat Options

| Class, Race, or Region | Feats Available |
|---|---|
| Sorcerer | Draconic Heritage (Complete Arcane) |
| Dwarf, hill | Dwarflore, Mercenary Background |
| Dwarf, mountain | Deepseer, Dwarflore |
| Elf, gray | Elflore, Well Read |
| Elf, high | Ehlonna's Way, Elflore |
| Elf, wood | Driftwalker, Ehlonna's Way |
| Gnome, rock | Gnomelore, Rustic Charm |
| Half-elf | Elflore, Well Traveled |
| Half-orc | Badge of Bondage, Raider's Spirit |
| Halfling, lightfoot | Halfling Lore, Well Traveled |
| Halfling, deep (stout) | Deepseer, Halfling Lore |
| Halfling, tallfellow | Elflore, Halfling Lore |
| Human, Baklunish | Jinnbond, Tongue of Mouqol |
| Human, Flan | Horselore, Lays of the Northern Adepts |
| Human, Oeridian | Born Follower, Noble Soul |
| Human, Olman | Jungle Fighter, Raider's Spirit |
| Human, Rhennee | Rhennlore, Well Traveled |
| Human, Suel | Pureblooded Suel, Well Read |
| Human, Touv | Jungle Fighter, Noble Soul |
| Ahlissa, Adri/Innspa | Badge of Bondage, Celestial Scion (no House of Naelax), Rustic Charm, Well Read, World Weary |
| Ahlissa, Naerie | Badge of Bondage, Celestial Scion (no House of Naelax), Rustic Charm, Well Read, World Weary |
| Bandit Kingdoms | Badge of Bondage, Blooded, Orc Blooded, Rapscallion, World Weary |
| Bissel | Blooded, Border Watch, Mercantile Background, Mercenary Background, Tongue of Mouqol |
| Bone March (Knurl) | Blooded, Landless Nobility, Orc Blooded, Raider's Spirit, World Weary |
| Bright Lands | Blooded, Desert Fighter, Vathrin Stigmata |
| Dullstrand | Mercantile Background, Rapscallion, Rustic Charm, Spirit of the Sea |
| Dyvers | Mercantile Background, Rapscallion, Rhennlore, Well Read |
| Ekbir | Mercantile Background, Spirit of the Sea, Well Read |
| Furyondy | Blooded, Border Watch, Exercises of Arnd, Noble Soul, Rustic Charm, Well Read |
| Geoff | Blooded, Border Watch, Giantkiller, Landless Nobility, Mountain Fighter, World Weary |
| Gran March | Blooded, Border Watch, Born Follower, Mercantile Background |
| Highfolk | Border Watch, Ehlonna's Way, Elflore, Mercantile Background |
| Keoland | Giantkiller, Rustic Charm, Well Read |
| Ket | Blooded, Border Watch, Mercantile Background, Tongue of Mouqol |
| Lordship of the Isles | None |
| Nyrond | Blooded, Border Watch, Exercises of Arnd, Rustic Charm, Sagacious Method, Well Read |
| Onnwal | Badge of Bondage, Blooded, Mercantile Background, World Weary |
| Pale, Theocracy of the | Born Follower, Noble Soul |
| Perrenland | Driftwalker, Mercenary Background, Mountain Fighter |
| Sea Barons | None |
| Shield Lands | Blooded, Defensive Expert, Noble Soul, World Weary |
| Sunndi | Border Watch, Defensive Expert, Elflore, Rustic Charm |
| Tusmit | Mercantile Background, Mercenary Background, Mountain Fighter |
| Ulek, Principality of | Landless Nobility, Mercantile Background, Mountain Fighter, Noble Soul |
| Urnst, County of | Mercantile Background, Rapscallion, Rustic Charm, Well Read |
| Urnst, Duchy of | Mercantile Background, Mountain Fighter, Rustic Charm, Well Read |
| Veluna | Noble Soul, Rustic Charm, Well Read |
| Verbobonc | Elflore, Mercantile Background, Well Read |
| Yeomanry | Badge of Bondage, Blooded, Defensive Expert, Mountain Fighter, Noble Soul |
| Zeif, Sultanate of | Badge of Bondage, Elemental Focus, Orc Blooded |

Table 3-4: Allowed *Player's Handbook* Deities in Living Greyhawk (more options in the LG Deities Document)*

| Name | Align | Domains | Weapon |
|------|-------|---------|--------|
| **Greater Gods** | | | |
| Boccob | N | Knowledge, Magic, Trickery | Quarterstaff |
| Corellon Larethian (elven) | CG | Chaos, Good, Magic, Protection, War | Longsword |
| Garl Glittergold (gnomish) | NG | Good, Protection, Trickery | Small greataxe |
| Moradin (dwarven) | LG | Earth, Good, Law, Protection | Warhammer |
| Pelor | NG | Good, Healing, Strength, Sun | Heavy mace |
| Yondalla (halfling) | LG | Good, Law, Protection | Small longsword |
| **Intermediate Gods** | | | |
| Ehlonna | NG | Animal, Good, Plant, Sun | Longbow or longsword |
| Fharlanghn | N (NG) | Luck, Protection, Travel | Quarterstaff |
| Heironeous | LG | Good, Law, War | Battleaxe or longsword |
| Kord | CG | Chaos, Good, Luck, Strength | Greatsword |
| Obad-Hai | N | Air, Animal, Earth, Fire, Plant, Water | Quarterstaff |
| Olidammara | CN | Chaos, Luck, Trickery | Rapier |
| St. Cuthbert | LG (LN) | Destruction, Good, Law, Protection, Strength | Club |
| Wee Jas | LN (LE) | Law, Magic | Dagger |

*See the LG Deities Document for more domain choices for the deities listed here.

# Level Caps

The following are the level caps (maximum character levels) allowed within the campaign:

- Upon reaching 16th level, a character is retired from the campaign and may only play in events specifically designated as high-level adventures. In addition to standard adventures (core, regional, and metaregional), unplayable adventures include all interactives, special missions, and other events. Their concerns have grown to encompass dangers and threats beyond what mere mortals must deal with. The first of these higher-level events is scheduled for a spring/summer 2006 release. If a triad member believes that you are avoiding retirement (by death, playing down, creating unneeded MIC items, etc.) then they can report you to their circle representative and your character may be retired into the high level campaign regardless of level. Respect the spirit of the rules and move on when your time comes.
- A character that is four or more levels higher than the maximum APL supported by an adventure may not participate in that adventure.
- If the table of characters exceeds the maximum APL of the adventure, but the individual characters are all eligible to play that adventure, then that table plays at the maximum APL allowed in the adventure.

# Lifestyle and Upkeep

Your character usually has expenses to pay to stay healthy and well supplied. The gold required to support characters during and after adventures is called upkeep. Think of upkeep as a living expense. Usually your character spends 12 gp per TU. This expense is the adventurer standard. Spending this gold allows characters to spend time in warm beds, eat hearty meals, travel in relative comfort (for adventurers), replenish rations, mend clothing and equipment, refill healing kits, restock up to twenty normal arrows and bolts (found on Table 7-5: Weapons of the *PH*), and properly heal between adventures. Characters paying the adventurer standard (or higher) heal all temporary ability damage before the beginning of the next adventure.

If your character suffered from a disease during the adventure, paying the adventurer standard still requires 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. You also heal any ability damage between adventures and fight off any further infection in many cases, but the special effects and requirement for diseases including magical healing for mummy rot, the permanent drain of demon fever, the persistence of devil chills, or the blindness of blinding sickness stay in effect and are reported on the play notes until the requirements rectifying the specific damage are met. When playing a multi-round adventure and where you paid adventurer standard (or higher) upkeep, you must finish all the adventure rounds to gain this benefit.

You may choose not to pay the adventurer standard. Choosing this option, you retain temporary ability damage into the next adventure, 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 Survival and succeed a Survival check (DC 20), you may heal temporary ability damage as if you had paid the adventurer standard, refill spell component pouches and healer's kits, and restock twenty arrows and bolts if your character has at least four ranks in Craft (bowmaking); 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 and permanent ability drain transferring to the next adventure are recorded in the play notes section of your adventure record.

You may also pay more gold to live better than the average adventurer. Beyond the adventurer standard are rich and luxury upkeeps. For a cost of 50 gp for each TU spent, rich upkeep gives you the same benefits as the adventurer 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 grants 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.

Declare your upkeep to your DM before play begins. 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.

## Paperwork

When you create a character, list all of your starting equipment purchased from the *PH* on your character sheet. In the future, record purchases on the MIL. Items from the *PH* are not tracked on the MIL. Please see Chapter Four for more details. After each adventure, you receive an adventure record certificate. On the bottom left of this certificate, your DM awards you experience points. On the bottom right of the sheet, you record the gold piece value of your share of the loot and any purchases or sales you make. This certificate also tracks the number of time units 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, and adds the adventure to your play history. Like the master item logsheet, the adventure record is described in Chapter Four.

## Trade Policy

Items appearing on a master item logsheet or 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. Coin, surviving items, and anything purchased with borrowed gold reverts back to your character at the end of the game. You may not loan money to a friend to buy an item you cannot normally buy for yourself. Items that the lender is not allowed to keep must be sold and as much gold as possible returned in its place. Anything spent to pay for an NPC's services does not revert to its original owner, even if only one PC benefited form the services (e.g. paying an NPC to cast a spell on one character).

Adventure records are linked to both the character and player whose names 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 zero cash value (US $0.00) 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, is penalized by sanctions imposed by the campaign staff, up to and including banning all offending parties from future RPGA events. The duration of that ban is decided by the campaign staff.

## Charity and Benefit Auctions

Nothing that grants a benefit in the LIVING GREYHAWK campaign can be created without the campaign staff's approval. In addition, no benefit or LIVING GREYHAWK certificate of ANY type may be sold or auctioned off for real money in any fashion. This includes, but is not limited to, die bumps, convention only benefits, magical items or special certs. An event may still designate an adventure as a benefit and donate the entry fee to charity.

# Guidelines for Ethical Play

In the LIVING GREYHAWK campaign, we expect that you 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 game judge and uses the D&D rules to decide the effects of your character's actions and NPC's actions.

## Game Masters

- 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, 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 game masters, and do not overrule them without careful investigation.
- Abide by the expectations that apply to the players and the game masters.

# Chapter Four: Adventure Record & Master Item Logsheet

So, you created a character, and you are ready to play. You just finish playing your first LIVING GREYHAWK adventure, and the game master hands you a complicated looking form to fill out. You look at it, scratch your head, and then elbow the player next to you asking what it is. You discover it is your adventure record, and you get one with every adventure you play. The player also shows you a master item logsheet with all the cool things that character's picked up while adventuring. Looks pretty neat, but you need some more information. Well keep reading my friend.

The adventure records documents your progress in the LIVING GREYHAWK campaign showing what you have played, earned, and seen in your travels. With out these records, you could just write 10th level on the top of a character sheet without justifying how you got there. Though the adventure record and master item logsheet may seem a bit intimidating, they are actually very easy to use and offer you many options throughout your 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. With that share, you can equip your character with a reasonable selection of mundane and magical equipment to help you face greater challenges at greater levels. While magic is rarer in GREYHAWK than on other worlds of the 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 in gaining these items could determine your fate, and the fate of your region in years to come.

After each adventure, you receive an adventure record. It contains all the information needed to advance your character and record what was found and what transpired. As you play more and more, the adventure records track your character's history. From the first adventure played to the current one, they provide proof of your heroic deeds. Keep them safe. If you lose them, you have no way of showing what level you are or what equipment you have. We recommend making copies of your current ARs or scanning them into a computer to give you some security in case something bad happens.

## The Adventure Record Inch-By-Inch

You will find a sample adventure record later in this document. We numbered each component for easier reference as we walk through how you complete an AR and discuss the special rules for using them. If you have questions, read Chapter Nine: LIVING GREYHAWK FAQ, ERRATA & RULES VARIATIONS. If you still cannot find an answer, contact your local triad's point of contact.

> ### Instant FAQ:
> **What happens if I lose my adventure records?**
>
> If it is a small number of adventure records (for example, from your last convention or gameday), try to have them replaced as soon as possible (contact the event coordinator for replacements).
> For a larger loss (or loss of all records), report your loss to your triad immediately. Your triad will assign your character a total gp value that can be used to re-equip the character with items that character currently has access.
>
> **Are photocopies of my adventure records OK?**
>
> Yes. You are encouraged to keep photocopies (or scanned copies) of all your adventure records. These photocopies serve as legitimate representations of your adventure records in the event of their loss. However, if you have the originals, they must be used.

### 1. Player/Character Certification:

The first blank certifies the character's name followed by current classes and class levels. The blank below it certifies the player's name and RPGA number. If you don't have an RPGA number, ask your DM or the Senior DM to sign up. Below these fields, the AR states the name and type of adventure (either regional, core, core special, or metaregional) and the region where the adventure took place. Neither players nor characters may participate in the same adventure twice.

### 2. Play Notes and DM Certification:

The upper left corner of this section contains the heraldic symbol for the region where the adventure takes place. To the right of the symbol is the play notes section. Your DM will note anything carrying over to the next adventure in this section. We have included some of the more common notes as check boxes to make the DM's job a bit easier. Please fill in your character's home region. The bottom of this section is the DM's certification of the adventure record. GMs don't 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, game day, or home game

where you played this adventure. Examples are Gencon 2002, Mialee's Gameday IV, or Basement Home Game III.

## 3. Adventure Record #:

Number every adventure record receive in sequential order. For your first LIVING GREYHAWK adventure, write a "1" in this box. If you played before, add one to the number on your last AR.

## 4. Level of Play:

Your DM circles one of these listings to note what level you played this adventure at as determined by your average party level (APL). The maximum experience points and gold piece value available for your character at that play level are also listed. Keep in mind your character is usually awarded experience points and gold pieces below these maximums. Characters are never awarded experience points above these maximums and only awarded gold pieces above these maximums by pursuing other means such as through skills (as detailed in Chapter Six: Beyond the Core Rules) directly after a regional adventure.

## 5. Adventure Information

This section presents information specific to the adventure that may influence your character during item selection and beyond. Usually, this section includes items that expand your character's item selection choices and details items that your character may acquire upon fulfilling the necessary requirements.

The sample AR shows the Highfolk regional adventure, *Don't Fear the Old One*. Ashley's character Mialee discovers a *rod of substitution [fire]*, an item found in *Complete Arcane*. The information on the certificate gives all the information needed to adjudicate this item in play. In this case, that information includes the metamagic feat that the rod's ability duplicates. After the normal magic item information block is the item's requirements for magic item creation (see Chapter Seven). The adventure information section may also contain special game effects, or the requirements to discard cursed items.

Encountering this rod gives Mialee enhanced magic item acquisition abilities. She can buy it after this adventure as part of her treasure split. If Ashley chooses to buy the item, she must show her DM this certificate every time she plays in a game where Mialee carries the rod. Currently, Mialee does not have enough cash to buy the rod, but she may have the chance to do so later.

## 6. Items Found During the Adventure

Initially, characters are limited to what you can purchase for the *Players Handbook v.3.5* (see Chapter Three for details). Once your character starts adventuring, a whole new world of possibilities opens up. Items found while

adventuring are listed in the adventure section of your ARs and expand the list of equipment you can purchase for your character. Depending on the APL you play, you gain the ability to purchase new items for your character either after an adventure or in the future when you save up enough gold pieces.

Once your character has completed one LIVING GREYHAWK adventure, you may purchase equipment based on the following rules. All references to the D&D core rulebook assume v.3.5 unless specified otherwise.

- Anything in the *PH* from the following tables.
  - o Table 7-3: Trade Goods
  - o Table 7-5: Weapons (small & medium sized)
  - o Table 7-6: Armor and Shields
  - o Table 7-8: Goods and Services, except you can't have spells cast on you by an NPC.
- Any potion or oil from the *DMG* Table 7-17 with a market price of 750 gp or less.
- Any Scroll from the *DMG* Tables 7-23 & 7-24 with a market price of 750 gp or less.
- Any +1 weapon of a type listed on Table 7-5: Weapons (small & medium sized) in the *PH*. (Composite bows are limited to a +4 Strength bonus).
- Any *+1 armor* or *+1 shield* of a type listed on Table 7-6: Armor & Shields in the *PH*. This includes barding as listed in the PH at normal costs.
- You may upgrade any standard masterwork weapon (ammunition in groups of 50), armor, or shield into a +1 version of that item. Purchase these by paying the difference between the masterwork market value and the +1 market value. You may only upgrade an item to +1 if the resulting item is still considered a standard item by the MIC rules . See Chapter Seven: Magic Item Creation for more on how to determine if an item is considered standard.
- You may add alchemical silver to an existing steel weapon per the rules on page 284 in the *DMG*.
- You may purchase a normal, masterwork, or +1 weapon of a type listed on Table 7-5: Weapons in the *PH* made of cold iron per the costs listed in the *DMG*, page 284.
- The following items from the *DMG*:
  - o *Ring of Protection +1*
  - o *Amulet of Natural Armor +1*
  - o *Bracers of Armor +1*
  - o *Cloak of Resistance +1*
  - o *Amulet of Health +2*
  - o *Cloak of Charisma +2*
  - o *Gauntlets of Ogre Power*
  - o *Gloves of Dexterity +2*
  - o *Headband of Intellect +2*
  - o *Periapt of Wisdom +2*
- Any item listed on an adventure record as long as the character meets the purchase requirements (see details below). Characters cannot purchase masterwork versions of weapons and armor not listed in the *PH*

unless they are specifically named as masterwork on the adventure record.

- Any upgrade listed on an adventure record as long as the item being upgraded is considered to be standard. See Chapter Seven: Magic Item Creation for more on how to determine if an item is considered standard.
- The character has campaign or regional 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.

- *Potion of Shield* (any source)
- *Ring of Animal Friendship*
- *Ring of Shield* (year 1 Highfolk certificate)
- *Nightstick* (from *Libris Mortis*)

So let's say our intrepid adventurer, Mialee, played the adventure listed in the sample AR at APL 4. First, the DM crosses off the lists for APL 6 and APL 8 -- she doesn't have access to those items. She has access purchase to following six items.

- *Wand of Magic Missiles* (Adventure; 1st-level caster; *DMG*)
- *Potion of Mage Armor* (Adventure; 2nd-level caster; *DMG*)
- *Bracers of Armor +2* (Any, *DMG*)

And from APL 4

- *+2 Longsword* (Any; *DMG*)
- *Helm of Comprehend Languages and Reading Magic* (Regional; *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 six standard frequencies:

- **Adventure**: This item may only be bought directly after the play of this adventure or the three adventures that follow it.
- **Regional:** This item may only be bought directly after the play of a regional adventure set in the region(s) that appears on the AR on which the item was found.
- **Metaregional:** This item may only be bought directly after the play of a metaregional or regional adventure set in the region's metaregion that appears on the AR on which the item was found.
- **Core:** This item may only be bought directly after the play of any core adventure, including core specials.
- **Any:** This item may be bought after the play of any adventure.

- **Cursed:** This is a cursed item that has bonded itself to the character; it may only be discarded in ways detailed in the requirements section of the item description. Once it is discarded, the DM who adjudicated its removal records this change in the play notes. Cursed character must have this item on their item list until it is discarded. You must show the DM this adventure cert before the beginning of each game you participate in. Failing to reveal cursed items your DM results in disqualification from that session and carries a penalty of no less than 2 TUs. These TUs represent a state of emotional imprisonment suffered as malign effects of the cursed item: usually paranoia or something 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.

Meta-organization Access Benefits are considered to be Frequency: Any with the following exception. Meta-organization Access Benefits for magic items, mundane items, special materials, upgrades, and arcane spell acquisition are considered to be both Frequency: Regional (in the Region(s) in which the meta-organization exists) and Frequency: Metaregional (in the Metaregion(s) in which the Region (s) exists). PCs may no longer spend TUs to change the Frequency of these items to Any.

Mialee gains access to the *wand of magic missiles* first. It has a frequency of adventure, so if she wants this item, she must buy it at the end of this adventure or the three that follow and record the purchase on AR where she makes the purchase. On the other hand, the *bracers of armor +2* have a frequency of any. She may purchase that item before or after any LIVING GREYHAWK adventure she plays. 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 future Highfolk regional adventures.

The second part of the information block is the caster level of the item. Most items found in an adventure have the minimum caster level needed to create them. Occasionally, characters find items with higher caster levels.

Next comes the gold piece cost for items not listed in the three core rulebooks. Characters must pay this price unless the player has campaign documentation allowing otherwise.

The last bit of information is the rules source where the item is described in detail. Most items are from the *Dungeon Master's Guide.* The reference may direct you to the middle of the AR if the item in the adventure is not found in the *DMG.*

The paperwork for buying and selling items happens at the end of the adventure. Page 19 of this document details how to record these transactions on the adventure record. Recording the items on your master item logsheet is covered later under Items Bought.

## 7. Starting Time Units

In this box, write the number of time units remaining for this character before starting an adventure. New LIVING GREYHAWK characters start with 52 TUs. For characters you've already played, carry over the TUs remaining 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 to 52 (unless something from the previous year has reduced this starting total).

## 8. Time Unit Cost

This value is the cost in time units for this adventure. Core adventures costs two TUs per round. Regional and metaregional adventures cost one TU per round for in-region characters and two TUs 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 campaign option completed after an adventure cost additional time units. Some examples are: creating magic items, or practicing a craft or profession. If something happens in the adventure that requires additional TUs, they are recorded here.

## 10. Time Units Remaining

Subtract the TU cost and any additional TUs spent from your starting total and record the difference here. This number is your starting total for your next adventure.

## 11. Starting XP

Enter the number of experience points you had before this adventure began. New LIVING GREYHAWK characters start with 0 XP. For characters you've already played, use the final XP total from your previous adventure record.

## 12. XP Lost or Spent

Some campaign events cause you to lose experience points. Record that loss in this box. The most common XP drain is magic item creation. A subtotal box is included on the AR to streamline the math.

## 13. XP Gained

Enter the experience gained during the adventure in this red box. This number cannot be greater than the max. XP possible for the APL you played. In the sample adventure record, the adventure was played at APL 4; the character could not earn more than 675 XP.

## 14. Final XP Total

Record your final XP total in this box. To calculate final XP, take the starting XP (11), subtract XP lost or spent (12), and add XP gained (13). When you gain enough XP to advance a level, you must take that level and make the required choices (skills, feats, spells, etc.) before playing the character again.

## 15. Starting GP

This amount is the gold piece total your character had at the start of the adventure. New LIVING GREYHAWK characters start adventuring with the gold remaining after they purchase their starting equipment. Existing characters use the final gp total from the previous adventure record. The campaign does not track fractions or any coin less than a gold piece.

## 16. Lifestyle Costs and other Coin spent

Chapter Three discussed lifestyle cost. To summarize, lifestyle covers all the expenses between adventures -- the mundane stuff that we don't want to micromanage. Use this section of the AR to record those expenses.

Pay your lifestyle at the beginning of an adventure. Lifestyle benefits and attempting to live off the wild are detailed in Chapter Three. After the adventure, check the appropriate lifestyle box on the AR. If you are living off the wild, choose "none" and write, "lived off the wild," on the sheet. Multiply the lifestyle chosen by the time units spent and record that sum in the lifestyle cost box. A lifestyle cost must be paid on the same adventure record where TUs are spent. unless you have regional or campaign documentation stating otherwise. For example, to spend 3 TUs crafting a magic item requires you also spend the appropriate lifestyle cost. If you receive free lifestyle from regional or campaign documentation, please have the DM write a brief note referencing the benefit in the Play Notes section of the adventure record.

Sometimes you spend gold during an adventure for things that aren't recorded on your master item logsheet. Other coin spent tracks these intangibles. Examples include donating money to a church, bribing a villager for information, or paying a thug to ransom a captured party member

The sum of your lifestyle cost and other coin spend is your total coin spent. Follow the arrow on the AR and write this total in the box under your starting gp.

Use the subtotal boxes in this part of the AR for your convenience. Depending on what you buy and sell, you may not need them. Put a line through unused boxes.

## 17. GP Gained

This red box is where you put the gold pieces earned during an adventure. The APL played determines the maximum amount that can be gained. Using the example AR, if the character had no special considerations and played at APL 8, a maximum of 1,250 gp is possible.

Gold pieces gained cannot be greater than the max gp possible from the APL played unless one of these two things occurs:

1. The character has campaign documentation allowing additional income. The documentation specifies how gold is earned.
2. The character uses the rules in Chapter Six: Beyond the Core Rules to earn additional money after a regional adventure.

## 18. Items Sold

As your character gains levels, old equipment becomes less effective. The trusty longsword your father gave you worked slaying orcs, but doesn't make the cut with shadows. You sell off the old and buy newer items. Record these transactions under items sold.

On the left, record which item you sold. Write the FULL value of the item to the right. If you sell more than five items, use the back of the adventure record to record everything but make a note to, "see the back." Once finished, total up everything sold and write that amount in total value of sold items. Divide that value by 2 and record the difference in the green gp gained box.

You need to keep notes on your character sheet and master item logsheet when you sell items. These note requirements are covered later in this chapter when discussing the new master item logsheet.

## 19. Items Bought

Now that you sold off the old stuff, you're probably champing at the bit to buy that new sword or wand you saw at Adventure Gio's Trading Post. Like selling items, you keep notes on your master item logsheet when purchasing new equipment. More details on that in a bit.

Using the space provided, record your purchases along with their FULL value. You must record every item you purchase. If you run out of room, you may use the back of the adventure record but 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 record this amount. Remember, you cannot spend more gold than you have. It sounds pretty obvious, but you would be surprised the questions DM's get asked some days.

Remember to check 6. Items Found During the Adventure above for exactly what you are allowed to purchase. If you cannot show the DM your documentation allowing the purchase of an item, GMs is fully within their rights to refuse you.

## 20. Final GP Total

The last step and you are done. Total everything from your starting gp down to gp spent and write that number in the final gp total box. That's your new starting total for your next adventure. Hand the completed sheet to your DM along with your last adventure record for verification of your starting totals. Once signed, you get his documents back. You are now ready for your next exciting GREYHAWK adventure.

# Final Thoughts on the Adventure Record

The adventure record method of tracking your character is very different from a home game. In home games, when you defeat the bad guys, you add what they had to your own equipment and keep going. Your DM provides a counter-balance to ensure the party is adequately equipped and challenged. In a LIVING campaign, this balancing act is much harder. With more than 300 adventures in play, and well over 13,000 people playing, it is impossible to give each session or player the loving care of a DM in a home game The AR system allows the campaign directors to balance the campaign without being overly restrictive or requiring excessive paperwork.

Consequently, at the end of the adventure instead of receiving a list of items to keep, you earn 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 total does not represent gold in your pocket. It represents the value of the 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. While we have a game mechanic in the middle to workout the math, in game your character is salvaging the item you want. This provides an even footing for everyone playing while maintaining a wide variety of game options and treasure.

# Living Greyhawk

## This Certificate Certifies that

_____

Played by_____

Player            RPGA #

**(1)** Has Completed
_Don't Fear the Old One_
A Regional Adventure
Set in Highfolk

**Play Notes:**
- ☐ _Gained a level_
- ☐ _Lost a level_
- ☐ _Ability Drained_
  _____
- ☐ _Died_
- ☐ _Was raised/res'd_
- ☐ _Was reincarnated_
  _____
  _____

_Home Region_____

**(2)** Event: _____ Date: _____
DM:_____
Signature            RPGA #

Adventure Record#  **(3)**

# 593 CY
## ADVENTURE
## LEVEL OF PLAY
(CIRCLE ONE)

### APL 2
_max 450 XP; 450 gp_  **(4)**

### APL 4
_max 675 XP; 650 gp_

### APL 6
_max 900 XP; 900 gp_

### APL 8
_max 1,125 XP; 1,300 gp_

### APL 10
_max 1,350XP; 2,300 gp_

### APL 12
_max 1,575 XP; 3,300 gp_

---

❖ **Potion of Mage Armor**
When consumed, this potion grants a +4 armor bonus for one hour as per the spell, _Mage Armor_.
   _Caster Level:_ 2nd; _Prerequisites:_ Brew Potion, _Mage Armor_, _Market Price:_ 100 gp.

❖ **Ring of the Antler**
This small ring made from the antler of some noble beast continually grants the wearer a +5 competence bonus to Survival Skill checks.
   _Caster Level:_ 5th; _Prerequisites:_ Forge Ring, creator must have 3 ranks of the Survival skill; _Market Price:_ 2,500 gp.

❖ **Lord Tolden's Longsword**
This longsword acts as a +2 Frost Longsword. It is engraved with the name of each of the Lords of the Tolden household to bear the blade. This weapon was found by the body of Elrik Tolden, the last of that noble line. If this weapon is ever in the presence of any of the Tolden household, please make sure to note that you have this blade to the DM.
   _Caster Level:_ 8th; _Prerequisites:_ Craft Magic Arms and Armor, _Chill Metal_ or _Ice Storm_; _Market Price:_ 18,315gp.

**(5)**

---

**(7)** ___ TU — _Starting TU_

**(8)** 1 OR 2 TU — _TU Cost_

**(9)** ___ TU — _Additional TU_

**(10)** ___ — _TU REMAINING_

**(11)** ___ XP — _Starting XP_

**(12)** - ___ XP — _XP lost or spent_

___ XP — _Subtotal_

**(13)** + ___ XP — _XP Gained_

**(14)** ___ XP — _FINAL XP TOTAL_

## ITEMS FOUND DURING THE ADVENTURE
_Cross off all items **NOT** found_

**(6)**

**APL 2**
❖ _Wand of Magic Missile — charges (Frequency: Adventure; 1st level caster; DMG)_
❖ _Potion of Mage Armor (Frequency: Adventure; 2nd lvl caster; see above)_
❖ _Bracers of Armor +2 (Frequency: Any; DMG)_

**APL 4** (all of APL2 plus the following)
❖ _+2 Longsword (Frequency: Any; DMG)_
❖ _Helm of Comprehending Languages and Reading Magic (Frequency: Regional; DMG)_

**APL 6** (all of APLs 2-4 plus the following)
❖ _+2 Longsword (Frequency: Any; DMG)_
❖ _Arcane Scroll of Cloudkill (Frequency: Adventure; 9th lvl caster, DMG)_
❖ _Ring of the Antler (Frequency: Regional; see above)_

**APL 8-12** (all of APLs 2-6 plus the following)
❖ _Lord Tolden's Longsword (Frequency: Adventure; see above)_

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**Lifestyle**
- ☐ _None_
- ☐ _Standard (12 gp x TU)_
- ☐ _Rich (50 gp x TU)_   **(16)**
- ☐ _Luxury (100 gp x TU)_

_Lifestyle Cost_ [____]
_Other Coin Spent_ [____]
**Total Coin Spent** [____]

**Items Sold**
_____  _____
_____  _____
_____  _____
_____  _____
**(18)**
Total Value of Sold Items [____]
Add ½ this value to your gp value

**Items Bought**
_____  _____
_____  _____
_____  _____
_____  _____
**(19)**
   Total Cost of Bought Items [____]
Subtract this value from your gp value

---

**(15)** ___ gp — _Starting GP_

**(16)** - ___ gp — _gp Spent_

___ gp — _Subtotal_

**(17)** + ___ gp — _gp Gained_

___ gp — _Subtotal_

**(18)** + ___ gp — _gp Gained_

___ gp — _Subtotal_

**(19)** - ___ gp — _gp Spent_

**(20)** ___ gp — _FINAL GP TOTAL_

# The Master Item Logsheet

So, you have all this cool equipment but, how do you record it? That is where the master item logsheet comes into play. It records everything important that your character carries in a format that is easy for your DM to read. It will also verifies where you found or purchased each item, and if applicable, where you sold them. Before going into detail, let's go over some basic rules for the MIL.

- Keep your MIL up to date and legible. Your DM will appreciate when it is organized and easily read. If the validity of an item on your MIL is questionable, your DM may legitimately deny you from using it in the adventure. So, be proactive and have a neat sheet ready for inspection at the start of the game.
- When your MIL gets too cluttered and needs to be updated, print out a new one and copy everything over. Don't transfer items you no longer possess. Show both your old and new MILs to your DM. After verifying both copies match, your DM will sign the new sheet. Always keep your old MILs. Sometimes it is necessary to go back and check where items came from. Retaining your old paperwork makes this easier.
- Items listed on your MIL function as described according to their original source unless specified in a variant rule or errata. 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.
- Purchases from the *Player's Handbook* are not required to be listed on the master item logsheet. List these items legibly on your character sheet.
- If none of your items are required to be listed on an MIL, you are not required to have one. Show your DM your character sheet, and you are all set.

Now, let's examine the various sections of the master item logsheet in detail.

# 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 master item logsheet shows all non-*PH* equipment that your character currently carries. Step 6 Items Found During the Adventure in the AR section above covers what you purchase. Now let's go over how you record it. Each item listed on the master item logsheet shows where you gained access to it, where you purchased it, and where if applicable you sold or lost it. Remember, in order for this system to work you must keep all your adventure certs and

adventure records numbered and in order. Be proactive and be prepared.

The following page shows a sample copy of the master item logsheet. A copy of this document for your own use is available on the LIVING GREYHAWK campaign website at www.wizards.com/lg in the Downloads section. For now, let's look at the different sections and how they are used.

Each item section on the MIL has common elements. We'll examine the common elements first then look at individual sections in more detail below.

**Item:** The name of the item as it appears in the *DMG* or source document granting access to item.

**Cost:** The market value of the item listed.

**Found AR #:** List the source document granting access to this item. If the item was originally a year one certificate, write "Year 2 #" instead. The "#" represents the # of the AR the original converted cert is stapled to. If a metagame source grants access to the item, write "Meta" on the line and make sure you have your meta-org cert handy for reference. If the item was created, write "MIC #" to notify the DM you created the item yourself and the AR to check for the paperwork. If access to the item is granted in this document then write "LGCS" to note this.

**Bought AR #:** When purchasing items track the money spent here. In most cases the AR where you found an item is the same one where you purchased it. Sometimes you buy things at a later date. If the item was purchased before January 1st, 2003 write, "Year 2" in this space.

**Gone AR #:** This field tracks items that have left your possession. If sold, record the AR # where the gold was added back to your gold piece total. Alternatively, you may have drunk a potion, exhausted a wand, or met a rust monster that divested you from the burden of armor. Any time you no longer have use of an item you must mark it gone and note the AR where it was used or disappeared.

# LIVING GREYHAWK MASTER ITEM LOGSHEET

**(1)**

Character Name: _____     Date: _____     Judge Sig: _____     **MIL #**

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

**(2)** ☐

## Helms, Goggles, and Other Headgear

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Necklaces, Brooches, Periapts, etc.

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Cloaks and Clothing

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Belts, Gloves, and Boots

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Rings

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Weapons

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
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|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Armor and Shields

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**(3)**

## Miscellaneous Magic Items

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
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**(4)**

## Disposable Magic (Potions and scrolls)

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
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**(5)**

## Wands, Staffs, Arrows and other charged Items

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

**(6)**

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

| Item | Cost | Found AR# | Bought AR# | Gone AR# |
|------|------|-----------|------------|----------|
|  |  |  |  |  |

*Charges/Uses Remaining*          *Other Info*

**(6)**

Now, let's examine the MIL in more detail.

## 1. Name and Verification Block

This section only needs to be completed when you first create an 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 verifies the information is correct and validates the MIL. Validation requires a GMs signature and RPGA number.

## 2. Master Item Logsheet Number

Like your adventure records, each MIL has a number. The first logsheet is number one and the number increases each time it's rewritten. This process documents your characters progression. How often you rewrite you MIL is up to you but never throw away an old one. Keep them for your records.

## 3. Location Based Item Sections

Certain items have limits on the number that can be used or equipped simultaneously. These sections represent these items. You may only equip one item of a certain type on at any one time. While you may have three cloaks, you can only use one at a time. With rings you may have two active at one time. You can also have one set of armor and one shield active at the same time. If you have more items listed than you can use at one time, you must note the ones you are currently using for your DM. Mark an "*" next to the active item. Unless you specifically tell the DM otherwise, it is assumed you are using your default equipment.

## 4. Miscellaneous Magic Items

Reusable magic items that aren't location based are listed here. Examples include a *bag of holding*, *horn of blasting*, or *pearl of power*.

## 5. Disposable Magic Items: One Shots

Disposable magic items are listed here. The most common examples are scrolls and potions. With disposable items, if you plan to purchase items to exactly replace those used during the adventure after the session, you do not need to mark them off. This step prevents clutter on your MIL and simplifies your GMs job. You must keep records deemed satisfactory by the DM tracking items used during the session. GMs may legitimately strike items off your MIL and require you to write down again when you purchase replacements.

## 6. Wands, Staffs, & Other Charged Items

Any disposable item with more than one charge is recorded here. Common examples include wands, arrows, or a *robe of useful items*. The other info section is for things such as caster level and metamagic feats used in a wand for example.

# Final Thoughts on the Master Item Logsheet

The master item logsheet is pretty easy to fill out and easy to keep up to date. For non-casters it may only need to be updated two to three times a year. Casters need to update it more often but that is the price for creating your own magic items. If you do not have enough room on the sheet to record all your items, print another copy on the back of your existing sheet. That gives you twice the space with only one sheet to keep track of.

Be sure to use the official LIVING GREYHAWK character sheet and MIL. Standardized documents make it easier on the DM. Using custom sheets means GMs must search for information and takes time away from play.

# Chapter Five: Sourcebook and Metagame Policy

As both LIVING GREYHAWK and the DUNGEONS & DRAGONS game expand, new character options are introduced into the campaign. This chapter explains how game and metagame possibilities introduce rules expansions. Chiefly, these expansions are feats, items, spells, and prestige classes from the new Complete and Races series of player guides (collectively known as core supplements) and the LIVING GREYHAWK Journal. This chapter also addresses common metagame issues.

Material from any of the sources listed below is only allowed if specified in the following rules, contained in the D&D core rulebooks v.3.5, or permitted through campaign documentation.

A core rules v.3.5 update to material still legal in the campaign is included at the end of this chapter. As a reminder, the old "builder books" (the 3.0 class guidebooks) have been removed from the campaign.

A character may not take a feat, or spell, not found in the PH until reaching third level. Exceptions to this rule are noted elsewhere in the LGCS.

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

- *Players Handbook v.3.5* (PH)
- *Dungeon Master's Guide v.3.5* (DMG)
- *Monster Manual v.3.5* (MM)
- *Living Greyhawk Journal* –Campaign News (found in *Dungeon Magazine*) (LGJN)

The following sources and their published errata are used in the campaign but require campaign documentation for use by players. The book or article must be brought to the session by the person using them. After each book will be an abbreviation that will be used later in this chapter. If something is not specifically named as useable from the following sources in this document then it cannot be used by players in the campaign without campaign documentation on an AR. Additional books may be usable by authors only. See the LIVING GREYHAWK WRITERS GUIDELINES for more details.

- *Complete Warrior* (CW)
- *Complete Divine* (CD)
- *Complete Arcane* (CAr)
- *Complete Adventurer* (CAd)
- *Races of Stone* (RS)
- *Races of Destiny* (RD)
- *Races of the Wild* (RW)
- *Arms & Equipment Guide* (AE)
- *Spell Compendium* (SpC)
- *Miniatures Handbook* (MH)
- *Frostburn* (Fr)
- *Sandstorm* (Sa)

- *Stormwrack* (Sto)
- *Heroes of Battle* (HB)
- *Heroes of Horror* (HH)
- *Living Greyhawk Journal* articles (LGJ)
- *Living Greyhawk web articles found on the RPGA Website.* (LGWA)
- *Dragon Magazine #315/#319* Greyhawk feat articles (either D315 or D319)

All feats, spells, base classes, and prestige classes from any non-core book source are broken down into one of following four categories.

- **Core:** Any character of 3rd level or higher who meets the requirements may take anything listed as core.
- **Limited:** A character must be 3rd level or higher and have some sort of campaign documentation to take anything in this category. Note that the Expanded Creation Options are considered campaign documentation. Limited is the default, and thus limited feats, spells, base classes, and prestige classes are not listed in this document.
- **NPC Only:** These are usable by authors only. They may not be possessed by player characters.
- **Restricted:** These are not used in the LIVING GREYHAWK campaign.

If your character takes anything from a non-core book, DMG, or MM then you must bring a copy of that book with you to every game where you play that character. Alternatively, you may bring a photocopy of the rules material you're specifically using, so long as you own the original book. You must inform the DM prior to play that your character has something from a non-core source and allow access to the documentation upon request.

## Feats

All non-core sourcebook feats fall into one of four categories. After each feat you will find the book it is from and possibly the name of the feat it replaces. If an entry lists more than one source, than any are acceptable. You may not use an old source for a feat when a new source is listed.

**Feats from *Dragon* #315/#319:** These are special feats that have been graciously made available to the campaign by Paizo Publishing. As the information in Chapter 3 states, several of these feats can be selected at 1st level, dependant upon a character's race or region. A few points are listed below to clarify the use and acquisition of these feats in the LIVING GREYHAWK campaign:

- Most of the feats are limited access (and thus, do not appear below). If a feat from one of the *Dragon* articles does not appear on the list in

Chapter 3 for your race/region, but is limited, you may consult your triad for ways in which your character may gain access to the feat (typically through adventure play or meta-organization membership).

- Your character's race and starting home region determine which feats that character has access to for the character's life. Switching regions does not grant access to a new set of regional feats.

- For every 2 ranks in Knowledge (local) for a specific metaregion you have, you may choose one region within that metaregion to give you the access listed on Table 3-3 in Chapter 3 for that region. For example, Dante's character, Ulrin the Quick, an Oeridian human, has a starting home region of Dyvers. He may choose the following feats (looking at Human, Oeridian and Dyvers on Table 3-3): Born Follower, Noble Soul, Mercantile Background, Rapscallion, Rhennlore, and Well Read. In addition, Dante put 2 ranks in Ulrin's Knowledge (local – VTF metaregion) skill. He selects Verbobonc (a region within the VTF metaregion) for access, and gains access to Elflore (he already had access to Mercantile Background and Well Read). At Ulrin's 3rd character level, Dante's invested 2 ranks of Knowledge (local – Iuz metaregion) – a different metaregion – and selects the Shield Lands, giving him access to Defensive Expert. Dante could have chosen to given Ulrin 2 more ranks in Knowledge (local – VTF metaregion) instead, and picked Ekbir, Ket, Tusmit, or Veluna for access.

- Regional choices should be noted in the "Play Notes" section of the AR when the character invests the ranks in Knowledge (local) (when leveling). The DM should write (for example) "Feat Access: Furyondy" once the player has made a selection. The player must select a new region with every 2 ranks invested in Knowledge (local) at the time of skill rank selection, or they receive no access for that particular skill rank investiture.

- Once you've selected another region, your character is treated as though you're from that region for feat prerequisites. Your character only gains access to feats on Table 3-3, unless the character has regional or campaign documentation.

- There is one exception to the above rule: ranks in Knowledge (local – Core) cannot give you access to feats from a core region. The only way to obtain access to those feats is from adventure play.

- At 1st level, characters may only select these feats from their race and starting region. While a character may have access to more regions' feats through the Knowledge (local) skill, they may not select them until 3rd level.

- Some of the feats from *Dragon* require special adjudication in the LIVING GREYHAWK campaign. They are listed below.

o **Blooded:** Add Touv to the list of regions.
o **Elemental Focus:** The bonus provided by this feat does not stack with Jinnbond.
o **Initiate of the Faerie Mysteries:** The use of the "Passions" ability of this feat is not usable in the LIVING GREYHAWK campaign.
o **Jinnbond:** The bonus provided by this feat does not stack with Elemental Focus.
o **Jungle Fighter:** Add Touv to the list of regions.
o **Landless Nobility and Celestial Scion (House Cranden):** The first sentence under the "Benefits" section of this feat should be replaced with the following:

> You begin play with more gold than normal for your class. Fighters, hexblades, paladins, rangers, and swashbucklers begin with 100 extra gp; clerics, favored souls, marshals, rogues, and scouts begin with 75 extra gp; barbarians, bards, sorcerers, warmages, and wizards begin with 50 extra gp; druids begin with 25 extra gp. Monks do not gain any extra gold by virtue of this feat.

o **Noble Soul:** Add Touv to the list of regions.
o **Pureblooded Suel:** You may not choose this feat if you are a human of mixed blood.

## CORE:

Able Sniper (RW)
Aerial Reflexes (RW)
Aerial Superiority (RW)
Agile Athlete (RW)
Ancestral Knowledge (RS)
Anvil of Thunder (CW)
Appraise Magic Value (CAd)
Arcane Defense (CAr)
Arcane Disciple (CD)
Arcane Mastery (CAr)
Arcane Preparation (CAr)
Arcane Strike (CW)
Arterial Strike (CW)
Ascetic Hunter (CAd)
Ascetic Knight (CAd)
Ascetic Mage (CAd)
Ascetic Rogue (CAd)
Augment Healing (CD)
Axespike (RS)
Axiomatic Strike (CW)
Battle Caster (CAr)
Battle Casting (RW)
Battle Hardened (RS)
Bear Fang (CW)

Boar's Ferocity (CD)
Born Flyer (RW)
Born of the Three Thunders (CAr)
Brachiation (CAd)
Brutal Throw (CAd)
Burrow Friend (RS)
Cavalry Charger (CW)
Chain Spell (CAr)
Channeled Rage (RD)
Chant of Fortitude (CAd)
Cheetah's Speed (CD)
Clever Wrestling (CW)
Climb Like an Ape (CAd)
Close-Quarters Fighting (CW)
Combat Brute (CW)
Combat Intuition (CAd)
Communicator (CAr)
Complementary Insight (RD)
Confound the Big Folk (RW)
Consecrate Spell (CD)
Cooperative Spell (CAr)
Coordinated Strike (RW)
Cougar's Vision (CAd)
Crescent Moon (CW)
Crowd Tactics (RD)
Danger Sense (CAd)
Dash (CW)
Death Blow (CAd)
Defensive Archery (RW)
Defensive Strike (CW)
Defensive Throw (CW)
Deft Opportunist (CAd)
Deft Strike (CAd)
Delay Spell (CAr)
Destructive Rage (CW)
Devoted Inquisitor (CAd)
Devoted Performer (CAd)
Devoted Tracker (CAd)
Disciple of the Sun (CD)
Disguise Spell (CAd)
Dive for Cover (CAd)
Diving Charge (RW)
Divine Cleansing (CW)
Divine Damage Reduction (RS)
Divine Metamagic (CD)
Divine Might (CW)
Divine Resistance (CW)
Divine Shield (CW)
Divine Spell Power (CD)
Divine Spellshield (RS)
Divine Vigor (CW)
Domain Focus (CD)
Domain Spontaneity (CD)
Double Wand Wielder (CAr)
Draconic Breath (CAr) [Metallic]
Draconic Claw (CAr)
Draconic Flight (CAr)
Draconic Heritage (CAr) [Metallic; available at 1st level]
Draconic Legacy (CAr) [Metallic]
Draconic Power (CAr) [Metallic]

Draconic Presence (CAr)
Draconic Resistance (CAr) [Metallic]
Draconic Skin (CAr)
Dual Strike (CAd)
Dwarven Armor Proficiency (RS)
Eagle Claw Attack (CW)
Eagle's Wings (CD)
Earth Adept (RS)
Earth Fist (RS)
Earth Master (RS)
Earth Sense (RS)
Earth Spell (RS)
Earth's Embrace (CW)
Earth's Warding (RS)
Elemental Healing (CD)
Elemental Smiting (CD)
Elephant's Hide (CD)
Elf Dilettante (RW)
Elusive Target (CW)
Empower Turning (CD)
Enchanting Song (RS)
Energy Admixture (CAr)
Energy Substitution (CAr)
Exotic Armor Proficiency (RS)
Exotic Shield Proficiency (RS)
Expeditious Dodge (RW)
Expert Tactician (CAd)
Explosive Spell (CAr)
Extend Rage (CW)
Extra Edge (CAr)
Extra Music (CAd)
Extra Rage (CW)
Extra Slot (CAr)
Extra Smiting (CW)
Extra Spell (CAr)
Extra Stunning (CW)
Extra Wild Shape (CD)
Extraordinary Concentration (CAd)
Extraordinary Spell Aim (CAd)
Eyes in the Back of Your Head (CW)
Fast Wild Shape (CD)
Faster Healing (CW)
Favored Power Attack (CW)
Fists of Iron (CW)
Fleet of Foot (CW)
Flick of the Wrist (RW)
Flying Kick (CW)
Focused Mind (RW)
Force of Personality (CAd)
Formation Expert (CW)
Fortify Spell (CAr)
Freezing the Lifeblood (CW)
Giantbane (CW)
Glorious Weapons (CD)
Gnome Foe Killer (RS)
Goad (CAd)
Greater Heavy Armor Optimization (RS)
Greater Kiai Shout (CW)
Greater Resiliency (CW)
Greater Two-Weapon Defense (CW)

Green Ear (CAd)
Grizzly's Claws (CD)
Hammer's Edge (CW)
Hamstring (CW)
Hawk's Vision (CAd)
Hear the Unseen (CAd)
Heavy Armor Optimization (RS)
High Sword Low Axe (CW)
Hold the Line (CW)
Improved Buckler Defense (CW)
Improved Combat Expertise (CW)
Improved Diversion (CAd)
Improved Familiar (CW & DMG)
Improved Favored Enemy (CW)
Improved Flight (CAd)
Improved Mounted Archery (CW)
Improved Rapid Shot (CW)
Improved Smiting (CD)
Improved Swimming (CAd)
Improved Toughness (CW)
Improved Two-Weapon Defense (CW)
Improved Weapon Familiarity (CW & RS)
Innate Spell (CAr)
Insightful (CAr)
Insightful Reflexes (CAd)
Inspire Spellpower (RS)
Instantaneous Rage (CW)
Intimidating Rage (CW)
Ironskin Chant (CAd)
Jack of All Trades (CAd)
Karmic Strike (CW)
Kai Shout (CW)
Lightfeet (RW)
Lightning Mace (CW)
Lingering Song (CAd)
Lion's Pounce (CD)
Lyric Spell (CAd)
Magic of the Land (RW)
Menacing Demeanor (RD)
Metamagic Song (RS)
Misleading Song (RS)
Mobile Spellcasting (CAd)
Monkey Grip (CW)
Moradin's Smile (RS)
Mountain Warrior (RS)
Natural Trickster (RS)
Necropolis Born (CAr)
Net and Trident (CW)
Night Haunt (CAr)
Nonlethal Substitution (CAr)
Oaken Resilience (CD)
Obscure Lore (CAd)
Obtain Familiar (CAr)
Open Minded (CAd)
Oversized Two-Weapon Fighting (CAd)
Pain Touch (CW)
Phalanx Fighting (CW)
Pierce the Darkness (RS)
Piercing Sight (RS)
Pin Shield (CW)

Plunging Shot (RW)
Power Critical (CW)
Power Throw (CAd)
Practiced Spellcaster (CAr & CD)
Prone Attack (CW)
Profane Boost (CD)
Quick Reconnoiter (CAd)
Quick Staff (CW)
Quicken Turning (CD)
Ranged Disarm (CW)
Ranged Pin (CW)
Ranged Spell Specialization (CAr)
Ranged Sunder (CW)
Rapid Spell (CD)
Rapid Stunning (CW)
Raptor School (CW)
Razing Strike (CAd)
Reach Spell (CD)
Reckless Rage (RS)
Reckless Wand Wielder (CAr)
Repeat Spell (CAr)
Roofwalker (RD)
Roots of the Mountain (RS)
Roundabout Kick (CW)
Sacred Boost (CD)
Sacred Healing (CD)
Sacred Vengeance (CW)
Sanctum Spell (CAr)
Savage Grapple (CAd)
Sculpt Spell (CAr)
Serpent's Venom (CD)
Shared Fury (RW)
Sharp-Shooting (CW)
Shield Charge (CW)
Shield Slam (CW)
Shielded Axe (RS)
Shielded Casting (RS)
Shock Trooper (CW)
Smatterings (RD)
Sociable Personality (RD)
Soul of the North (CAr)
Spell Hand (CAr)
Spell Focus (chaos, evil, good, law) (CD)
Spellrazor (RS)
Spinning Halberd (CW)
Split Ray (CAr)
Spontaneous Healer (CD)
Spontaneous Summoner (CD)
Spontaneous Wounder (CD)
Staggering Strike (CAd)
Steady Concentration (RS)
Steady Mountaineer (RS)
Stone Rage (RS)
Stoneback (RS)
Stone Form (RS)
Subsonics (CAd)
Sun School (CW)
Swarmfighting (CW)
Swim like a Fish (CD)
Tactile Trapsmith (CAd)

Three Mountains (CW)
Throw Anything (CW)
Titan Fighting (RS)
Touch Spell Specialization (CAr)
Transdimensional Spell (CAr & CD)
Trivial Knowledge (RS)
True Believer (CD)
Tunnel Fighting (RS)
Tunnel Riding (RS)
Turtle Dart (RS)
Twin Spell (CAr)
Underfoot Combat (RW)
Urban Stealth (RD)
Urban Tracking (RD)
Versatile Performer (CAd)
Wandstrike (CAr)
Weakening Touch (CW)
Wolfpack (RW)
Wolverine's Rage (CD)
Woodland Archer (RW)
Yondalla's Sense (RW)
Zen Archery (CW)

## LIMITED:
Any feat not found on these lists from a source listed at the beginning of this chapter falls into this category.

## NPC ONLY:
*The following feats are Core for animal companions, familiars, paladin mounts, and/or special cohorts. They are NPC Only for all others.
Ability Focus (MM)*
Archivist of Nature (HH)
Atlan's Mark (D315)
Auspicious Marking (RS)*
Awesome Blow (MM)*
Blood Calls to Blood (HH)
Breathing Link (Sto)
Bright Sigil (RD)*
Catfolk Pounce (RW)*
Celestial Scion (D315) [House Naelax only]
Centaur Trample (RW)*
Corrupt Spell (CD)
Courageous Rally (HB)
Craft Construct (MM)
Craft Contingent Spell (CAr)
Craft Skull Talisman (Fr)
Deformity (Skin) (HH)
Deformity (Tall) (HH)
Deformity (Teeth) (HH)
Deformity (Tongue) (HH)
Draconic Archivist (HH)
Dread Tyranny (RD)
Empower Spell-Like Ability (MM)*
Enhanced Power Sigils (RD)*
Extra Invocation (CAr)
Extra Silence (RS)*
Fiendsign (D315)
Fling Ally (RS)*
Fling Enemy (RS)*

Flyby Attack (MM)*
Gnoll Ferocity (RW)*
Heavy Lithoderms (RS)*
Heighten Spell-Like Ability (CAr)*
Hover (MM)*
Improved Natural Armor (MM)*
Improved Natural Attack (MM)*
Improved Rock Hurling (RS)*
Improved Sigil (all types) (RD)*
Inspirational Leadership (HB)
Landwalker (Sto)
Lore of the Ur-Flan (D315)
Killoren Ancient (RW)*
Killoren Destroyer (RW)*
Killoren Hunter (RW)*
Knockback (RS)*
Markings of the Blessed (RS)*
Markings of the Hunter (RS)*
Markings of the Magi (RS)*
Markings of the Maker (RS)*
Markings of the Warrior (RS)*
Maximize Spell-Like Ability (CAr)*
Multiattack (MM)*
Multiweapon Fighting (MM)*
Natural Leader (HB)
Powerful Wild Shape (RS)*
Primitive Caster (Fr)
Quicken Spell-Like Ability (MM)*
Rampaging Bull Rush (RS)*
Rapid Swimming (Sto)
Rock Hurling (RS)*
Silencing Strike (RS)*
Snatch (MM)*
Subtle Sigil (RD)*
Touchstone (Sa)
Veteran Knowledge (HB)
Wastri's Blessing (D315)
Water Adaptation (Sto)
Whispered Secrets (RD)
Willing Deformity (HH)
Winged Warrior (RW)*
Wingover (MM)*

## RESTRICTED:
Able Learner (RD)
Blessed by Tem-Et-Nu (Sa)
Chosen of Iborighu (Fr)
City Slicker (RD)
Collegiate Wizard (CAr)
Corrupt Arcana (HH)
Corrupt Spell Focus (HH)
Dalla Thaun's Luck (RW)
Debilitating Spell (HH)
Debilitating Strike (HH)
Deep Vision (RS)
Deflective Armor (RS)
Diverse Background (RD)
Eldritch Corruption (HH)
Energize Armor (RS)
Earth Power (RS)

Extra Spell Secret (CAr)
Focused Shield (RS)
Forbidden Lore (HH)
Frozen Wild Shape (Fr)
Guardian Spirit (CAr)
Human Heritage (RD)
Improved Cohort (HB)
Improved Frosty Touch (Fr)
Invest Armor (RS)
Judged by Aurifar (Sa)
Leap Attack (CAd)
Lunatic Insight (HH)
Mad Faith (HH)
Mage Slayer (CAr)
Mark of Hleid (Fr)
Persistent Spell (CAr)
Pierce Magical Concealment (CAr)
Pierce Magical Protection (CAr)
Pious Defense (CD)
Pious Soul (CD)
Pious Spellsurge (CD)
Pure Soul (HH)
Precocious Apprentice (CAr)
Resourceful Buyer (RD)
Shielded Manifesting (RS)
Surge of Malevolence (HH)
Tainted Fury (HH)
Touch of Taint (HH)
Troll Blooded (D319)

# Spells

All non-core sourcebook spells fall into one of four categories. After each spell you will find the book it is from and possibly the name of the spell it replaces. If it lists more than one book then either is acceptable. You may not use an old source for a spell when a new source is listed.

### CORE:
Absorption (SpC)
Accelerated Movement (SpC)
Accuracy (CAr)
Aerial Alacrity (RW)
Aiming at the Target (SpC)
Allegro (SpC)
Anger of the Noonday Sun (SpC)
Animate City (RD)
Animate Fire (SpC)
Animate Water (SpC)
Animate Wood (SpC)
Anticipate Teleportation (SpC)
Anticipate Teleportation, Greater (SpC)
Arc of Lightning (SpC)
Arrow Mind (SpC)
Arrow of Bone (SpC)
Arrow Storm (SpC)
Augment Familiar (SpC)
Backbiter (SpC)
Balancing Lorecall (SpC)

Bands of Steel (SpC)
Beast Claws (SpC)
Beget Bogun (SpC)
Bestow Curse, Greater (SpC)
Binding Winds (SpC)
Blackfire (SpC)
Blade Storm (SpC)
Blades of Fire (SpC)
Bladeweave (SpC) [Replaces Bladesong]
Blast of Flame (SpC)
Blast of Force (SpC)
Blessed Aim (SpC)
Blessing of Bahamut (SpC)
Blink, Greater (SpC)
Blistering Radiance (SpC)
Bloodhound (SpC)
Body of the Sun (SpC)
Bolt of Glory (SpC)
Bolts of Bedevilment (SpC)
Bottle of Smoke (SpC)
Brain Spider (SpC)
Brambles (SpC)
Branch to Branch (SpC)
Briar Web (SpC)
Brilliant Aura (SpC)
Brilliant Blade (SpC)
Burning Blood (SpC)
Cacophonic Shield (SpC)
Camouflage (SpC)
Camouflage, Mass (SpC)
Castigate (SpC)
Chain of Eyes (SpC)
Charm Person, Mass (RD)
Choose Destiny (RD)
City Lights (RD)
City Stride (RD)
City's Might (RD)
Cloak of Bravery (SpC)
Cloak of Bravery, Greater (SpC)
Cloak of the Sea (SpC)
Cloudburst (SpC)
Cloud-Walkers (SpC)
Cometfall (SpC)
Commune with City (RD)
Contagious Touch (SpC)
Corpse Candle (SpC)
Creeping Cold (SpC)
Creeping Cold, Greater (SpC)
Critical Strike (SpC)
Crown of Glory (SpC)
Crumble (SpC)
Curse of Ill Fortune (SpC)
Cursed Blade (SpC)
Dance of the Unicorn (SpC)
Darkvision, Mass (SpC)
Death Pact (SpC)
Decomposition (SpC)
Defenestrating Sphere (SpC)
Delay Death (SpC)
Deific Vengeance (SpC)

**Instant FAQ:**
Can my wizard copy a non-core spell out of another PC's spellbook and have it noted in the Play Notes section on my Adventure Record?

No. You must have campaign or regional documentation to have a spell appearing on the limited list. A note in the Play Notes section of your Adventure Record does not qualify.

Detect Favored Enemy (SpC)
Dirge of Discord (SpC)
Discern Bloodline (RD)
Discern Shapechanger (SpC)
Dispelling Screen (SpC)
Dispelling Screen, Greater (SpC)
Dissonant Chord (SpC)
Distort Speech (SpC)
Distract Assailant (SpC)
Divine Agility (SpC)
Divine Insight (SpC)
Divine Sacrifice (SpC)
Doomtide (SpC)
Dragon Breath (SpC)
Dream Sight (SpC)
Duelward (SpC)
Dust to Dust (RW)
Earth Hammer (RS)
Earth Glide (RS)
Earthen Grasp (SpC)
Easy Climb (SpC)
Easy Trail (SpC)
Embrace the Wild (SpC)
Emerald Flame Fist (SpC)
Enduring Flight (RW)
Energy Immunity (SpC)
Energy Vortex (SpC)
Enhance Familiar (SpC)
Entangling Staff (SpC)
Enveloping Cocoon (SpC)
Exacting Shot (SpC)
Expeditious Retreat, Swift (SpC)
Eye of Stone (RS)
Familiar Pocket (SpC)
Fireburst (SpC)
Fireburst, Greater (SpC)
Fires of Purity (SpC)
Fist of Stone (SpC)
Flame of Faith (SpC)
Flensing (SpC)
Fly, Mass (SpC)
Fly, Swift (SpC)
Focusing Chant (SpC)
Foebane (SpC)
Forestfold (SpC)
Fortify Familiar (SpC)
Freezing Fog (SpC)
Friendly Face (RD)
Golden Barding (SpC)
Ghostform (SpC)
Golem Strike (SpC)
Grave Strike (SpC)
Guided Shot (SpC)
Hail of Stone (SpC)
Harmonic Chorus (SpC)
Harmonize (RS)
Harmonize, Greater (RS)
Haste, Swift (SpC)
Hawkeye (SpC)
Healing Lorecall (SpC)

Healthful Rest (SpC)
Heart of Stone (SpC)
Herald's Call (SpC)
Hidden Lodge (SpC)
Hindsight (SpC)
Hound of Doom (CW)
Hymn of Praise (SpC)
Ice Knife (SpC)
Implacable Pursuer (SpC)
Improvisation (SpC)
Infernal Threnody (SpC)
Infestation of Maggots (SpC)
Insidious Rhythm (SpC)
Insightful Feint (SpC)
Insignia of Alarm (RD)
Insignia of Blessing (RD)
Insignia of Healing (RD)
Insignia of Warding (RD)
Inspirational Boost (SpC)
Instant Locksmith (SpC)
Instant Search (SpC)
Invisibility, Superior (SpC)
Invisibility, Swift (SpC)
Iron Silence (SpC)
Joyful Noise (SpC)
Languor (SpC)
Last Breath (SpC)
Lion's Roar (SpC)
Listening Coin (SpC)
Listening Lorecall (SpC)
Locate City (RD)
Low-Light Vision (SpC)
Maddening Scream (SpC)
Maelstrom (SpC)
Mage Armor, Greater (SpC)
Mark of the Hunter (SpC)
Master's Touch (SpC)
Mastery of the Sky (RW)
Miasma (SpC)
Mindless Rage (SpC)
Monstrous Thrall (SpC)
Murderous Mist (SpC)
Nature's Avatar (SpC)
Nature's Favor (SpC)
Naturewatch (SpC)
Nightstalker's Transformation (SpC)
Nimbus of Light (SpC)
Obedient Avalanche (SpC)
Omen of Peril (SpC)
Orb of Acid (SpC)
Orb of Acid, Lesser (SpC)
Orb of Cold (SpC)
Orb of Cold, Lesser (SpC)
Orb of Electricity (SpC)
Orb of Electricity, Lesser (SpC)
Orb of Fire (SpC)
Orb of Fire, Lesser (SpC)
Orb of Force (SpC)
Orb of Sound (SpC)
Orb of Sound, Lesser (SpC)

Pavilion of Grandeur (SpC)
Phantasmal Assailants (SpC)
Phantasmal Decoy (SpC)
Phantasmal Disorientation (SpC)
Phantom Bear (SpC)
Phantom Guardians (RD)
Phantom Stag (SpC)
Phantom Threat (SpC)
Phantom Wolf (SpC)
Plague of Rats (SpC)
Poison Thorns (SpC)
Poison Vines (SpC)
Prismatic Ray (SpC)
Probe Thoughts (SpC)
Programmed Amnesia (SpC)
Protégé (SpC)
Proud Arrogance (RD)
Quill Blast (SpC)
Raptor's Sight (RW)
Reaving Dispel (SpC)
Reciprocal Gyre (SpC)
Recitation (SpC)
Refusal (SpC)
Rejuvenation Cocoon (SpC)
Renewal Pact (SpC)
Repair Critical Damage (SpC)
Repair Light Damage (SpC)
Repair Minor Damage (SpC)
Repair Moderate Damage (SpC)
Repair Serious Damage (SpC)
Resonating Bolt (SpC)
Resurgence (SpC)
Resurgence, Mass (SpC)
Returning Weapon (RW)
Revenance (SpC)
Righteous Wrath of the Faithful (SpC)
Ring of Blades (SpC)
Rooftop Strider (RD)
Sacred Haven (SpC)
Sandblast (SpC)
Scent (SpC)
Scholar's Touch (RD)
Scourge (SpC)
Servant Horde (SpC)
Shadow Binding (SpC)
Shadow Form (SpC)
Shadow Guardians (RD)
Shadow Landscape (SpC)
Sign of Sealing (SpC)
Sign of Sealing, Greater (SpC)
Skyline Runner (RD)
Sniper's Shot (SpC)
Sonic Weapon (SpC)
Sonic Whip (SpC)
Spectral Weapon (SpC)
Speechlink (SpC)
Spell Resistance, Mass (SpC)
Spikes (SpC)
Spiritual Chariot (SpC)

Spiritwall (SpC)
Stalwart Pact (SpC)
Standing Wave (SpC)
Stone Fist (RS)
Stony Grasp (SpC)
Storm of Elemental Fury (SpC)
Storm Tower (SpC)
Stormrage (SpC)
Subvert Planar Essence (SpC)
Summon Devoted Roc (RW)
Summon Dire Hawk (RW)
Summon Elemental Monolith (SpC)
Swim (SpC)
Sword of Darkness (SpC)
Sword of Deception (SpC)
Tactical Precision (SpC)
Telepathic Bond, Lesser (SpC)
Thornskin (SpC)
Tidal Surge (SpC)
Tortoise Shell (SpC)
Touch of Madness (SpC)
Train Animal (SpC)
Transfix (SpC)
Transmute Rock to Lava (SpC)
Traveler's Mount (SpC)
True Creation (SpC)
True Domination (SpC)
Unbinding (SpC)
Unluck (SpC)
Unseen Servant, Mass (RD)
Unyielding Roots (SpC)
Urban Shield (RD)
Valiant Fury (SpC)
Vigor (SpC)
Vigor, Greater (SpC)
Vigor, Lesser (SpC)
Vigor, Mass Lesser (SpC)
Vigorous Circle (SpC)
Vine Strike (SpC)
Visage of the Deity (SpC)
Visage of the Deity, Greater (SpC)
Visage of the Deity, Lesser (SpC)
Vitrolic Sphere (SpC)
Wail of Doom (SpC)
Walk the Mountain's Path (RS)
Wall of Gloom (SpC)
War Cry (SpC)
Warp Destiny (RD)
Waterspout (SpC)
Wave of Grief (SpC)
Weapon of the Deity (SpC)
Weather Eye (SpC)
Whirling Blade (SpC)
Whirlwind, Greater (SpC)
Winding Alleys (RD)
Winged Mount (SpC)
Withering Palm (SpC)
Woodland Veil (RW)
Wood Rot (SpC)
Wood Wose (SpC)

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## Instant FAQ:

If I have a cleric domain from a core supplement such as *Complete Divine*, do I have to wait until 3rd level to cast a 1st-level spell not found in the *Player's Handbook*?

No. As an exception to the core access rule, you may access the domain's granted power (or powers), and cast a 1st-level spell from the domain's list, provided the spell is allowed in the campaign.

Wrack (SpC)
Wracking Touch (SpC)
Zeal (SpC)
Zealot Pact (SpC)

## LIMITED:
Any spell not found on these lists from a source listed at the beginning of this chapter falls into this category

## NPC ONLY:
Absorb Weapon (SpC)
Black Sand (Sa) [If a PC has a domain that grants this spell, then replace it with *scimitar of sand*]
Crisis of Confidence (HB)
Curse of Lycanthropy (SpC)
Demonhide (SpC)
Fiendform (SpC)
Fire Shuriken (SpC)
Heart Ripper (SpC)
Ice Assassin (Fr)
Otyugh Swarm (SpC)
Simulacrum (PH)
Slime Wave (SpC)
Slipsand (Sa)
Sniper's Eye (SpC)
Sphere of Ultimate Destruction (SpC)
Vile Death (HH)

## RESTRICTED:
Apparition (CAr)
Awaken (PH)
Awaken, Mass (SpC)
Awaken Sand (Sa) [If a domain grants this spell, then replace it with *sandstorm*]
Body of War (SpC)
Body Outside Body (CAr)
Call Forth the Beast (HH)
Chain of Sorrow (HH)
Cloud Chariot (CAr)
Cobra's Breath (CAr)
Commune with Greater Spirit (CAr)
Commune with Lesser Spirit (CAr)
Corporeal Instability (SpC)
Creeping Darkness (CAr)
Cutting Hand (SpC)
Dancing Blade (CAr)
Decapitating Scarf (CAr)
Destruction (PH) [If a domain grants this spell, then replace it with *finger of death*]
Detect Taint (HH)
Earthbolt (CAr)
Effulgent Epuration (SpC)
Elemental Burst (CAr)
Elemental Ward (CAr)
Entangling Scarf (CAr)
Favor of the Martyr (SpC)
Fiery Eyes (CAr)
Finding the Center (CAr)
Fire Breath (CAr)
Fire Wings (CAr)

Ghost Light (CAr)
Giant Size (CAr)
Grace (SpC)
Hand of the Faithful (SpC)
Ice Blast (CAr)
Imbue Familiar with Spell Ability (SpC)
Instant Refuge (SpC)
Internal Fire (CAr)
Iron Scarf (CAr)
Kiss of the Toad (CAr)
Life's Grace (SpC)
Lightning Blade (CAr)
Magic Miasma (SpC)
Master's Lament (HH)
Magnetism (CAr)
Mantle of the Fiery Spirit (Sa)
Mantle of the Icy Soul (Fr)
Melt (CAr)
Metal Skin (CAr)
Minute Form (CAr)
Mordenkainen's Disjunction (PH) [If a domain grants this spell, then replace it with *miracle*]
Nightshield (SpC)
Pain (CAr)
Permanency (PH)
Planar Binding (PH) [If a domain grants this spell, then replace it with *symbol of sleep*]
Planar Binding, Greater (PH)
Planar Binding, Lesser (PH)
Poison Needles (CAr)
Protection from Charm (CAr)
Rain of Needles (CAr)
Reanimation (CAr)
Resist Energy, Mass (SpC)
Resist Taint (HH)
Revivify (SpC)
Scales of the Lizard (CAr)
Secret Signs (CAr)
Shivering Touch (Fr)
Shivering Touch, Lesser (Fr)
Smoke Ladder (CAr)
Snake Darts (CAr)
Spell Matrix (SpC)
Spell Matrix, Lesser (SpC)
Lesser Spell, Greater (SpC)
Spirit Binding (CAr)
Spirit Binding, Lesser (CAr)
Spirit Binding, Greater (CAr)
Spirit Needle (CAr)
Spirit Self (CAr)
Steam Breath (CAr)
Summoning Wind (CAr)
Suspended Silence (SpC)
Synostodweomer (SpC)
Terra Cotta Lion (CAr)
Terra Cotta Warrior (CAr)
Triadspell (SpC)
Water to Poison (CAr)
Wraithstrike (SpC)

# Domains

All non-core sourcebook domains fall into one of four categories. Each domain has a book's abbreviation listed in parentheses after its name. If an entry lists more than one source, than any are acceptable. You may not use an old source for a domain when a new source is listed.

### CORE:
Air (PH)
Animal (PH)
Blackwater (Sto)
Celerity (SpC)
Chaos (PH)
City (RD)
Cold (SpC)
Community (SpC)
Competition (SpC)
Courage (SpC)
Creation (SpC)
Death (PH) [Replace 7th-level spell with *finger of death*]
Destiny (RD)
Destruction (PH)
Domination (SpC)
Dragon (SpC)
Dream (SpC)
Earth (PH)
Evil (PH)
Fire (PH)
Force (SpC)
Glory (SpC)
Good (PH)
Greed (SpC)
Healing (PH)
Hunger (SpC)
Inquisition (SpC)
Knowledge (PH)
Law (PH)
Liberation (SpC)
Luck (PH)
Madness (SpC)
Magic (PH) [Replace 9th-level spell with *miracle*]
Mind (SpC)
Mysticism (SpC)
Nobility (SpC)
Ocean (SpC)
Oracle (SpC)
Pact (SpC)
Pestilence (SpC)
Plant (PH)
Protection (PH)
Purification (SpC)
Repose (Sa) [Replace 7th-level spell with *finger of death*]
Rune (SpC) [Replace 5th-level spell with *symbol of sleep*]
Sand (Sa) [Replace 6th-level spell with *sandstorm*]
Seafolk (Sto)
Sky (RW)
Storm (SpC)
Strength (PH)
Summer (Sa)
Summoner (SpC)
Sun (PH)
Thirst (Sa)
Travel (PH)
Trickery (PH)
Tyranny (SpC)
War (PH)
Water (PH)
Windstorm (SpC)
Winter (Fr)

### LIMITED:
Any domain not found on these lists from a source listed at the beginning of this chapter falls into this category

### NPC ONLY:
Abyss (SpC)
Arborea (SpC)
Baator (SpC)
Celestia (SpC)
Elysium (SpC)
Hades (SpC)
Limbo (SpC)
Mechanus (SpC)

### RESTRICTED:
Balance (SpC)
Cavern (SpC)
Charm (SpC)
Craft (SpC)
Darkness (SpC)
Deathbound (SpC)
Drow (SpC)
Dwarf (SpC)
Elf (SpC)
Envy (SpC)
Family (SpC)
Fate (SpC)
Gluttony (SpC)
Gnome (SpC)
Halfling (SpC)
Hatred (SpC)
Illusion (SpC)
Lust (SpC)
Mentalism (SpC)
Metal (SpC)
Moon (SpC)
Orc (SpC)
Planning (SpC)
Portal (SpC)
Pride (SpC)
Renewal (SpC)
Retribution (SpC)
Scalykind (SpC)
Slime (SpC)
Sloth (SpC)
Spell (SpC)
Spider (SpC)

Suffering (SpC)
Time (SpC)
Trade (SpC)
Undeath (SpC)
Wealth (SpC)
Wrath (SpC)

# New Base Classes

All non-core sourcebook character classes fall into one of four categories. After each class you will find the book it is from and possibly the name of the class it replaces. If it lists more than one book then either is acceptable. You may not use an old source for a class when a new source is listed.

## CORE:
Favored Soul (CD)
Hexblade (CW)
Marshal (MH)
Scout (CAd)
Swashbuckler (CW)
Warmage (CAr)[1]

## LIMITED:
Any base class not found on these lists from a source listed at the beginning of this chapter falls into this category

## NPC ONLY:
Archivist (HH)
Dread Necromancer (HH)
Healer (MH)
Spellthief (CAd)
Spirit Shaman (CD)
Warlock (CAr)

## RESTRICTED:
Ninja (CAd)
Samurai (CW)
Shugenja (CD)
Wu Jen (CAr)

[1] The warmage's bonus feats are considered core for this class only, at the appropriate levels. In addition, the warmage's core access spells are available at 1st level, unlike other base classes.

# Prestige Classes

Each prestige class in the *DMG*, the class guidebooks, the Complete books, or the *LIVING GREYHAWK Journal* is designated as either a Core, Limited, NPC only, or Restricted. After each prestige class you will find the book it is from and possibly the name of the prestige class it replaces. If it lists more than one book then either is acceptable. You may not use an old source for a prestige class when a new source is listed.

## CORE:
Animal Lord (CAd)

Arcane Archer (DMG)
Arcane Hierophant (RW)
Arcane Trickster (DMG)
Archmage (DMG)
Argent Savant (CAr)
Battlesmith (RS)
Bear Warrior (CW)
Beastmaster (CAd)
Blade Bravo (RS)
Bladesinger (CW)
Bloodhound (CAd)
Cavalier (CW)
Champion of Corellon Larethian (RW)
Church Inquisitor (CD)
Consecrated Harrier (CD)
Contemplative (CD)
Cragtop Archer (RS)
Dark Hunter (CW)
Darkwood Stalker (CW)
Deepwarden (RS)
Dervish (CW)
Divine Crusader (CD)
Divine Oracle (CD)
Divine Prankster (RS)
Dragon Disciple (DMG)
Duelist (DMG)
Dungeon Delver (CAd)
Dwarven Defender (DMG)
Earth Dreamer (RS)
Eldritch Knight (DMG)
Elemental Savant (CAr)
Enlightened Fist (CAr)
Exemplar (CAd)
Exotic Weapon Master (CW)
Fatespinner (CAr)
Fochlucan Lyrist (CAd)
Geomancer (CD)
Geometer (CAr)
Gnome Giant-Slayer (CW)
Halfling Outrider (CW)
Hierophant (DMG)
Highland Stalker (CAd)
Holy Liberator (CD)
Horizon Walker (DMG)
Hospitaler (CD)
Hunter of the Dead (CW)
Initiate of the Sevenfold Veil (CAr)
Invisible Blade (CW)
Justiciar (CW)
Knight of the Chalice (CW)
Knight Protector (CW)
Loremaster (DMG)
Master of Many Forms (CAd)
Master of the Unseen Hand (CW)
Master Thrower (CW)
Menacing Brute (RD)
Mindspy (CW)
Mystic Theurge (DMG)
Nature's Warrior (CW)
Occult Slayer (CW)

Ollam (CAd)
Order of the Bow Initiate (CW)
Outcast Champion (RD)
Pious Templar (CD)
Radiant Servant of Pelor (CD)
Rage Mage (CW)
Rainbow Servant (CD)
Reaping Mauler (CW)
Sacred Exorcist (CD)
Sacred Fist (CD)
Seeker of the Misty Isle (CD)
Seeker of the Song (CAr)
Shadowcraft Mage (RS)
Shadowdancer (DMG)
Shining Blade of Heironeous (CD)
Streetfighter (CAd)
Spellsword (CW)
Stonelord (CW)
Stormlord (CD)
Sublime Chord (CAr)
Tattooed Monk (CW)
Tempest (CAd)
Temple Raider of Olidammara (CD)
Thief-Acrobat (CAd)
Vigilante (CAd)
Virtuoso (CAd)
War Chanter (CW)
Warpriest (CD)
Warshaper (CW)
Whisperknife (RW)
Wild Plains Outrider (CAd)
Wildrunner (RW)

## LIMITED:
Any prestige class not found on these lists from a source listed at the beginning of this chapter falls into this category

## NPC ONLY:
Acolyte of the Skin (CAr)
Assassin (DMG)
Black Flame Zealot (CD)
Blackguard (DMG)
Blighter (CD)
Blood Magus (CAr)
Dawncaller (RS)
Disciple of Thrym (Fr)
Entropomancer (CD)
Effigy Master (CAr)
Evangelist (CD)
Eye of Gruumsh (CW)
Fiend-Blooded (HH)
Goliath Liberator (RS)
Legendary Leader (HB)
Loredelver (RD)
Maester (CAd)
Master Transmogrifist (CAr)
Peregrine Runner (RS)
Primeval (Fr)
Ravager (CW)

Scar Enforcer (RD)
Shadow Sentinel (RD)
Skypledged (RW)
Stonedeath Assassin (RS)
Stonespeaker Guardian (RS)
Stormtalon (RW)
Thaumaturgist (DMG)
Ur-Priest (CD)
War Hulk (MH)
Warchief (MH)

## RESTRICTED:
Chameleon (RD)
Corrupt Avenger (HH)
Cryokineticist (Fr)
Frenzied Berserker (CW)
Ghost-Faced Killer (CAd)
Hulking Hurler (CW)
Iron Mind (RS)
Kensai (CW)
Knight of the Iron Glacier (Fr)
Knight of the Pearl (Sto)
Luckstealer (RW)
Purifier of the Hallowed Doctrine (HH)
Purple Dragon Knight (CW)
Red Wizard (DMG)
Rimefire Witch (Fr)
Ronin (CW)
Runesmith (RS)
Sand Shaper (Sa)
Scion of Tem-Et-Nu (Sa)
Shadowmind (CAd)
Tainted Scholar (HH)
Thayan Knight (CW)
Urban Soul (RD)
Void Disciple (CD)
Winterhaunt of Iborighu (Fr)

Some prestige classes have special requirements that can be tough to adjudicate, or have been updated to v.3.5 of the rules. Below you will find some guidelines to use as players for prestige classes currently available in the campaign.

- **Alienist:** This contact must be specifically listed in an adventure to count or gained through your local triad. Summoned or otherwise magically compelled creatures do not count.
- **Battlesmith:** Owning a dwarvencraft item (see *Races of Stone* for a definition of a dwarvencraft item) satisfies the special prerequisite of the prestige class. For purposes of the battlesmith's special abilities, use of the Craft Magic Arms and Armor feat to enhance a warhammer or suit of armor counts as an item that the battlesmith has created.
- **Bladesinger:** Use the most current version of this prestige class, as presented in Complete Warrior.
- **Church Inquisitor:** The corruption must be either specifically noted on an AR for an adventure or the

triad has designated the occurrence as valid. Contact your local triad for more information.

- **Consecrated Harrier:** The assignment and its completion must be setup through your local triad.
- **Contemplative:** This contact must be specifically listed in an adventure with the god or gods it counts towards or gained through your local triad. Summoned or otherwise magically compelled creatures do not count.
- **Cloud Anchorite:** The retreat to a high-altitude wilderness environment costs 2 time units. This should be noted in the notes section of the next AR gained.
- **Darkhagard:** Make the following adjustments to update the prestige class to v.3.5:
  - o Replace the class skills Intuit Direction and Knowledge (navigation) with Knowledge (geography) and Survival.
  - o Change the uncanny swim (Ex) ability to, "Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim his full speed (as a full-round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face."
- **Death Delver:** Characters in Living Greyhawk are assumed to have met the special requirement for this prestige class.
- **Deepwarden:** The 2nd level ability Stone Warden cannot give your character a higher AC bonus than that which is listed as the maximum Dexterity bonus to AC for the type of armor worn.
- **Dragon Disciple:** The type of dragon your character is depends on your alignment. This represents your dragon blood steering your life and beliefs in certain directions. Characters may only choose from the Metallic dragons listed here without having campaign documentation. Characters may not change their alignment before taking a level in this class (must have been the same for at least 3 levels) and once the character takes a level in this prestige class their alignment cannot change unless something in the campaign forces a change.
  - o **Lawful Good:** Bronze, Gold, and Silver
  - o **Lawful Neutral:** Bronze, Silver
  - o **Neutral Good:** Brass
  - o **Neutral:** None (must gain campaign documentation in play to take this class)
  - o **Chaotic Good:** Brass, Copper
  - o **Chaotic Neutral:** None (must gain campaign documentation in play to take this class)
- **Dread Pirate:** Player character dread pirates must choose the path of an honorable pirate upon advancing to 2nd level in this class.

- **Drunken Master:** Being chosen by an existing drunken master and the night of revelry must be specifically mentioned on an AR.
- **Dungeon Delver:** Only the 2nd method can be met in play. The DM has the discretion if the situation in the adventure meets this requirement and if so will note it on your AR. Method 1 and 3 must be requested through your local triad.
- **Elemental Savant:** This contact must be specifically listed in an adventure to count or gained through your local triad. Summoned or otherwise magically compelled creatures do not count.
- **Green Star Adept:** The sufficient quantity of starmetal must be acquired in normal play, and needs to appear as treasure on the AR. The ritual requires the spending of 1 time unit and 1,000 gp. This should be noted in the notes section of the next AR gained.
- **Hunter of the Dead:** (Scar of Unlife) This must be recorded on an AR in the notes section. A level or ability score must be permanently drained in order to qualify. Temporary damage or level drain that is then offset by spellcasting before taking full effect do not count.
- **Invisible Blade:** This single combat must be setup through your local triad and documented.
- **Lord of Tides:** You must receive documentation from an Adventure Record specifically mentioning that you've qualified for the lord of tides prestige class in order to meet the special prerequisite.
- **Mage of the Arcane Order:** Your local triad will provide information on where the initiation fee is to be paid.
- **Mask of Johydee:** Make the following adjustments to update the prestige class to v.3.5:
  - o Replace the class skills Innuendo and Read Lips with Sense Motive.
  - o Replace the spell *change self* with *disguise self*.
- **Menacing Brute:** Use of the 2nd level ability Resourceful Search does not allow you to keep the item gained at the end of the adventure.
- **Nightsong Enforcer:** The character must be affiliated with a thieves' guild or other such organization (instead of the Nightsong Guild). Contact your local triad for more information.
- **Nightsong Infiltrator:** The character must be affiliated with a thieves' guild or other such organization (instead of the Nightsong Guild). Contact your local triad for more information.
- **Rainbow Servant:** Contact your triad for information on meeting this special requirement.
- **Reaping Mauler:** Each qualifying combat must be documented on an AR in the notes section and happen during play.
- **Sacred Exorcist:** The special requirement must be met through a meta-org that specifically grants it or through your local triad.

- **Scorpion Heritor:** The DM must write in the "Play Notes" section of the AR when you've met the special requirement for this prestige class.
- **Seeker of the Misty Isle:** This invite must be noted on an AR as a special reward or the invite can come from another player at your table and noted in the notes and signed off by the DM.
- **Seeker of the Song:** Another seeker of the song must be met in normal play and noted in the notes section on your AR.
- **Shadowbane Inquisitor:** This prestige class upholds the ideals specified in the text, but is not part of the Order of Illumination (this knightly order does not exist in LIVING GREYHAWK).
- **Shadowbane Stalker:** This prestige class upholds the ideals specified in the text, but is not part of the Order of Illumination (this knightly order does not exist in LIVING GREYHAWK).
- **Silent Ones:** Make the following adjustments to update the prestige class to v.3.5:
  - Mask of Cymius ability allows *disguise self* at will, not *change self* at will.
- **Spellsword:** This must be met in normal play and noted in the notes section on your AR.
- **Stonelord:** The ritual requires the spending of 5 time units and 1,000 gp. This should be noted in the notes section of the next AR gained.
- **Temple Raider of Olidammara:** Contact your triad for more information on being invited into this prestige class.
- **Veth:** Make the following adjustments to update the prestige class to v.3.5:
  - Under requirements, replace Scry 8 ranks with Spellcraft 8 ranks.
  - Under class skills, replace Innuendo, Knowledge (Nyr Dyv), and Scry with Bluff, Sense Motive, Knowledge (geography), and Knowledge (arcana).
  - Modify the reading the lake ability: Remove all mention of the scry ability or the scry check. The base chance of success on the reading is 70% + 1% per caster level, to a maximum of 90%.
- **Wayfarer Guide:** Contact your local triad for more information.

# Items: Magic and Mundane

The opportunity to gain items, both magic and mundane, from various sources may occur during play. In each case, players receive campaign or regional documentation allowing the character access to the item in question once all the requirements listed on that documentation are fulfilled. Without both the appropriate documentation and the ability to fulfill any requirements, the items may not be taken. These items are not available to characters during character creation.

# Chapter Six: Beyond the Core Rules

This chapter clarifies some rules presented in the D&D core rulebooks v.3.5 that must be altered or expanded due to the needs of our play environment. This clarification 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 adventures.

## Adventuring Animals

This section clarifies the use of animals in the LIVING GREYHAWK campaign. These rules expand those found in the D&D core rules v.3.5 and only supersede those rules when explicitly stated.

You are responsible for reading and understanding 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 for these animals prepared for inspection and use by your 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 v.3.5*, animals and magical beasts that accompany your character on adventures have the average hit points listed within their description in the *Monster Manual* v.3.5.

### Animal Categories

There are two basic animal types that you can bring into play: magical beasts gained by way of class abilities (such as a paladin's mount, animal companions, or a spellcaster's familiar), 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. You cannot choose an evil familiar.

Standard familiars are acquired as per the rules found on *Player's Handbook v.3.5* page 52. 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 page 52 in the *Player's Handbook v.3.5*, or (when appropriate) those granted by the Improved Familiar feat found in *Complete Warrior* or the *Dungeon Master's Guide v.3.5*.

Paladins' mounts are acquired as per the rules found in the *Player's Handbook v.3.5*, page 45. In the LIVING GREYHAWK campaign, small paladins may choose a riding dog (page 196 of the *Monster Manual v.3.5*) instead of the standard warpony. A paladin's mount starts with the average hit points for the particular base animal as listed in the *Monster Manual v.3.5*. 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 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 TUs (or one real year) of the character's play have passed from the point that it was either slain or dismissed. A lost paladin's mount follows the rules in the *Player's Handbook v.3.5* for replacement.

**Animal Companions:** Animal companions are normal or dire animals that share a strengthened bond with a druid or ranger. This companion is treated as a normal animal (it is not a magical beast). For complete rules see page 36 in the *Player's Handbook v.3.5*. If you have levels in ranger and druid, and your ranger is at least 4th level, then you may add half your ranger levels to your druid levels to determine the level of your animal companion. You may not take a dinosaur animal companion without campaign or regional documentation.

> **Starting Companion:** Only first level druids start with an animal companion. They choose from the list on page 35 of the *Player's Handbook v.3.5.*
>
> **Changing Animal Companions:** You can change your base animal companion each adventure you play if you desire, as long as you prepare appropriate documentation before playing.
>
> **Advancing Animal Companions:** Animal companions advance using the rules laid out in the PH. They do not gain anything (larger size, etc.) that is not specifically mentioned in the PH.

**Tricks:** Your animal companion at the start of an adventure can be trained with its full compliment of tricks (3 for every point of Intelligence plus bonus tricks as indicated in the PH). The list of animal companion tricks is on page 74 of the *Player's Handbook v.3.5* under Handle Animal. Special tricks (ones not listed in the *PH*) are only allowed by way of campaign or regional documentation.

**Non-Standard Animal Companions**: You must have campaign documentation to have an animal companion that is not listed in the *Player's Handbook v.3.5*. You must also have a level adjustment associated with your animal companion for purposes of determining the companions characteristics and special abilities. Contact the triad that issued the special animal companion for more details if needed.

The following rules apply to added HD to any creature that might be brought along on an adventure as well as items they are allowed to wear. DM's are allowed to make exceptions in certain situations.

- They gain 1 skill point per hit dice as they level (Why? their Int is so low, the modifier drops it to less than one, or one).

- They gain 1 feat per 3 hit dice as anyone else. These feats can only be taken from either the PH or the MM. All prerequisites must apply. *i.e.*, Nothing that has an Int requirement the animal does not meet, for example. Additionally, the animal may not qualify for all of the MM feats. All of these feats are core for the creature.

- Unless the AR says otherwise, they do not gain feats from any other source. Most ARs say "You may gain a feat from source X…" not "You or your companion…"

- They can only use these sorts of magic items, unless otherwise specifically stated that it can be used by an animal, animal companion, mount, or familiar:
    - A. One suit of barding
    - B. One collar, necklace or other neck gear
    - C. One cloak.

**Domesticated Animals:** Most animals you can buy and adventure with are trained to some extent. These animals include those listed on Table 7-8 of the *Player's Handbook v.3.5*. 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 page 74 of the *PH* under Handle Animal. You must be riding a horse or a pony in order for it to follow the attack command. Commanding an animal to perform a trick is a move action and pushing an animal is a full-round action (see Handle Animal for more details). A druid or ranger can command an animal companion to perform a trick as a free action and push it as a standard action.

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 page 74 of the *PH* under Handle Animal. For the riding dog, you may either pick two extra tricks or use these two trick slots to make the dog trained to use a trip attack (as specified in the riding dog entry in the *Monster Manual v.3.5*). Animals gained that start play with more than the standard training must be supported with campaign or regional documentation.

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, *PH* page 74), and spend 1 TU to teach one animal one trick. You must succeed at a Handle Animal check (DC varies – see skill description) after the TU cost is paid. A failed check means the animal isn't trained. You are not able to attempt another check until after you have played another regional adventure. You may not take 20.

## Animals and the APL

If you bring domesticated animals that have been trained for fighting 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 added to your character level for determining the APL. You may only use four or fewer animals of this type. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. Determining a party's APL is described in each adventure, but 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

The Leadership feat allows you to gain a single cohort, a skilled adventuring sidekick to share your adventures, as well as an assortment of other followers. Your cohort may accompany you on regional, metaregional, core, and core special LIVING GREYHAWK adventures as long as you follow the rules for their inclusion (see below). Your followers

only come into play during special events and only if those events explicitly allow them.

## Cohort Inclusion in an Adventure

You may include your cohort in the play of standard LIVING GREYHAWK sessions if and only if there are four or five players 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 session and no RPGA member wishes to participate to fill that place. If more than one player wishes to bring a cohort but there are not enough openings, one or more of player must leave their cohort at home. If players wishing to bring cohorts cannot decide who leaves their cohort at home, the DM is free to rule that no cohorts are allowed.

A cohort at a table counts as a character in every respect. So for example their level is included in the APL calculation and they can be targeted by NPCs within the event and might actually end up being the lead character in the story in certain situations.

## Designing Your Cohort

Cohorts are designed and restricted exactly like LIVING GREYHAWK characters 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 by your Leadership score as described in the *Dungeon Master's Guide v.3.5*, page 106. You can only modify your Leadership score for determining cohort level using the modifications listed under 'The Leader . . .' on page 106 unless you have special regional or campaign documentation specifically granting other modifiers. Cohorts begin play with the minimum experience points for their starting level.

**Starting Gold:** Use Table 4-23: NPC Gear Value on page 127 of the *DMG* to determine your cohort's starting gold.

### Step 3: Hit Points

No changes.

### 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 *DMG*.

### Step 6: Home Region

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

## Cohort Advancement and Special Cohorts

Cohorts advance the same way as any LIVING GREYHAWK character. 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 (note: they may never be within one level or higher than a character they are a cohort of, and lose any 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.

Even under the best of circumstances it is hard for a cohort to keep up with their leader. Each time the character that has the leadership feat gains a level you will recalculate your leadership score and set your cohorts level to this number. In some cases this will not result in the cohort going up levels each time your character does. The cohorts new gp total is set to the appropriate amount per Table 4-23: NPC Gear Value found on page 127 of the DMG minus all equipment currently owned (the total gp value of the cohort cannot be greater than the amount of Table 4-23)..If the cohort currently has more gold than listed for his level in the DMG then he loses any extra. Cohorts are only updated when the character with the feat levels.

Due to this system there are some additional rules that go with having a cohort. A cohort cannot take or use any magic item creation feats. If the character has a class that gives a magic item creation feat for free then they cannot use it. A cohort cannot have more than 10% of its total wealth wrapped up in consumable items at any one time. When a cohorts gp value is adjusted for gaining a level, the cohort must use this in purchasing permanent magic items only. He can then use gold gained in further adventures on consumables (keeping the 10% cap in mind).

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 TUs as you

search the land to find a new loyal sidekick. Also remember that if the DM believes that the cohorts 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 TUs as your search the land for a new loyal sidekick. You 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 v.3.5*, *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 within two levels or 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 during a session in order for a character to use their items - and not at the expense of the cohorts 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 cohort's wealth and items revert 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. GMs should only taking over a cohort in the most unusual situations.

## Followers in Living Greyhawk

For most intents and purposes, followers gained from the leadership feat are not used in LIVING GREYHAWK. They are mostly roleplaying flavor type things that exist in the background of your character. As some special events and interactives can involve them in various fashions, you may create your followers in detail if you wish. Followers use the same rules to create cohorts with the following changes:

- The only equipment they are allowed to purchase is out of the PH.

- They may not loan or be loaned equipment. They are simple guards and such. Not adventurers.

# Character Death and Back Again

The life of an adventurer is a dangerous one and sometimes bad things happen that you would like to undo. Character death, level loss, or ability score loss are hard burdens to accept even for the best of us. Since Oerth is a magical world, these problems can be undone—for a price. The following 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 a dead character or cohort is carrying a special item vital to the plot of the adventure where 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 including any arrangements for restoration. If they want to stay dead, the other players at the table cannot force the issue.

**Must be Resolved at the Table:** When a character or cohort dies their fate must be resolved at the session where 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. Players may enlist monetary aid from other characters or cohorts only during the session where the death occurred to gain such spellcasting. If the spellcasting requirements cannot be met during that session, the character is permanently dead. All the character's and its cohort's (if any) adventure records are handed to the DM. As the representative of the LIVING GREYHAWK campaign staff in these instances, the DM destroys or voids these records (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 or higher RPGA DM 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 from 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, then the Senior DM for the event fills in as the Appeals DM. Once the Appeals DM has ruled it is final, and you must abide by his decision.

## 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 page 135 in the *Dungeon Master's Guide v.3.5* or all of your character's coin value from your last adventure record, whichever is greater. The charity of friends clause may also be used if the character does not die, but still loses all of their equipment (such as being enveloped completely by an acidic creature).

Wizards may opt to discard 33% 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 charity represents family and friends chipping in to help get you back on your feet. No player at the session is allowed to contribute to this amount and no players actually adjust their gold on hand total.

**DM Note:** It is in your discretion on what losing all possessions entails. If the character's horse survives then obviously he has still lost everything. You can declare that any minor surviving gear is lost and let the player invoke the Charity of Friends Clause.

# NPC-Performed Spellcasting

If characters are incapable of casting the desired spells at the session, the characters' 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 their website , detailing how NPC spellcasting is handled in their region. For all core, metaregional, or regional adventures where the triad has not detailed region-specific rules for NPC spellcasting, use the following rules:

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

**Influence Points/Favors:** 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.

**Adventure 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. These situations written into an adventure take precedent over rules presented here.

**Determine Level of Caster Available:** Depending on the adventure, a spellcaster of the needed level may or may not be available. Review Table 6-2 to determine what level spellcaster is available by the size of the settlement detailed in the adventure text. If a higher-level spellcaster is written into the adventure, that NPC may be used instead. When the adventure does not specify what size settlements are close at hand, 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) | 13th |

## Spell Costs

The spells on Table: 6-3 may be cast by NPCs under a DM's control. Regional rules and individual adventure text may override these costs.

## Table 6-3: Spell Costs

| Spell Name | Caster Level | Cost (gp) |
|---|---|---|
| Cure minor wounds | 1st | 5 |
| Detect magic | 1st | 5 |
| Detect poison | 1st | 5 |
| Purify food & drink | 1st | 5 |
| Cure light wounds | 1st | 10 |
| Cure moderate wounds | 3rd | 60 |
| Delay poison | 3rd | 60 |
| Lesser restoration | 3rd | 60 |
| Cure serious wounds | 5th | 150 |
| Dispel magic | 5th | 150 |
| Gentle repose (5 days) | 5th | 100 |
| Remove blindness/deafness | 5th | 150 |
| Remove curse | 5th | 150 |
| Remove disease | 5th | 150 |
| Speak with dead | 5th | 150 |
| Cure critical wounds | 7th | 280 |
| Neutralize poison | 7th | 280 |
| Restoration | 7th | 380 |
| Break enchantment | 9th | 450 |
| Raise dead | 9th | 5,450 [1] |
| Greater dispelling | 11th | 660 |
| Heal | 11th | 660 |
| Stone to flesh | 11th | 660 |
| Regenerate | 13th | 910 |
| Resurrection | 13th | 10,910 [2] |

[1] – There are two ways to pay for *raise dead*. First, pay the cost as listed and receive the benefits of the spell. Second, pay all of your gold on hand except 100 gp (minimum 2,000 gp – you may sell items as normal to pay this cost) up front and 5 TUs. The remaining balance must be paid out of future adventure earnings as quickly as possible (all gold earned from future adventures, after lifestyle costs and other mandatory costs, must go towards this debt until it is fully paid off). If you do not have enough TUs, you may spend TUs from the next campaign year to meet this requirement. This payment represents working off your debt with the church and coming up with more funds to pay them. Others at the session may chip in gold to help offset either method of payment. You are not required to pay upkeep on TUs spent in this fashion. Only one debt of this fashion is permitted at any one time.

[2] - There are two ways to pay for *resurrection*. First, pay the cost as listed and receive the benefits of the spell. Second, pay all of your gold on hand except 100 gp (minimum 5,000 gp - you may sell items as normal to pay this cost) up front and 10 TUs. The remaining balance must be paid out of future adventure earnings as quickly as possible (all gold earned from future adventures, after lifestyle costs, and mandatory costs, must go towards this debt until it is fully paid off). If you do not have enough TUs you may spend TUs from the next campaign year to meet this requirement. This represents working off your debt with the church and coming up with more funds to pay them. Others at the session may chip in gold to help offset either method of payment. You are not required to pay upkeep on TUs spent in this fashion. Only one debt of this fashion is permitted at any one time.

# Lycanthropy

During your character's many adventures, it is possible to pick up a few nasty curses. No curse can destroy party chemistry faster than lycanthropy. A trusted comrade turning on the party in the middle of a tough battle is more than most parties can take. The following rules apply to those who currently have or may acquire 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 adventure 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 adventure.
- A PC can become aware of this affliction by making a Wisdom check (DC 15) after changing back or by having a fellow party member witness and report the changing to the character.
- Once a PCs is aware they have disease, they must attempt to have it removed. If you do not, their alignment shifts to that of the were-creature after the next change and they become NPCs under the DM's control. Mark the character's adventure records void and remove the character from the campaign.
- Check your triad's 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 modifier whichever is higher. The character only gets 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) has belladonna for sale (5 gp). A Survival check (DC 14) allows characters to 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 three days of contracting lycanthropy, a *remove disease* or *heal* spell cast by a 12th-level priest will remove it. This costs 360 and 720 gp respectively and 1 TU. This cost may be modified using an appropriate cert or if the player has another way to cast the spell.
  ➢ If it is past 3 days, lycanthropy is much harder to remove. Afflicted characters must seek out a caster to cast *remove curse* or *break enchantment* on them while the moon is full. Once a caster is found, the

afflicted character must spend 150/450 gp respectively and 4 TUs. This payment allows the character to make a Will save (DC 20). Characters fails this save must spend another 150/450 gp and 4 TUs to attempt another save.

➢ The character must continue this process until making the save or running out of money. Other players at the session may donate money to help pay for this cost. Characters unable to pay the 150 gp are assumed to be performing menial tasks for the church to help pay this service.

➢ Character running out of TUs are finished being played for the year. Once TUs reset on Jan 1ˢᵗ of the next year he can try to remove the curse once again.

## Repairing Destroyed Magic Items

Permanent magic items that are destroyed as a result of in-game effects may be repaired, provided that all physical pieces of the item are retrieved. There are some specific rules that must be followed in order to repair a destroyed magic item.

- The only items that can be repaired in such a manner are magical armor, magical weapons, rings, and wondrous items.
- Repairs can only be done after the adventure in which the item was destroyed, and up to three adventures later for the owner of the item – after that time, the item is permanently lost.
- Use the rules under the various craft feats (Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring) to determine cost in both gold and XP (it is half of the item's creation cost in both instances). The time unit cost to repair a destroyed item is equal to one-half the normal creation time of the item, rounded up to the nearest time unit.
- Characters may only repair items that they could normally create using one of the aforementioned feats. Characters may repair another character's item, as long as the character conducting the repairs pays the XP and time unit cost (either the owner or the repairer may pay the gold cost, but only those two characters may do so).
- In addition to PCs repairing magic items, NPCs may also repair items, subject to the guidelines listed above, but with the following additions:
  o The adventure must have taken place in a town with a caster of a high enough level to repair the item (use Table 6-2 to determine, unless the adventure specifically states otherwise).
  o The PC pays the half the item's market value (not creation cost) for the repair.
  o Items must be repaired after the adventure in which the item was destroyed, and up to three adventures afterward, but special favors may extend this period.

## Geometers

The geometer prestige class (from *Complete Arcane*) allows a character to create spellglyphs, which can be used at a later time. Spellglyphs are made using Magic Item Creation (Chapter 7) and work like creating scrolls (except their cost is only the spell level x 25 gp). A geometer can create a spellglyph of any spell known. Spellglyphs never cost XP to create; up to 5 may be created before the start of a qualifying adventure (see Chapter 7) with the expenditure of one TU and the applicable gold.

## Coldfire

Coldfire is a spell component used in several spells from *Frostburn,* an environmental supplement. Ounces of coldfire must be found in a adventure and listed on the AR in order for a character to purchase this component.

## XP Expenditure for Spells

For each adventure round played, a character and any other spellcasters that are controlled by a player (such as a cohort) have a maximum total amount of XP that can be spent for spellcasting. This total is equal to 50 x APL, or one spell. A character cannot cast spells totaling more than the XP cap for the adventure round. So, for example, a wizard playing an adventure at APL 10 would have a maximum XP cap of 500 XP for spellcasting purposes – this is the most he may spend on XP-draining magic (or one spell could be cast above this XP cap). Note that this number represents the <u>total</u> amount of XP that can be spent between all characters under the control of an individual player (so, there is no separate XP expenditure tracking for a cohort, for example). Magic item creation is unaffected by this rule.

## Restricted Spells

Spells that are listed as restricted in the Living Greyhawk campaign are never accessible to PCs. However, NPCs may still possess the spells, and their effects may be present in adventures (such as *awakened* animals or magic items created with *permanency*). NPCs may never cast a restricted spell during an adventure.

## Spell Clarifications

Due to the nature of Living games, some spells need changes to work properly within the framework of the Living Greyhawk campaign. There are some basic ground rules to discuss before describing 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 adventure, a spell effect may extend into the next rounds if appropriate (DM's call).
- Players must have documentation during a session when casting any of the spells listed below.
- We recommended DMs keep the current campaign standard on hand for easy reference during games.
- The rules for the spells below are retroactive. If you somehow cast a *wish* spell to give yourself a +1 inherent stat bonus or cast *greater planar binding* to summon a being to give you a million gp for its freedom, those bonuses go away.
- The campaign does not use the published *polymorph* errata. See the FAQ for more information.

## Clone

The *clone* spells creates a body for wizards or sorcerers that their soul inhabits upon their death. As a permanent effect that resolves at a later date, the follow rules apply.

- Wizards or sorcerers may use this spell to create a clone of themselves only.
- The caster must spend 12 TUs and 1,000 gp when casting this spell.
- The players must inform his DM at the start of each play session that they have clones.
- Once dead, the characters soul enters the body of the clone. Characters lose one level as if resurrected. Characters unable to rejoin the party are effectively out of the adventure.
- If out of the adventure, casters only gains XP and gp up to the point they died. If they can rejoin the party, they gains XP and gp as normal.
- If surviving party members recover the deceased's gear, casters retains possession of all their surviving equipment. If no party members survive or cannot recover their gear, casters loses everything and can invoke the Charity of Friends Clause found earlier in this chapter.
- At the start of each new campaign year, casters of the *clone* spell must spend 6 TUs keeping their clones up to date or he loose them and must start again.
- The DM notes when players has use 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. Since this is a permanent until discharged effect, the follow rules apply.

- A wizards 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 notes 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 uses the chart listed with the Craft skill to determine the DC if necessary.
- The item remains for the duration of the adventure 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 adventure.

## Gate

Due to the powerful nature of this spell and its many variables, the follow rules apply.

- 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 adventure being played.
- If used to call a creature, only a single creature is 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 it 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 adventure that is currently on another plane.
  3. The player has special campaign documentation allowing a specific being to be called.
- If a type of creature is desired, the PC may summon a creature with the type outsider from the *Monster Manual v.3.5*. It has standard HD for its type.
- For purposes of control, the caster may summon a creature type with standard HD up to the caster level safely. For each HD over the 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 summoned. When summoning something that destroys a village, the character pays the price.

## Greater Planar Ally

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

- When priests cast this spell, their deity sends a single elemental or outsider of no greater than 18 HD or up to three identical creatures whose total HD do not exceed 18, to answer the call. These creatures must have the same alignment as your god (elementals are automatically the same alignment) and be listed in *Monster Manual v.3.5* (no appendixes or templates).
- You may not call a named creature without campaign documentation.
- The bargaining process with the creature takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- The caster must choose the task that needs performed during the bargaining, and determine how long the task should take. GMs is free to increase or decrease this time at their discretion.
- The DM determines if the task is non-hazardous (50% normal cost), normal, hazardous (150% normal cost) or suicidal (will not accept).
- If the DM believes the task is strongly aligned with that of the caster's god, the DM can reduce the final cost, as calculated above, by an additional 50%. (Minimum of 25% normal cost)
- At this point, the caster must either accept the agreement and pay the agreed sum, or refuse and end the spell. The caster must pay the 500 XP regardless of the outcome of the spell.
- The players at the table may all chip in to cover the cost of this spell.
- Writers' Note: Creatures summoned prior to a fight using this spell must be included when calculating the EL of a combat.

## Leomund's Secret Chest

As this spell has a duration that is longer than a standard LIVING GREYHAWK event, the following rules will apply.

- 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 v.3.5*. The player must keep a separate, legible list of what is stored in the chest and provide it to the DM on request.

- Players must inform GMs they have an active Leomund's Secret Chest at the beginning of a session.
- The chest lasts for 8 TUs before expiring. The adventure record that it is first recorded on does not count as one of those TUs.

## Limited Wish

- Any spell duplicated must come from a Core source or the character must have access to it in some fashion.
- Characters must pay at least 300 XP when casting this spell (see the spell description for more details).

## Lesser Planar Ally

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

- When priests cast this spell, their deity sends a single elemental or outsider of no greater than 6 HD to answer the call. This creature must have the same alignment as your god (elementals are automatically the same alignment) and be listed in *Monster Manual v.3.5* (no appendixes or templates).
- You may not call a named creature without campaign documentation.
- The bargaining process with the creature takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- The caster must choose the needed task during the bargaining and determine how long it will take to complete. GMs is free to increase or decrease this time at their discretion.
- The DM then determines if the task is non-hazardous (50% normal cost), normal, hazardous (150% normal cost) or suicidal (will not accept).
- If the DM believes the task is strongly aligned with that of the caster's god, the DM can reduce the final cost, as calculated above, by an additional 50%. (Minimum of 25% normal cost)
- At this point, the caster must either accept the agreement and pay the agreed upon sum, or refuse and end the spell. The caster must pay the 100 XP regardless of the outcome of the spell.
- The players at the table may all chip in to cover the cost of this spell.
- Writers' Note: Creatures summoned prior to a fight using this spell must be included when calculating the EL of a combat.

## Miracle

Miracle is one of the most powerful spells and also one of the easiest to abuse in the campaign. 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.
- Any spell duplicated must come from a Core source or the character must have access to it in some fashion.
- 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.

Caster may not use the option to pick something beyond the list above. They must choose something from that list when the spell is cast. They may not use a *miracle* spell to cast a spell that is restricted 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.

## Mirror Image

This spell creates illusionary duplicates of the caster. All of these duplicates occupy the same square (or squares) as the caster. Once an attacker has determined which is the real caster amongst the images, that opponent, and only that opponent, may continue to attack the caster without a chance of hitting an image instead. Casters may move within the images as a free action on their turn to once again confuse the attacker as to which is the real caster.

## Planar Ally

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

- When priests cast this spell, their deity sends a single elemental or outsider of no greater than 12 HD or two identical creatures who total HD does not exceed 12 to answer the call. These creatures must have the same alignment as your god (elementals are automatically the same alignment) and be listed in *Monster Manual v.3.5* (no appendixes or templates).
- You may not call a named creature without campaign documentation.
- The bargaining process with the creature takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1 round).
- Caster must choose the needed task during the bargaining and determine how long they think it will take. GMs is free to increase or decrease this time at their discretion.
- The DM will then determine if the task is non-hazardous (50% normal cost), normal, hazardous (150% normal cost) or suicidal (will not accept).
- If the DM believes the task is strongly aligned with that of the caster's god, the DM can reduce the final cost, as calculated above, by an additional 50%. (Minimum of 25% normal cost)
- At this point, the caster must either accept the agreement and pay the agreed upon sum, or refuse and end the spell. The caster must pay the 250 XP regardless of the outcome of the spell.
- The players at the table may all chip in to cover the cost of this spell.
- Writers' Note: Creatures summoned prior to a fight using this spell must be included when calculating the EL of a combat.

## Plane Shift

The focus for this spell is a small, forked metal rod. These rods are not readily available and must be found during play. The caster starts with the rod for the Material Plane (Oerth) only and gain access to others via campaign documentation.

If a character is plane shifted against their will, and does not have a way to get back themselves, then it will require time units and some money to get back home. The character must spend 6 time units and 1,000 gp. This

represents his time spent traveling as well as bribes, food, and other costs associated with getting home. Until this is done the character is removed from play.

A special mission may also be requested to resolve this situation. If not granted then the only option is the one listed above.

## Polymorph

Due to its complex nature, this spell needs some further clarification to operate with minimal problems in the campaign.

- You can only become a creature of a size class one size larger than your normal form. You may take a form no smaller than fine sized. If a spell increases your size and another spell tries to increase your size again it fails (the rest of the spell works it just does not change your size). This size restriction does not apply to Wild Shape which has its own restrictions on size, however, the use of Wild Shape is still subject to size-stacking rule mentioned above.
- Equipment does not resize. If you change size, only items in the following slots continue to function normally; cloak, amulet/brooch, and weapons. All other items either fall off or are absorbed into your new form (and cease to function).
- Only base creatures from the MM are allowable form selections. Creatures with templates, advanced versions of base creatures, and creatures not in the MM are not allowed without campaign documentation. For lycanthropes you cannot change into their hybrid form.
- Unless specifically listed as exceptional, all breath weapons are supernatural abilities and are not granted through use of the polymorph spell.

## Raise Dead

This spell brings one dead person back to life per the rules in the *Players Handbook* v.3.5. The body must be intact and the character returns with 1 hp per level. Mark 5,000 gp off the sheet of the character or characters who pay for the spell component.

If cast immediately after the character's death, it may continue with the adventure normally and receive a full share of XP and gp. Mark on the adventure record that the character was raised and set the starting experience total to the halfway point of next lowest level. The character then adds the XP earned in the adventure to that new starting total.

If cast at the end of the adventure, the PC receives XP and gp up to the point of the character's death. Mark on the adventure record that the character was raised and set the

starting experience total to the halfway point of the next lowest level. The character then adds the XP earned in the adventure to that new starting total.

## Reincarnate

The LIVING GREYHAWK campaign requires the following rules when this spell is cast.
- *Reincarnate* may only be cast during an adventure 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. No rerolls 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 dwarf, human, halfling, gnome, half-elf, half-orc, or elf, the character is immediately and permanently removed from the LIVING GREYHAWK campaign.
- If the result of the roll is dwarf, roll again on the chart below to determine subrace:
  01-70: Hill dwarf
  71-100: Mountain dwarf
- If the result of the roll is elf, roll again on the chart below to determine subrace:
  01-70: High elf
  71-90: Wood elf
  91-100: Gray elf
- If the result of the roll is halfling, roll again on the chart below to determine subrace:
  01-60: Lightfoot halfling
  61-85: Stout halfling
  86-100: Tallfellow halfling
- If the result of the roll is human, roll again on the chart below to determine heritage:
  01-55: Mixed heritage (roll twice on this chart to determine; if this result is rolled again, discard it)
  56-65: Flan
  66-75: Oeridian
  76-85: Baklunish
  86-95: Suel
  96-97: Rhennee
  98-99: Olman
  100: Touv
- 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 v.3.5*. The caster must have a part of the body from after the person died and

the character returns with full hp's. Mark 10,000 gp off the sheet of the character or characters who pay for the spell component.

If cast immediately after the character's death, it may continue with the adventure normally and receive full XP and gp at the end. Mark on the adventure record that the character was raised and set the starting experience total to the halfway point of the next lowest level. Characters add XP earned in the adventure to that new starting total.

If cast at the end of the adventure, the PC receives XP and gp up to the point it died. Mark on the adventure record that the character was raised and set the starting experience total to the halfway point of the next lowest level. Characters add the XP earned in the adventure to that new starting total.

## Spells that Cause a Change in Form

(Examples include *polymorph, polymorph any object, shapechange*)

- The caster may only change into creatures listed in the *Monster Manual v.3.5* unless providing campaign documentation allowing otherwise. Creatures with templates, and advanced versions are not allowed.
- If an attribute of a monster is only listed in the general or combat description of a creature and is not specifically given an ability descriptor that you can normally assume within the parameters of the spell cast (such as exceptional for *polymorph* or exceptional and supernatural for *shapechange*), you do not gain that attribute when assuming that creature's form.
- An example of this is the hydra; many of the body and head attributes are listed in the combat description of the monster without an ability descriptor, and thus these attributes would not be gained when using a spell to turn into a hydra (but abilities such as fast healing and many others in the statistics block would be gained).

## True Resurrection

This spell is very hard to find from an NPC in LIVING GREYHAWK. It is only available in an adventure if the adventure contains a NPC who can cast it and the adventure specifically states that the NPC will cast it for PCs. Otherwise, this spell is only available from a NPC if the player has campaign documentation allowing it to be cast. This documentation only comes 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 it may continue with the adventure 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 of death.

## Wish

*Wish* is one of the most powerful spells and also one of the easiest to abuse in the campaign. 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.
- Any spell duplicated must come from a Core source or the character must have access to it in some fashion.
- 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 restricted 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 in excess of 5,000, the caster must pay that cost instead. When a wish duplicates a spell with a material component that costs more than 10,000 gp, the character must provide that component.

# Spell Compendium Spells

## Beget Bogun

This spell creates a small animate creature that accompanies a druid on his adventures. It is sort of like a wizards 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 (25xp and 1 TU). The stats for the Bogun can be found in the *Spell Compendium*.

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).

## 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.wizards.com/lg in the download 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 adventure, an item's effect may extend into the next rounds if appropriate (DM's call).
- It is the players responsibility to have this document available for the DM when using any of the items contained below.

## 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.

## 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 adventure. 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 Professional and Craft skills.

Due to the worldwide nature of the LIVING GREYHAWK campaign, the following rules override most of the rules presented in the *Player's Handbook v.3.5* regarding the creation of items or generation of gold pieces for work while using the following skills: Craft, Perform, Sleight of Hand, 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. Immediately 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 an adventure is allowed but does not increase the maximum gold earned cap for the APL played at.

You do not have to pay lifestyle costs for TU's spent on using a skill to make additional gold..

## Skills

**Craft:** You can practice your trade and make a decent living. You earn your skill check result 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/Tumble:** 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 home region despite the results of that check.
**DC 30:** Extraordinary performance. Your 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 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 many spend and additional TU (2 TUs total) to gain coin by way of your performances.

**Profession:** You can practice your trade and make a decent living earning your skill check result in gold pieces when you spend 1 TU immediately after playing in a regional LIVING GREYHAWK adventure set in your home region. You may only spend 1 TU per adventure in this way. You may neither take 10 nor take 20 on this check.

**Sleight of Hand:** 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 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.

# Out-of-Game Benefit Rules

The following rules govern the use of in-game benefits derived from out-of-game sources in LIVING GREYHAWK, primarily the Bonus Buttons distributed at the Gen Con Game Fair 2002 and the Campaign Cards from D&D® PLAYER REWARDS™.

1. Each player may use one of the benefits listed below for every four levels (or fraction thereof) that their character possesses (cohorts, companions, familiars, etc. have no bearing on this calculation). For example, the player of a 3rd-level character may use only one of the benefits, while the player of a 9th-level character may use three.
2. No individual benefit may be used more than once in any given event regardless of the number of sessions played. To use the same type of benefit twice, the player must possess two copies of the benefit.
3. Benefits must be presented to the DM at the beginning of the session. The benefits to be used must be selected before the session begins.
4. Benefits can be loaned to other players at the table at the beginning of the session, but as mentioned above,

no individual benefit may be used more than once. For example, James loans a button to Ashley. Ashley may use the button once during that event, but James cannot use the same benefit unless he possesses another copy for his own use.

5. Benefits are not destroyed when used and can be used again in future sessions.

6. No more than one benefit can be used to affect a single roll, except where the benefit specifically allows for such use.

## Currently Sanctioned Benefits

The following benefits are approved for use in LIVING GREYHAWK play. This list includes specific campaign modifications applicable to their use. This list is updated frequently as future benefits become available.

- **Ember Button, Krusk Button, Lidda Button**, and **Tordek Button:** These buttons were distributed at the Gen Con Game Fair 2002. The bonuses that are conveyed from these buttons must be declared BEFORE the roll that they affect is made. They can be used to affect an ally's roll.

- **D&D PLAYER REWARD Campaign Cards:** These cards are part of an expanding system of rewards for the play of RPGA events including LIVING GREYHAWK events. The following cards are currently allowed with the following campaign modifications. All card effects must be used before the roll is made unless otherwise stated. Cards not listed are not permitted for use in the LIVING GREYHAWK campaign at this time. Cards may not be used to affect an ally's action, unless the card specifically says so.

- **Wink and a Smile:** LGR (LEGACY OF THE GREEN REGENT) set 1, card 8 of 10; no variant rules.

- **I Have That!:** LGR set 1, card 9 of 10; any item gained through the use of the card must be paid for at the end of the event. In addition, this card cannot be used to gain a vial of *alchemical sleep gas*, a vial of *disappearing ink*, or a *scent breaker bag*.

- **Hero's Strike:** LGR set 1, card 10 of 10 and LGR set 4, card 3 of 10; no variant rules.

- **Arcane Influx:** LGR set 2, card 5 of 10 and LGR set 4, card 4 of 10; no variant rules.

- **Holy Flood:** LGR set 2, card 6 of 10; no variant rules.

- **Twist the Blade:** LGR set 2, card 7 of 10 and MoH (MARK OF HEROES) set 1, card 6 of 10; any action point option is invalid.

- **Let's Try That Again:** LGR set 2, card 8 of 10 and LGR set 4, card 2 of 10; no variant rules.

- **Kaapow!:** LGR set 3, card 2 of 10; no variant rules

- **Call of the Wild:** LGR set 3, 3 of 10; no variant rules

- **Force of Personality:** LGR set 3, 4 of 10; no variant rules

- **Not Done Yet:** LGR set 3, 5 of 10; no variant rules

- **Feign Surprise:** LGR set 3, 6 of 10; no variant rules

- **Desperate Maneuver:** LGR set 3, 7 of 10; no variant rules

- **Not this Time!:** LGR set 4, card 5 of 10 and LGR set 5, card 4 of 10; no variant rules

- **Blessed Relief:** LGR set 4, card 6 of 10, LGR set 5, card 3 of 10, and MoH set 1, card 5 of 10; no variant rules

- **Power of the Hero:** LGR set 4, card 7 of 10; no variant rules

- **I've Got Just the Potion . . . ;** LGR set 4, card 8 of 10. Play this card with I Have That! once an adventure round; instead of gaining the benefit of the I Have That! card, you immediately gain a single potion worth no more than 50 gp. The potion must be one listed on Table 7-17 of the DUNGEON MASTER's Guide. The potion gained is in a handy place, and you must spend a move action to retrieve it. If you don't use the potion before the adventure ends, it disappears.

- **Careful Retreat:** LGR set 5, card 5 of 10; no variant rules.

- **Divine Salvation:** LGR set 5, card 7 of 10; no variant rules.

- **Arcane Transmogrification:** LGR set 5, card 8 of 10; no variant rules.

- **Extra Deflection:** MoH set 1, card 8 of 10; any action point option is invalid.

- **Missed Me!:** MoH set 1, card 9 of 10 and MoH set 4, card 8 of 10; any action point option is invalid.

- **Feign Surprise:** MoH set 2, card 4 of 10; no variant rules.

- **Surprise Set:** MoH set 2, card 5 of 10; no variant rules.

- **Triumph of Hoof and Fletching:** MoH set 2, card 7 of 10; no variant rules.

- **Dol Arrah's Sacrifice:** MoH set 3, card 2 of 10; no variant rules.

- **Swift Response:** MoH set 3, card 6 of 10; no variant rules.

- **Spry Approach:** MoH set 4, card 2 of 10; any action point option is invalid.

- **Right Scroll for the Job:** MoH set 4, card 5 of 10. You must use this scroll immediately after playing this card, or it reverts back to its original spell. You may only exchange for a spell that has an equal or lower cost than the original spell.

- **Fast Talker:** MoH set 4, card 6 of 10; any action point option is invalid.

- **Bane of My Enemies:** MoH promo card 7; any action point option is invalid.

# Chapter Seven: Magic Item Creation

In the old days of the campaign using a feat to create a magic item was a long involved process. Now magic items are created at sessions you play in. Fill out the paperwork for what you want to create between sessions and have the judge of your next game sign off on it -- simple and easy. So read on about the wonderful items your character can create.

## Basic Rules

Characters with Item Creation feats may elect to spend additional time units to create magic items. Characters can created magic items at any core adventure or after a regional or metaregional adventure set in the characters home region or metaregion. Creation rules and approved magic items are described below.

The following rules 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.
- Campaign documentation may provide an item creator with the opportunity to create items from other sources.

**Brew Potion**: Characters with this feat can brew potions from Table 7-17 in the *Dungeon Master's Guide v.3.5*, adventure records, or from special campaign documentation once they satisfy the prerequisites. You can use a scrolled spell to satisfy the spell requirements, but you must use one scroll for every day of the creation process.

**Craft Magic Arms and Armor:** A character with this feat can create items from the *DMG*, Tables 7-2 thru 7-16, using the following rules:

- Any weapon, ammunition (in lots of 50), or shield/armor up to a +1 enchantment bonus once the character satisfies the prerequisites.
- Casters with access to purchase items or item enhancements from the *DMG*, Tables 7-5, 7-6, 7-14, and 7-15, may create those items or enhancements once the character satisfies the prerequisites For example, caster able to purchase a *+2 flaming longsword* may craft a *+2 flaming falchion*.
- Casters with campaign documentation allowing the creation of an item may create that item upon meeting the prerequisites. Campaign documentation is needed to gain access to create specific magic weapons and armor (such as a *flametongue* sword or *rhino hide*).
- You can use a scrolled spell to satisfy the spell requirements, but you must use one scroll for every day of the creation process.

**Craft Rod, Craft Staff, Craft Wondrous Item, Forge Ring**: Characters with these feats can create items from the *DMG* Tables 7-18, 7-19, 7-25, 7-26, 7-27, 7-28, and 7-29 using the following rules.

- Any item that has a market price of 2,500 gp or less can be created once the prerequisites are satisfied.
- Casters able to purchase items valued over 2,500 gp from approved sources may create those items once the prerequisites are satisfied.
- Items over 2,500 gp that the caster cannot purchase may be crafted if the casters level exceeds the minimum item creation level by 2 and all other prerequisites are satisfied.
- Casters with campaign documentation allowing the creation of an item may create that item once the prerequisites are satisfied.
- You can use a scrolled spell to satisfy the spell requirements, but you must use one scroll for every day of the creation process.

**Scribe Scroll:** Casters can scribe scrolls for any spell they currently know. For wizards this list includes any spell in their spellbook. For sorcerers and bards this list includes any spell they know. For all divine casters, this list includes the spells they have access to. Scrolls may incorporate the creator's metamagic feats.

**Craft Wands:** Casters may create wands for any spell they currently know up to $4^{th}$ level. For wizards this list includes any spell in their spellbook. For sorcerers and bards this list includes any spell they know. For all divine casters the list includes the spells they have access to cast based on their divine casting class. Wands may incorporate the creator's metamagic feats. Remember, metamagic feats cannot push the spell level over $4^{th}$; that is the maximum for wands per the feat.

## Some Nuts and Bolts

Now you know what you can create. Let's get into the nitty-gritty of actually calculating the cost.

When creating an item, you spend 3 things.

1. Gold pieces. Generally you spend half an item's market price during its creation. There are exceptions to this general rule -- some items cost more. Casters must provide or purchase material components for creating some items at full price.
2. Experience points. Creating an item of power takes a bit from you. You must spend XP to represent this drain. Remember, you cannot spend so much XP that you to lose a level.

3. Time. It takes time to create items. You must spend time units. The more expensive and powerful the item, the more TU's you must spend to craft it.

Each TU spent grants your character up to five days to create magic items. You may create, at most, one magic item with a market value worth no more than 1,000 gp per day. For more expensive items, you can spend multiple days crafting a single item. 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 necessitates spending extra TU's. (For example, an item with a market value greater than 5,000 gp). Any unused days that remain after crafting a single item requiring multiple TUs are forfeit. For an item with a market value of 8,000 gp, you must allocate 2 TUs (ten days). Eight days are spend crafting the item; the remaining two days are lost.

For every 2 gp worth of items you wish to create, you must spend 1 gp from your character's coin value. For every 25 gp of items created you must spend 1 XP. If the item has a material component then you must either supply it or spend full gold value for it. 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 lose a character level. In the case of scrolls and wands, the character determines the caster level but must satisfy the minimum level requirement for the spell.

Let's use Mialee, a 5th level wizard with the Scribe Scroll, Brew Potion, and Craft Wondrous Item feats, to illustrate these rules.

Between adventures, Mialee decides to spend a time unit crafting a few magic items. She decides to create a scroll of *web* (cast at 3rd level) and two potions of *fly*. The scroll costs 150 gp and the potions cost 750 gp each. Mialee's total cost is 1650 gp. Since this amount is well under 5,000 gp, item creation only costs her 1 time unit. All together she must also spend 825 gp (1650/2=825) and 66 XP (1650/25=66). During her next adventure, Mialee may use these items like any other, or she could sell them all back for 825 gp. Note that if Mialee sold the items, she earns back all of the gold that she spent but not the TU or the XP.

After the next adventure, Mialee decides to spend more time crafting items. 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 spells *cat's grace* and *bull's strength*). The item's market value is 6,250

> ### Instant FAQ
> **Is the caster level of an item a prerequisite for creating it?**
>
> Yes. You must have a caster level equal or higher then the one listed to create a magic item.
>
> **Can I make an item off somebody else's Adventure Record?**
>
> No. It is what you have encountered in your adventures not somebody else.

gp, so it costs her 2 TUs. She is only able to create this one item for during this adventure. She must spend 3,125 gp (6,250/2=3,125) and 250 XP (6250/25=250).

- No more than five items with a total market value equal to or less than 5,000 gp may be created per adventure played. Only one item may be created per adventure if that item's market value is over 5,000 gp. Multi-round adventures count as one adventure.
- To calculate the TU requirement for items costing more than 5,000 gp, divide the total cost by 5,000 and round the resulting number up. An item valued at 5,001 gp requires 2 TUs.
- Characters may not use loaned money for magic item creation, and may not create items for another character.
- An item with a frequency of any, adventure, regional, metaregional, or core is a valid purchase source for magic item creation. This rule applies only to creation, not purchasing items.
- Frequency has no bearing on when a magic item may be created. Thus, an item found with a frequency of adventure may be created 10 adventures after it's found, or an item with a frequency of core may be created after a regional adventure.
- Item creation occurs 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. Completing the MIC logsheet is discussed late in this chapter.
- The DM notes the gp and XP spent and verifies these costs on your AR at the end of the adventure.
- Players are responsible for correctly calculating and reporting magic item creation figures. Errors must be corrected immediately and may result in a 20% gp fine. GMs record corrections and fines on the AR where the errors where discovered.
- Charged items are created with the maximum number of charges allowed
- The ability to create items not listed in the *Dungeon Master's Guide v.3.5* does not grant the ability to purchase the item. For example, Mialee can create a *wand of flare,* but this does not have the ability to purchase the item without campaign documentation.
- Cohorts cannot create magic items.
- The entry "DM's choice" on the magic item tables in the *DMG* does not grant PCs the ability to create items not listed on the table. The custom items rules in the *DMG* may not be used to craft items

## Upgrading Existing Magic Items

Some items have natural power progressions. Using the right feats and satisfying the prerequisites it is possible to upgrade these items. To upgrade an item, use the following rules.

- Upgrades works like normal magic item creation. Items may be upgraded at any core adventure or a regional or metaregional adventure set in the characters home region or metaregion.
- To upgrade an item you must satisfy the prerequisites for creating the item from scratch (described above).
- The upgrade cost is the difference between the old item and the new item. You pay half that cost in gp and 1 XP for each 25 gp as described in Some Nuts and Bolts above..
- For each 5,000 gp or fractions thereof, you must spend 1 TU. You may only upgrade a single item and any leftover days form the TUs spent are lost.
- In the case of armor, shields, and weapons you may not swap powers or special abilities for others when upgrading unless they are on table 8-1 below. For example: A *+1 frost longsword* may be upgraded to a *+2 Icy burst longsword* or a *+1 keen frost longsword* but may not be upgraded into a *+1 keen flaming longsword*.
- Campaign documentation may provide options beyond these rules. See the paperwork for details.

### Table 7-1: Swappable Armor, Weapon, and Shield Powers

| Original Power | New Power |
|---|---|
| Acid, Cold, Elec, Fire, Sonic Resistance (+18,000 gp) | Acid, Cold, Elec, Fire, Sonic Resistance, Improved (+42,000 gp) |
| Acid, Cold, Elec, Fire, Sonic Resistance, Improved (+42,000 gp) | Acid, Cold, Elec, Fire, Sonic Resistance, Greater (+66,000 gp) |
| 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) |
| Slick (+3,750 gp) | Slick, Improved (+15,000 gp) |
| Slick, Improved (+15,000 gp) | Slick, Greater (+33,750 gp) |
| Shadow (+3,750 gp) | Shadow, Improved (+15,000 gp) |
| Shadow, Improved (+15,000 gp) | Shadow, Greater (+33,750 gp) |
| Silent (+3,750 gp) | Silent, Improved (+15,000 gp) |
| Silent, Improved (+15,000 gp) | Silent, Greater (+33,750 gp) |
| 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 nor have powers swapped unless the caster has campaign documentation allowing it. If you have any questions concerning upgrades contact your local triad for clarification.

### Table 7-2: 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 7-5 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 7-6 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 7-14 or 7-15 in the *DMG* to an existing weapon. |
| *Ring of energy resistance (minor)* | *Ring of energy resistance (major)* | - |
| *Ring of energy resistance (major)* | *Ring of energy resistance (greater)* | - |
| *Ring of climbing, jumping, swimming* | *Ring of climbing, jumping, swimming (improved)* | - |
| *Ring of protection +X* | *Ring of protection X+1* | - |
| *Bracers of armor +X* | *Bracers of armor X+1* | - |
| *Cloak or vest of resistance +X* | *Cloak or vest 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 | *Gauntlets of ogre power* cannot be upgraded into a *belt of giant Strength* |

- **Nonstandard items** cannot be upgraded (by you, an NPC, or a favor in a mod). A nonstandard 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 special material is a standard item. So for example, a *cloak of resistance +2* that also gives a +10 to hide is a nonstandard 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 nonstandard items. If you have a question on what category an item falls in please contact your local triad.

### Table 7-3: Standard & Nonstandard Item Examples

| Standard Item | Non-Standard Items |
|---|---|
| +1 *mithral chain shirt*<br>+2 *adamantine full plate*<br>+1 *shadow studded leather*<br>+1 *chitin breastplate* | Specific armor from *DMG* Table 7-7. Exceptions are *mithral shirts, dwaven plate, elven chain,* and *dragonhide plate;* all of these work just like the relevant suit of armor made out of the relevant material. |
| +2 *heavy, turtle shell shield*<br>+1 *heavy large, darkwood shield* | Specific shield from *DMG* Table 7--8. |
| +1 *adamantine longsword*<br>+1 *frost, shock heavy mace* | Specific weapon from *DMG* Table 7-16 |
| *cloak of resistance +1*<br>*bracers of resistance +3*<br>*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*<br>*bracers of armor +3*<br>*gloves of dexterity +4* | Any item from Table 7-27, 7-28, 7-29 in the *DMG* with an additional power added to it. |

- Campaign documentation may provide options beyond these rules. See the paperwork for details.

# Using the Magic Item Creation Logsheet

Before creating magic items, you must printout and complete a MIC logsheet prior to play. A sample sheet is included at the end of this section. A blank logsheet is available from in the files section of the LIVING GREYHAWK website at www.wizards.com/lg. Filling in the logsheet is easy.

**Item Name**: Describes what you are creating. For example: *ring of protection +1.*

***DMG* Market Value**: Is the market value from the *DMG* or adventure record for the item you are creating.

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

**Adventure Name:** The name of the adventure where you created these items. Remember, items are created before play starts.

**Access:** Where you gained access to make this item. It could be default for basic items everybody knows or an AR number for an adventure where you gained access to the item. If you gained access from a metagroup, write META.

**Special Notes:** Notes on metamagic feats used or increased caster level of the item.

Calculate the totals at the bottom of the form and you are ready to go. Staple this logsheet to your adventure record once signed by the DM and add the items to your master item logsheet. In the found and acquired fields on your master item logsheet, record the AR number this sheet is stapled to.

## Notes to the Dungeon Master

The player is required to have MIC Logsheets filled out and ready before play. If it is not completed or in order you may deny this character from creating any items before the current adventure.

When a player hands you a MIC Logsheet, quickly verify that the totals are correct and the item prerequisites are fulfilled. The player must provide the necessary rules sources for the item. Limit your review to 4 or 5 minutes.

Creating magic items before an adventure should not detract from the adventure or the other players at the session. If the game slot is already running late, you may verify totals at the end of the adventure if you choose. If all the documentation is in order, try your best to accommodate players, but do not waste game time when someone is unprepared.

### Table 7-4: Chart of Costs for Common MIC Items

#### Scroll Costs

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

#### Potion Costs

| Caster Level | Spell Level 1st | 2nd | 3rd |
|---|---|---|---|
| 1st | 50 | - | - |
| 2nd | 100 | - | - |
| 3rd | 150 | 300 | - |
| 4th | 200 | 400 | - |
| 5th | 250 | 500 | 750 |
| 6th | 300 | 600 | 900 |
| 7th | 350 | 700 | 1,050 |

#### Wand Costs

| Caster Level | Spell Level 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|
| 1st | 750 | - | 1,000 | 1,500 |
| 2nd | 1500 | - | - | - |
| 3rd | 2250 | 4500 | - | - |
| 4th | 3000 | 6000 | - | - |
| 5th | 3750 | 7500 | 11250 | - |
| 6th | 4500 | 9000 | 13500 | - |
| 7th | 5250 | 10500 | 15750 | 21000 |
| 8th | 6000 | 12000 | 18000 | 24000 |
| 9th | 6750 | 13500 | 20250 | 27000 |
| 10+ | 7500<br>+750/lvl | 15000<br>+1500/lvl | 22500<br>+2250/lvl | 30000<br>+3000/lvl |

# Magic Item Creation Logsheet

Version 1.0 for the LIVING GREYHAWK Campaign

Character Name:_____Player Name:_____Player RPGA #:_____

| Item Name:<br>Scroll of *web* | *DMG* Market Value:<br>150 gp | XP Spent<br>6 | TU Spent<br>1/3 | Special Notes:<br><br>None |
|---|---|---|---|---|
| Adventure Name:<br>Fear the Darkness (Veluna regional) | gp Spent<br>75 gp | Access:<br>Default | | |

| Item Name:<br>*Potion of fly* | *DMG* Market Value:<br>750 gp | XP Spent<br>30 | TU Spent<br>1/3 | Special Notes: |
|---|---|---|---|---|
| Adventure Name:<br>Fear the Darkness (Veluna regional) | gp Spent<br>375 gp | Access:<br>Default | | |

| Item Name:<br>*Wand of magic missiles* | *DMG* Market Value:<br>750 gp | XP Spent<br>30 | TU Spent<br>1/3 | Special Notes: |
|---|---|---|---|---|
| Adventure Name:<br>Fear the Darkness (Veluna Regional) | gp Spent<br>375 gp | Access:<br>Default | | |

| Item Name: | *DMG* Market Value: | XP Spent | TU Spent | Special Notes: |
|---|---|---|---|---|
| Adventure Name: | gp Spent | Access: | | |

| Item Name: | *DMG* Market Value: | XP Spent | TU Spent | Special Notes: |
|---|---|---|---|---|
| Adventure Name: | gp Spent | Access: | | |

Total GP Spent:  ___825 gp___

Total XP Spent:  ___66 XP___          GMs Signature: ___Dante___

Total Time Units Spent:  ___1___

Attached to Adventure Record #:  ___39___          GMs RPGA #: ___1234567890___

# Chapter Eight: Running a LIVING GREYHAWK Event

So you want to DM a LIVING GREYHAWK event? This is your section. We cover everything you need to know including what you can and cannot do, handling the paperwork, and where to turn if you need a ruling or have a problem.

## Before You Begin

GMing a LIVING GREYHAWK event requires a familiarity with the basics of the D&D core rules v.3.5. and the LIVING GREYHAWK variant rules contained in this document. Without a working knowledge of the basic rules (movement, actions, skills, combat, attacks of opportunity, etc.) you should not consider GMing. If you are familiar with the rules, however, you should definitely volunteer your time and energy as a DM. Running a successful game, either at a convention or for a group of friends at home is very rewarding.

Once you decide to DM, you need a copy of an RPGA-sanctioned LIVING GREYHAWK adventure. If you are GMing at a game day or convention, the event coordinator will send you the adventure. If you are running a home game, you can order the adventure from the RPGA website at www.wizards.com/rpga.

As a DM or event organizer, you need a familiarity with the *RPGA General Rules* and it's companion document the *RPGA Penalty Guidelines*. These documents cover the overarching organizational rules. The following information is a LIVING GREYHAWK addendum to the RPGA rules.

You may play the adventure before you run them. For a convention, this play is called a slot zero (since it takes place before slot 1 of the convention). Playing the adventure before running it allows you to experience the adventure from a player's point of view, and see how another DM handles the encounters.

Whether or not you play the adventure, it is imperative that you thoroughly and carefully read it before running it. Failure to read and study the adventure before the game usually ensures you will have problems. When you receive the adventure follow these steps:

1. Read the adventure through from front to back.
2. Read the adventure again. Make notes about potential problem areas such as unfamiliar rules, tricky roleplaying encounters, unclear portions of the adventure, etc. Review any new material in the adventure and review any unfamiliar rules, spells, monsters, or items.
3. Run mock battles for each encounter at each APL (average party level). This test drive ensures you

understand the monsters, NPCs, spells, and items during actual play.
4. Make a chart showing how the PCs get from one encounter to another during the game. Some adventures, particularly investigative ones, may have weak links between encounters; you need to know how the PCs can navigate the adventure challenges.
5. Make maps for tactical areas especially areas battles sites. Maps are often provided with adventures but sometimes they are not.
6. Rehearse playing important NPCs especially if personality traits are not given.
7. In some cases you may know the sessions APL ahead of time. Focus your preparation specifically to one APL tier rather than all of them when this occurs.
8. Make cheat sheets or crib notes. Having all the monsters or NPCs on one sheet of paper saves you from flipping between pages during the game.

## At the Table Before the Game

When game time 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 adventure including handouts, maps, appendices, and your notes.
- The adventure records for the adventure.
- A tactical map and miniature or tokens to represent NPCs and monsters.
- The RPGA scoring pack.

The first few pages of RPGA-sanctioned LIVING GREYHAWK adventure cover calculating APL for the game and handling animals owned by characters along with other rules. Follow these procedures according to the adventure. The following is a list of questions you want to ask your players before the adventure starts:

- What levels are the characters?
- Do any characters plan to bring a cohort?
- Are characters bringing animals not gained as a class feature?
- Do characters have special certs, curses, spells, restrictions, or other situations to declare before starting the adventure? (Anything special requires campaign documentation).
- What lifestyle is each character buying during the adventure? Is anyone attempting to live off the land?
- Do characters have any ongoing conditions from a previous adventure, such as unhealed damage or ability point loss?
- Which spells have spellcasters prepared?

# During the Game

Once the game starts, your role as LIVING GREYHAWK DM begins in earnest. You now have a huge responsibility. You are the actor playing all the NPC roles. You are the judge ruling on PC actions. You are the eyes and the ears of the characters describing everything they sense. It is important to follow the parameters set by the adventure to the best of your ability. Instances arise when you need to invent details that are not covered in the adventure; however, you must attempt to keep within the spirit and the letter of the adventure. Here are some other tips and guidelines:

- Ask the players to use a table tent displaying character information, and the player's name and RPGA number. This information assists the DM and other players in communicating with each other.
- Do not make extraneous or out-of-game comments about the adventure. Resist the urge to complain about the adventure or tell stories about what happened when you played. 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 your player's style. Be aware of younger players. Identify players who try to dominate a table.
- Remember, the PCs are the heroes (or anti-heroes) of the story. Allow them to act. Give them leeway choose their actions in the game. This flexibility does not mean you 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 occur without any special effort on the part of a DM. 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, GMs have the right to apply more drastic penalties and bonuses based on the situation.
- Judges are expected to follow both the letter and the spirit of the rules. Judges are not automatons/computers; the Circle expects LG judges to use commonsense when making rulings during a session. While it might look like most of the rules in the Core books are clear, most assume that the DM will apply some changes to them to reflect situations that come up in play that don't directly model to the basic ones in the books. Yes, you will have different play experiences with different judges as they interpret the gray areas of the rules differently. And no, judges should not be making arbitrary changes to the rules because they don't "like" them. Changes/tweaks

should occur because the situation in a given session is not well modeled by the rules in the Core books.
- GMs who find problems with player behavior, character documentation, or other issues are well within their rights to refuse to let a player stay at the session. See the *RPGA General Rules* concerning what you can and cannot do, and for remedies and responsibilities for various situations. Also, make sure to point these situations out to the region's triad. Each triad has 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 is 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 Senior DM or an individual named by the Senior DM is in charge of making final decisions. The goal is to resolve problems at the session to keep conflicts from carrying over past the convention or game day.

# At the Session after the Game

When the game ends, players complete the RPGA table tracking form while the DM calculates experience points and gold piece rewards from the charts at the end of the adventure. On each adventure records, fill in the experience point and gold piece rewards the PCs earned. Cross out anything on the AR that the PCs did not earn. After completing this step, hand the adventure records to the players. Detailed adventure record instructions are included in Chapter Four.

The players may review and fill in the adventure record. The paperwork must be completed at the session. While players complete their ARs, collect the RPGA table tracking Form and return it to the coordinator. Players must finish their ARs, tally resources consumed, 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 especially the calculations and resources spent.

If you have time, review players' complete paperwork (past ARs, MILs, etc.) after a game. This helps catch potential problems, provide important instruction about proper record keeping, prevent rampant cheating, and helps the entire campaign run smoothly.

# RPGA Paperwork

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

- Complete the top of the RPGA network table tracking Form.

- Make sure each player is listed on the form and their RPGA numbers are included and legible.
- Make sure your own name is on the form and your RPGA number is included.

Once completed, give this form to the event coordinator.

# What you Can and Cannot Do as a DM

A LIVING GREYHAWK DM's principle job is running the game, making it fair and fun, and completing the accompanying paperwork. Remember, you are also an administrator in a huge LIVING campaign. The *RPGA General Rules* describe your role as a RPGA DM. The following section details more about your additional powers, rights, and responsibilities in LIVING GREYHAWK. Many points are covered in the *RPGA General Rules* but we want to highlight some and provide more detail for others.

- If a player's documentation or character is incorrect or invalid, sit down with the player and audit the character. Key elements to check are magic items on the MIL, gold piece and experience point totals, and the acquisition of non-core items, feats, spells, etc.
- If you find a problem, help the player correct it.
- If a player's magic item log is too full or incomprehensible, make the player re-write the MIL.
- If you find items on the MIL lacking correct documentation, remove those items from the MIL.
- If you suspect cheating, contact the Senior DM for the event or triad member.
- If several discrepancies are discovered, then request the character, adventure records, and MIL from the player. Turn these over to the Senior DM or triad immediately. This character is out of play until the matter is resolved. If the player refuses to turn his paperwork over then make a note of this and forward it to your local triad.
- Remove players that cheat from the game (per the *RPGA General Rules*). The player receives an AR with the experience and treasure earned up until that point. You may deny the character experience points or treasure if those points and treasure were gained through cheating.
- You may request the Senior DM to remove a troublesome player from the game (per the *RPGA General Rules*).
- A character that purposefully attacks other PCs is immediately removed from play. See the FAQ in Chapter Nine for more details.
- If a PC performs an evil act, warn the player that you consider it evil at your first opportunity. If character acts regardless of the warning make a note on the AR. Also send this information to the local triad. Triads compile these reports to determine if the player needs to be removed from play. See Chapter Nine.

- The DM is the final authority. Players can appeal a DM's rulings to the Senior DM or designated Appeals Gm if they are unhappy with a ruling. Lacking a Senior or Appeals DM, the table DM's decision is final. Think hard when making decisions. They could have far reaching effects on players and the campaign.
- While GMs have these rights, remember you are there to make sure everyone is having fun. Let players play their characters as they see fit and be the heroes. Work with them toward a fun and memorable game.

# Chapter Nine: LIVING GREYHAWK FAQ, Errata & Rules Variants

The following rulebooks and editions are the official sources for the LIVING GREYHAWK campaign.

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

- *Players Handbook v.3.5**
- *Dungeon Master's Guide v.3.5**
- *Monster Manual v.3.5**
- *Living Greyhawk Journal* –Campaign News (found in *Dungeon Magazine*)
- *Living Greyhawk* web articles found on the RPGA website

* Errata exists for this book. Consult the D&D website at www.wizards.com/dnd for details.

The following sources and their published errata are used in the campaign but require campaign documentation for use by players. The book or article must be brought to the session by the person using it.

- *Complete Warrior**
- *Complete Divine**
- *Complete Arcane**
- *Complete Adventurer**
- *Races of Stone*
- *Races of Destiny*
- *Races of the Wild*
- *Heroes of Battle*
- *Heroes of Horror*
- *Frostburn**
- *Sandstorm*
- *Stormwrack*
- *Spell Compendium*
- *Miniatures Handbook**
- *Arms & Equipment Guide*
- *Living Greyhawk Journal* articles
- *Dragon Magazine #315/#319* Greyhawk feat articles (either D315 or D319)

* Errata exists for this book. Consult the D&D website at www.wizards.com/dnd for details.

Only authors and triads may use the following books. Material from these sources may have limited availability to players with campaign documentation. Contact your local triad for information on using them in adventures.

- *Dungeon Master's Guide II*
- *Monster Manual II**
- *Monster Manual III**
- *Fiend Folio**

- *Races of the Dragon*
- *Planar Handbook**
- *Manual of the Planes**
- *Savage Species*
- *Draconomicon*
- *Libris Mortis**
- *Lords of Madness*
- *Book of Vile Darkness*
- *Book of Exalted Deeds**

* Errata exists for this book. Consult the D&D website at www.wizards.com/dnd for details.

The following FAQ's are official sources for the LIVING GREYHAWK campaign. They are located on the D&D website at www.wizards.com/dnd. Rule variants in this document take priority over the FAQs listed below for the LIVING GREYHAWK campaign.

- Main v.3.5 D&D FAQ
- Monsters FAQ
- *Book of Vile Darkness* FAQ
- *Manual of the Planes* FAQ

DM's may use "Sage Advice" to help clarify rules but rulings are not official for the campaign until published in one of the FAQ's listed above.

The LIVING GREYHAWK FAQ as listed in this document is official for the campaign. Rule variants in this document take priority over the FAQs listed above for the LIVING GREYHAWK.

## Campaign Errata

*Dungeon Master's Guide v.3.5:*

- Prestige Classes (page 176): Prestige classes do not count towards the multi-class XP penalty as described on page 60 of the *Players Handbook v.3.5*.
- The correct cost for a *strand of prayer beads [standard}* is 45,800 gp and not 25,800. If you have paid the incorrect price then you must correct this by paying the additional 20,000 gp or selling it back for full on your next AR.

## Campaign Rules

Q: I have a question regarding the way a certain rule works, such as a prestige class ability, spell, or feat. Why doesn't the *Living Greyhawk Campaign Sourcebook* address these rules?

**A:** The Living Greyhawk campaign uses the Dungeons & Dragons rules presented in the core rulebooks and some rules from a number of other rulebooks (such as the "Complete" series of books). While we will certainly address what rules are and are not allowed within the Living Greyhawk campaign, the campaign staff does not make rules decisions that would normally be handled by Wizards of the Coast. We do periodically submit potential rules issues that crop up in the campaign to the staff at Wizards for further review. Dispel Confusion, along with the *Living Greyhawk Campaign Sourcebook*, will provide you with answers to questions specific to the Living Greyhawk campaign, but not the Dungeons & Dragons game rules. Use the Knowledge Base customer service resource (found at www.wizards.com) to ask your D&D-related questions. The interpretation of a rule given through the Knowledge Base is considered a guideline for play.

**Q: My DM at a recent Living Greyhawk event told me that my interpretation of the way a certain rule works in D&D is not the same as his. Why can't my region's triad or the circle issue a statement on which way the rule works?**

**A:** In the case of a rules dispute where no suitable answer can be found, the DM's ruling at the table stands. After you play the game session, if you're unable to locate a clear interpretation of the rule in the rulebooks, use the Knowledge Base customer service resource (found at www.wizards.com) to send in your rules inquiry. Many of the most frequent inquires wind up being published in the Dungeons & Dragons FAQ, which is an official resource for the Living Greyhawk campaign. Of course, the *Living Greyhawk Campaign Sourcebook* and other campaign-related documents may supercede the rules of the D&D game, so check it over carefully before forwarding your question along.

**Q: I recently looked over the *Living Greyhawk Campaign Sourcebook*, and I was unable to find a list of access for rules items (such as feats, spells, or prestige classes) for the *Draconomicon* or *Libris Mortis*, yet I've seen access to these items on adventure records. How can I tell what is or is not allowed in the campaign from those books?**

**A:** Books that are generally considered good player option books are listed in the *Living Greyhawk Campaign Sourcebook*. These include the "Complete" and "Races" series of books, as well as select others, such as the *Miniatures Handbook*. If a book's feats, spells, or prestige classes do not appear in the *Living Greyhawk Campaign Sourcebook*, access to such things will only be found on an adventure record (AR). The type of access to a specific rules item will be listed there.

**Q: Where can I find official rulings for the Living Greyhawk campaign?**

**A:** Official rulings for the **Living Greyhawk** campaign are made in this document (*Living Greyhawk Campaign Sourcebook*), other rules documents at www.wizards.com/lg (such as the LG Deities Document), on the website through various articles (mostly "Dispel Confusion"), and occasionally are made as posts on either the LG-news email list or on the official messageboards. Official rulings on campaign-wide (or metaregional) issues are considered valid if posted by a member of the Circle. Official rulings for region-specific issues are considered valid if posted by a member of that region's Triad or the Circle member for that region.

**Q: How exactly are the results of a playtest of an adventure handled?**

**A:** All results of a playtest are considered effective as of the date when the player receives the adventure record (AR) for their character (usually at the adventure premiere, or soon afterward). The DM should mark the average party level (APL) at the time of play for rewards determination, not the APL the character is currently playing, if different. The AR should be placed in the character's AR stack at that time, and the DM should place a note in the Play Notes section of the AR stating "Playtest", followed by the playtest date. Any positive or negative effects of the playtested adventure (character death, XP gain, gold piece gain, item access) are valid at the time the AR is received by the player. A player should not re-arrange their AR stack to provide him/her with the least amount of penalties in the event of a negative effect (receipt of a curse, death of the PC, etc.) from the playtest, or garner him/her the greatest amount of benefits (item access, etc.) from the playtest. Known manipulation of the AR stack in this way is considered blatant cheating, and is punishable by the Living Greyhawk and RPGA disciplinary procedures.

**Q: What happens if my character gains enough levels since the time of the playtest to put the character at a level where they'd earn half XP, or where they'd normally be removed from the campaign?**

**A:** A character that winds up leveling in the interim between the playtest and receipt of the adventure record still earns whatever XP and gold they would've earned at the time of play. For example, Dante has an 11th-level character that he played in a playtest at average party level (APL) 10. A few months later, the adventure premieres, and Dante receives his adventure record, but his character is 13th level. Normally, a 13th-level character would earn half XP from play of that adventure, but since the adventure is a playtest, Dante's character earns full XP for the APL he played, which was 10.

A character that has been retired from the regular Living Greyhawk campaign does not receive an adventure record for any adventures playtested once retirement level (16th) is reached.

**Q: I'm confused by the term "core". It seems to be used a lot in the Living Greyhawk campaign. Can you explain how it is used?**

**A:** The term "core" does have a variety of uses in Dungeons & Dragons and Living Greyhawk. Listed below are some definitions of the term "core", as they pertain to the Living Greyhawk campaign. More detailed information can be found in the *Living Greyhawk Campaign Sourcebook.*

- When referencing rulebooks, the "core rulebooks" refer to the three basic books of the Dungeons & Dragons game – the *Player's Handbook, Dungeon Master's Guide,* and the *Monster Manual.* Sometimes the term "core supplement" is used. In the Living Greyhawk campaign, this term denotes the collective name of the "Complete" and "Races" series of books (books that generally have the most accessible player options within them).
- When talking about adventures, the "core adventures" refer to Living Greyhawk adventures that are universally available for play. These adventures can be ordered through the RPGA no matter where in the world you live (unlike regional and metaregional adventures).
- When looking at access to rules items (feats, spells, base classes, and prestige classes) in the *Living Greyhawk Campaign Sourcebook*, the term "core" denotes rules items universally available to all characters upon reaching 3rd character level (with a few exceptions, noted in that document).
- On an Adventure Record, a frequency of "core" next to an item means that you may purchase the item only directly after play of any core adventure.

**Q: I noticed that there are "some exceptions" listed to the core access rule that states characters must wait until 3rd character level to access core rules items. What are the exceptions?**

**A:** There are currently three exceptions to the 3rd level rule for core access. They are:

- Cleric domains from a non-PH source. Clerics may choose many domains from outside the *Player's Handbook* at 1st level, and can indeed cast the domain spell if it derives from a non-core source. See the *LG Deities Document* for a listing of domains specific to each deity in Living Greyhawk.
- Expanded Creation Options. These include new base classes listed in Chapter 3, as well as the listing of feats accessible at 1st level from the same chapter.
- Warmage spell list. The warmage gets access to all 1st-level non-PH spells that are listed as core access in Chapter 5 on the warmage spell list.

**Q: When am I allowed to spend time units from the upcoming year?**

**A:** You may not spend TUs from next year unless one of three things happens.
1. An adventure specifically forces you to spend a certain amount of time units above and beyond the normal cost for the adventure. You MUST still have enough time units left to pay the TU cost for the event when it starts.
2. You have campaign documentation allowing you to spend TUs from the coming year.
3. You are paying for a *raise dead* or *resurrection* spell using the alternate rules from Chapter Six.

Obviously if you spend TUs from coming year your TU total does not reset to 52 on the 1$^{st}$ 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 character's alignment. It is up to the DM. These acts are noted in the play notes section of your adventure record. Once enough accumulate, your character becomes evil and is removed from the campaign (see below for how this happens). If you do something bad enough the DM can deem you evil on the spot and you are done playing in that adventure. The DM will mark this infraction on your sheet and inform the local triad at the first opportunity. You can appeal this decision to your local triad but do not expect to win this argument often. If you're worried about losing your character this way, do not commit evil acts.

Only a triad or circle member can remove a character from play in the campaign. The DM's job is threefold concerning this issue. Warn players when their action is considered evil. Note evil acts on player's adventure records. Report evil acts to the local triad. Triads will handle it from there.

**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 class gained. You also lose all benefits gained with that level (base attack bonus, saving throws, skill points, spells learned, feats, etc.)

**Q: My paladin's mount was killed. How long do I wait before I calling a new one, and if I have TUs left at the end of the year can these count towards that number?**

**A:** You must wait 4 TUs or until you gain a new level in the paladin class. Having leftover TUs does not count as spending them.

**Q: Can Hueleneaer centaurs carry someone on their back?**

**A:** While the Hueleneaer are vehemently opposed to others riding them in the traditional sense, they can carry an unconscious, dead, or incapacitated character on their back. It is the DM's discretion to determine whether a conscious character is considered incapacitated. Under no circumstances will a Hueleneaer carry a non-incapacitated creature on its back, as they consider this a rider, and find such a practice abhorrent.

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

**A:** No. Regional (or metaregional) adventures must be run by a DM from that region (or metaregion). It is acceptable to find a judge over the border to run these adventures for you. The only exceptions to this ruling are conventions that may use GMs from other regions in their judge pool.

**Q: Why are there some shows that don't allow regionals?**

**A:** WINTER FANTASY, Gen Con Indy, and Gen Con So Cal are the shows that specifically do not run regional or metaregional events. They are national showcases for the campaign and thus do not count as a regional show. They are given special events that either premiere at those shows or are altered before being released to the rest of the campaign. It would not be fair to give the shows special events and let them have regional events as well.

**Q: Recently, there was a substantial amount of errata issued regarding the *polymorph* family of spells, and abilities that let characters change form. How is the Living Greyhawk campaign handling this?**

**A:** Unlike other pieces of official errata, the **Living Greyhawk** campaign will not be adopting any of the changes that came about from the *polymorph* errata update. Listed below are the books used in the campaign, and the pieces of errata that are **not adopted** for **Living Greyhawk** play. Note that all other official errata is used, unless an exception (such as this one) is noted.

- *Player's Handbook:* Wild shape (pg. 37), a thousand faces (pg. 37), animal shapes (pg. 198), and *baleful polymorph* (pg. 203).
- *Monster Manual:* Alternate form (pg. 305), change shape (pgs. 306-307), all monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange.*
- *Monster Manual II:* All monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange* (this also includes the teratomorph's "transformation" entry errata). The only exceptions are avolakia and grimalkin (both of these monsters had errata issued in the *D&D v.3.5 Accessory Update*).

- *Fiend Folio:* All monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange.*
- *Monster Manual III:* Change shape (pg. 209), and golems (all) errata that references removal of *polymorph any object* from the list of spells required to create a golem (pg. 67).
- *Manual of the Planes:* All monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange.*
- *Book of Exalted Deeds:* All monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange.*
- *Frostburn:* All monsters' errata that specifically mentions change shape, alternate form, *alter self, polymorph, polymorph any object,* or *shapechange.*

**Q: Do I have to have a specific spell component listed on my sheet to use the spell?**

**A:** No. As long as the component is readily available (does not state it requires campaign documentation, is from the PH, and is not a planar fork) then you merely need to cross the cost in gold off your AR at the end of the event.

**Q: Can two spells that increase size increase your size two steps?**

**A:** No. Two spells that increase size do not stack. See *enlarge person* for more details.

**Q: When using metamagic rods, do I use the base spell level of the spell to determine whether a certain rod will function on the spell, or do I use the modified spell level?**

**A:** You use the modified spell level (the spell level after any metamagic feats possessed by the caster have been applied) to determine if a spell can receive a metamagic feat from a metamagic rod. This holds true whether the caster prepares spells or casts them spontaneously.

Thus, a 6th-level wizard with an *empowered fireball* spell (modified level of 5) could not use a *lesser silent metamagic rod* on this spell, as it only applies to spells with a modified level of 3 or lower. Similarly, if the caster is a sorcerer using the same spell and rod, the character would apply the Empower Spell feat first, and then check to see if the rod could be used against the modified spell level.

**Q: Some clerics in the Living Greyhawk campaign have access to domains from books such as *Frostburn, Draconomicon,* and *Sandstorm.* Some of the spells on those domains' lists are not listed as core access in the *Living Greyhawk Campaign Sourcebook.* Other spells**

aren't listed at all. Does a cleric with access to a domain get access to all the spells in that domain as well?

**A:** If a cleric has a domain that has spells that aren't normally accessible to that character, they receive access to the spells for the domain only. They cannot prepare or spontaneously cast the spell as part of a class spell list. They can only prepare those spells as domain spells until they obtain access in the traditional way (through campaign documentation).

**Q:** Can I use racial substitution levels as presented in *Races of Stone* and *Races of Destiny*? What about 'variant' versions of the core classes like paladin and ranger as presented in *Complete Warrior*?

**A:** No. The LIVING GREYHAWK campaign does not use those rules options.

**Q:** Can I use the rules for "weaponlike spells" as presented in *Complete Arcane*?

**A:** Yes. Your character may select the feats listed and apply them to spells as listed in Chapter 3 of that book.

**Q:** Can I use the new skill rules for various skills (and also take ranks in the new subskills) as presented in the core supplements (the Complete and Races series of books)?

**A:** Yes, although you must provide the book to show the DM the rule, and the allowance of an alternate skill use is subject to DM approval.

**Q:** Can my character use the "mastering spellbooks" rule from *Complete Arcane* to use a foreign spellbook like his/her own?

**A:** Yes. As presented in Chapter Five of that book, you may make a Spellcraft check (DC 25 + the highest-level spell in the spellbook) during an adventure to forever after use the acquired spellbook as though it was your own. The DM should witness the skill check, and note the result in the Play Notes section of the Adventure Record for that adventure. Only one skill check of this kind may be attempted per adventure played.

Mastering a foreign spellbook costs 2 time units (TU) per spellbook mastered, regardless of size. You may only master a foreign spellbook at the conclusion of an adventure. The DM should deduct the TU cost on the adventure record in the "Added TU Costs" box, and the reason for the deduction ("Mastering Spellbook") should appear in the Play Notes section of the adventure record.

**Q:** I noticed that *repair minor damage* is a core access spell, but it is a cantrip (o level spell). The *PLayer's Handbook* says that wizards begin with all cantrips in their spellbooks. Does a wizard begin play with this spell in his spellbook?

**A:** No. Upon reaching 3rd level, when characters normally obtain access to core rules items, a wizard automatically acquires the spell in his spellbook.

**Q: There are some prestige classes that have the old 3.0 names of spells on their spell lists. What is the disposition of these spells?**

**A:** Simply use the name substitution rules from either the 3.5 Conversion Document, or the most recently published source.

**Q:** *Complete Adventurer* has rules for bardic music used with masterwork instruments. How does this work in the Living Greyhawk campaign?

**A:** The Living Greyhawk campaign does allow for the use of this optional rule; however, a character with bardic music must obtain access to these special uses for certain instruments from campaign documentation. You can think of it as specialized training, often only a secret held by the greatest performers who may be unwilling to part with it unless you've proven yourself.

**Q:** If I have a cleric domain from a core supplement such as *Complete Divine*, do I have to wait until 3rd level to cast a 1st-level spell not found in the *Player's Handbook*?

A: No. As an exception to the core access rule, you may access the domain's granted power (or powers), and cast a 1st-level spell from the domain's list, provided the spell is allowed in the campaign.

**Q:** I want to take a warhorse for an animal companion for my druid or ranger. Can I do this?

**A:** Not unless you have campaign documentation allowing access to that specific animal. As noted on page 35 of the *Player's Handbook,* a druid may select horse (light or heavy) for a starting animal companion, and the warhorse is not listed in the sidebar on page 36 (alternate animal companions).

**Q:** To qualify for the lord of tides prestige class, you must undergo an initiation ritual and return with a relic. The scorpion heritor prestige class requires that you've survived the sting of a monstrous scorpion. How do these situations occur in the Living Greyhawk campaign?

**A:** You must receive documentation from an Adventure Record specifically mentioning that you've qualified for the lord of tides prestige class in order to meet the special prerequisite. For the scorpion heritor, the DM can simply write in the "Play Notes" section of your Adventure Record to show that you've met the special prerequisite.

**Q: Is it possible to purchase an item at a price that would then allow it to be sold for half and a profit made?**

**A:** No. No item may be sold for more than it was purchased at any time. Sometimes errors have crept into Adventure Records allowing the possibility of this happening. If your character has done this then it needs to reverse the profit made immediately. This is your warning. The spirit of the rules and system do not support doing it so fix it.

**Q: Does the campaign use the Death from Massive damage rule and how does the *harm* spell work with this?**

**A:** Yes the campaign does use the rules (PH page 145). The Sage gives two possible answers to the harm question in the D&D FAQ. The LIVING GREYHAWK campaign uses the "No Instant Death from *harm* spells" option.

**Q: I made a mistake on my last adventure record. How do I go about fixing it?**

**A:** No matter how careful we are, mistakes still creep into our lives from time to time. Honest mistakes happen and fixing them as soon as you find them is the way to go. Just inform your next DM of the mistake and what is needed to fix it and have him signoff on it. If it is something serious that you are worried might cause further problems then contact your local triad and they will be happy to help you out.

**Q: What happens if I lose my adventure records, or they are stolen?**

**A:** If it is a small number of adventure records (for example, from your last convention or gameday), try to have them replaced as soon as possible (contact your convention organizer for replacements). Have your DMs sign off on them, or bring the matter to the triad's attention.

For a larger loss (or loss of all records), report your loss to your triad immediately. Your triad will assign your character a total gp value that can be used to re-equip the character with items that character currently has access.

**Q: Are photocopies of my adventure records OK?**

**A:** Yes. You are encouraged to keep photocopies (or scanned copies) of all your adventure records. These photocopies serve as legitimate representations of your adventure records in the event of their loss. However, if you have the originals, they must be used.

**Q: I am confused on time units and lifestyle. When I spend TUs on various things what requires me to pay lifestyle and which ones do not?**

**A:** You must pay lifestyle on any TUs spend on the following: Adventuring, meta-orgs (unless the organization states otherwise), magic item creation, time spent on spellcasting or NPC spellcasting, or time spent in jail or out of play. You do not have to pay lifestyle on TUs spent on Nonadventuring activity as described in Chapter Six.

**Q: Some characters still possess the *Hands of Ygrax*. What happens with this item now that the "Ether Threat" story arc is over and the adventures are no longer available for play?**

**A:** The *Hands of Yagrax,* along with all effects generating from them, are removed from your character. Delete the item from your Master Item Logsheet (MIL).

**Q: Do bhuka (from the *Sandstorm* supplement) exist in the Living Greyhawk campaign?**

**A:** No, bhuka do not exist. Asherati PCs receive Ancient Flan as a bonus language to replace Bhuka.

**Q: I've seen references to Ancient Flan and Ur-Flan. Are they the same language as Flan?**

**A:** Ancient Flan and Flan are considered to be the same languages (one is a more archaic form, but they are both understood by a character that possesses either). Ur-Flan is considered a separate language from Ancient Flan and Flan.

# Character Creation

**Q: I have many questions on game mechanics issues involving Hueleneaer centaur characters (a special racial option available to Player Rewards members for the "Blight on Bright Sands" story arc). How do I resolve rules questions on this race not specific to the Living Greyhawk campaign?**

**A:** In all cases except those mentioned here and in the *Blight on Bright Sands Sourcebook*, Hueleneaer centaurs conform to the rules given in *Races of the Wild*. Also, referencing Chapters 4-7 of the *Monster Manual* may give you additional clarifications to your questions. If you have further questions, you can submit them through Knowledge Base to receive answers.

**Q: Are the centaur listings from Tables 4-3: Random Starting Ages and 4-5: Random Starting Heights (*Races of the Wild*, page 106), appropriate for Hueleneaer PCs?**

**A:** The ages are appropriate; Hueleneaer centaurs are usually slightly smaller than their sylvan brethren. Typically, they are about 8 inches shorter than what's listed on Table 4-5 in *Races of the Wild*.

**Q: What is the starting gold for a centaur character in Living Greyhawk?**

**A:** 200 gold pieces.

**Q: What happens to a Hueleneaer centaur's equipment once they take their 6th racial level, and their size increases from Medium to Large?**

**A:** Equipment resizes to fit the new size category of the centaur character. In addition, once the centaur reaches Large size, they may purchase Large weapons and armor in the same manner that other characters may purchase equipment appropriate for their size. So, weapons and armor from the *Player's Handbook* is open to a centaur that reaches Large size, and any other weapon or piece of armor that the centaur character has access to through adventure play can be purchased in Large size. Any difference in cost for weapons and armor must be paid at the time the character's size increases to Large.

**Q: Can my Bright Lands druid take a wasteland animal companion listed on page 48 of the *Sandstorm* book?**

A: Yes, with the exception of the tressym, as it is a *Forgotten Realms* creature.

**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 when rules change or new cool item or rule comes out. Choose carefully when selecting these character options; you cannot go back and change them.

**Q: One of the feats, spells, or prestige classes one of my characters possess was recently restricted. I know I have to remove it from my character, but how do I go about replacing it?**

**A:** In most cases, replacement of a restricted rules item is pretty easy. For feats and spells, simply choose another currently accessible feat or spell (anything in the *Living Greyhawk Campaign Sourcebook* marked "core", or any other non-restricted rules item that you have access to via campaign documentation). For magic items, you are able to sell a restricted item back for full price; you can then use that money to purchase other items you have access to for that character. For prestige classes, it's a little more complicated. Usually, guidelines will be presented to help a character through the process of removing restricted prestige class levels. Items that are restricted from the campaign will appear in Dispel Confusion, or in the next version of the *Living Greyhawk Campaign Sourcebook*. In every case, you may only make the prescribed changes necessary to the character to replace the rules item. If there's a change that's more complex than simply replacing one rules item with another, it will be noted.

**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 the final total XP box on your adventure record is enough to gain a new level, you must take that level before playing 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 58-59 in the *Player's Handbook v.3.5* in the exact order it shows before you next play that character.

**Q: Can my wizard copy a non-core 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 appearing on the limited list. 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, items must be clearly labeled on your master item logsheet and/or character sheet. It is also common courtesy to inform your DM that you are leaving equipment at home. If you leave items at home, you cannot use the Charity of Friends Clause if you die, because you have not lost everything you own.

**Q: I worship a deity with the War domain. If my deity's favored weapon is exotic, do I gain that exotic weapon proficiency?**

**A:** No. If you are not proficient with the weapon, you must 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:** Yes.

# 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 *PH*, *DMG*, or other source, it only gives you access to 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:** All scrolls in the *DMG* are listed at minimum caster level and are bought as such. Potions can be bought at higher caster levels if they are listed on the chart.

**Q: Can I make my mithral chain mail masterwork and do the bonuses from being masterwork stack with the benefits for it being mithral?**

**A:** No and No. Mithral and adamantine items are already considered masterwork and thus cannot gain additional bonuses by being made masterwork again.

**Q: Does the *monk's belt* from the *Dungeon Master's Guide v.3.5* allow me to add my wisdom score to my armor class?**

**A:** No. The belt grants +1 AC bonus from the monk chart in the *Player's Handbook v.3.5*. It does not grant the Wisdom bonus to armor class.

**Q: Do I have to have a Master Item Logsheet?**

**A:** Yes. If your character owns anything not in the PH then it must be recorded on a MIL and signed off by a judge.

**Q: We did not finish an encounter or the bad guys used/destroyed an item found on the Adventure Record. Do we still get it?**

**A:** Nope. You must find and/or recover an item in order to get the access described on the AR. So if you sunder the bad guy's +3 longsword then access to it is crossed off the AR. If the evil wizard teleports away then you do not gain access to anything he had on him.

# Adventure Record and Master Item Logsheet

**Q: If I attempt to live off the wild and fail my Survival check can I pay normal adventurer's lifestyle?**

**A:** No. If you fail your check, 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.

**Q: After the adventure is over we managed to obtain gold that is over and beyond what the adventure records states as the maximum reward. What can we do with this extra gold?**

**A:** This gold can be used for several things during the adventure. It can be used to pay for services such as a room in the inn, NPC spellcasting, or bribing a local guard. What it cannot be used for is anything that happens after the adventure is over (unless it is paying for NPC spellcasting) or anything that will add an item to a character.

**Q: How do I determine what spells are available to copy into my wizard's spellbook during an adventure?**

**A:** If an NPC doesn't have a spellbook listed in inventory, spells cannot be copied

If an NPC does have a spellbook listed in inventory but the spellbook is not certed, spells can be copied immediately after the adventure only, for the usual costs. Same applies for unattended spellbooks found as treasure.

If a spellbook appears on a cert, adventure cert, or adventure record, and it is purchased, then spells can be copied at a later time.

Scrolls that are found in an adventure should be "obviously" copyable during the course of the adventure (removing their gold value from the party treasure), but cannot be copied after the adventure unless they are purchased from the AC or AR.

**Q: I have access to a spell, feat, or magic item that was updated and changed in a more recently released book. Can I choose to use the older version of it?**

**A:** No. You must always use the most recently published version of a rules item from a book allowed in the campaign.Check out Chapter Nine for a list of all of the currently allowed books in the **Living Greyhawk** campaign.

# 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. Cohort and character use the same list.

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

**A:** No. Unless specifically documented in an adventure you cannot have NPCs cast spells not on Table 6-3: Spell Costs.

Q: **What happens if my character dies, and gets** *reincarnated* **as a new race, but has racial feats, a racial prestige class, or receives spells that come from a racial deity?**

A: In the case of feats, if you no longer qualify for a racial feat because of a change in race, simply pick another feat you do qualify for from the feats your character has access. Have the DM note the selection on the Play Notes section of the AR in which you were *reincarnated* or had the racial change.

For prestige classes (including those tied to the worship of a deity you no longer qualify to venerate), you cannot advance any further in the racial prestige class, but you retain levels you already gained. You may request a special mission from your triad to swap out all racial prestige class levels for levels in any of the core classes from the *PH.*

If you are a cleric or favored soul, in this specific instance only, you may continue to worship your deity and receive divine spells and other abilities associated with the worship of that deity.

Q: **What happens when my familiar, animal companion, or paladin's mount dies?**

A: It is the Circle's ruling that Paladin's Mounts and Animal Companions would not want to be raised from the dead and are therefore not raiseable and that when they die their soul departs to the relevant plane. This also applies if the PC wants to employ a resurrection or true resurrection spell. Reincarnation can only work on PCs or their cohorts, if applicable.

The death of Familiars should be handled as described in the Player's Handbook. It should be noted that when a familiar dies the player must immediately determine how much XP is lost as a result of the familiar's death. This XP loss does not take place at the end of the adventure or after the player has decided he will not raise his familiar, but immediately on the death of the familiar.

Q: Can a character with the Bright Lands as their home region roll Profession, Craft, and Sleight of Hands checks to make coin after a core adventure set in the Bright Lands?

A: Yes. Any adventure in which the character would normally spend only one time unit to participate in affords the character all options normally presented to regional characters playing an in-region adventure.

# Magic Item Creation

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.

Q: **What about the** *pearls of power*? 17<sup>th</sup> **level to make any of them seems a bit steep.**

A: *Pearls of power* are the exception to this rule. The caster level requirement to make a *pearl of power* is the spell level of the pearl, times 2, plus 3 (minimum 5<sup>th</sup>). Thus a 3<sup>rd</sup> level *pearl of power* has a 9<sup>th</sup> level caster requirement and a 7<sup>th</sup> level pearl has a 17<sup>th</sup> level requirement. The two spell pearl has a requirement of 17<sup>th</sup> level.

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.

Q: **I have gained access to an item/weapon upgrade via an adventure record. Can I use this upgrade on a nonstandard item?**

A: No. Only standard items (as defined in Chapter Seven: Magic Item Creation) can be upgraded in any fashion. So if you find an upgrade to add flaming to a weapon you cannot add it to the *sword of the rogue* for example. This is retroactive to all items. If you have something that this rule applies to contact your triad immediately.

Q: **When I am using Scribe Scroll can I put more than one spell on a scroll and thus get more than 5 spells onto scrolls for my one time unit?**

A: No. For purposed of MIC, one day = one scroll = one spell.

Q: **Can I use a temporary caster level-increasing item during magic item creation?**

A: No. Unless the item or effect is a constant 24-hour long effect you cannot use it during magic item creation. For example, a *bead of karma* cannot be used to raise your caster level by four and grant you access to items you would normally be unable to create.

Q: **I have a favor/influence point that grants me access to an item or an upgrade to an item. Does this count as access for purposed of MIC?**

A: No. Somebody else being willing to craft, upgrade, or sell you an item does not count as having access to that item. The item must appear in the 'Items Found During the Adventure' box to qualify for MIC.

Q: If I gain access to a *bane* weapon enhancement through adventure play, such as *bane (undead)*, do I gain access to craft any *bane* weapon enhancement?

**A:** No. You only gain crafting access for specific *bane* types you encounter on weapons.

# 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 still may not kill the character unless you cannot avoid it (DM discretion here). The character is being manipulated and is still a fellow party member and killing it is an evil act.

On the other hand, as soon as you freely attack another character to cause serious physical harm while not defending yourself, your character is removed from the campaign. Obviously there are times in which you may inadvertently hurt another character 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 made it this far -- good. This document and the LIVING GREYHAWK campaign can seem pretty intimidating to a new player. Fortunately, 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, metacampaign groups, and upcoming adventure schedules.

As you know, the campaign is broken up into regions. Each region corresponds to an area in the real world. GREYHAWK regions sharing a common plot interest are also grouped into five metaregions. The websites, discussion groups, and point of contact for all the campaign regions are listed below and sorted by metaregion. Find you local list and stop in to say hi. There are probably games running right now closer than you think, and new friends who share your interests waiting to meet you.

## The Circle – LIVING GREYHAWK Campaign Administration

Creighton Broadhurst
Steven Conforti
John Jenks
Tim Sech
Pieter Sleijpen
Chris Tulach

The official LIVING GREYHAWK campaign website: [www.wizards.com/lg](www.wizards.com/lg)

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

Official LIVING GREYHAWK discussion forum: http://www.wizards.com/lists
LIVING GREYHAWK campaign news board: http://groups.yahoo.com/group/LG-news

Unofficial Discussion Boards:

LIVING GREYHAWK campaign discussion board: http://groups.yahoo.com/group/Living_Greyhawk
LIVING GREYHAWK DMs' support: http://groups.yahoo.com/group/LGDMs
LIVING GREYHAWK writers' discussion: http://groups.yahoo.com/group/lgwriters
RPGA game master help board: http://groups.yahoo.com/group/rpga_gamemasters

## Metaregion One – The Sheldomar Valley

**Circle Representative:**          **Steven Conforti** (scon40@aol.com)
**Metaregion Representative:**    **Michael Moore** (duke_rael@earthlink.net)

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://www.viceandvillainy.org/Bissel | http://groups.yahoo.com/group/bissel | Jay Babcock jay@viceandvillainy.org |
| Geoff | http://www.living-geoff.com | http://groups.yahoo.com/group/living-geoff | Sean Hillman smh.lvg@gmail.com |
| Gran March | http://members.aol.com/aeontrin02/ | http://groups.yahoo.com/group/GranMarch | John Freeman pjf@cetlink.net |
| Keoland | None | http://groups.yahoo.com/group/keoland | David Guerrieri keolandpoc@adelphia.net |
| Principality of Ulek | http://www.thepou.net | http://groups.yahoo.com/group/pou-discussion/ | Michael Jones michaeltlh@earthlink.net |
| Yeomanry | http://www.yeomanry.org | http://groups.yahoo.com/group/yeomanry | Beverly Eldred beldred@midsouth.rr.com |

## Metaregion Two – Tuflik, Fals, and Velverdyva Trade Route

**Circle Representative:**          **Tim Sech** (timsech@hotmail.com)
**Metaregion Representative:**    **Steve Baker** (steveb@planeteer.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 Gnarley 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 its legacy lingers no matter how hard the souls of good men try to forget. To the west lies the Archcleric 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://www.living-dyvers.net | http://groups.yahoo.com/group/dyvers | Joe Selby outlaw658@yahoo.com |
| Ekbir | http://www.ekbir.org | http://fr.groups.yahoo.com/group/lg-ekbir | Gael Richard triadeekbr@numericable.fr |
| Ket | http://www.lg-ket.net | http://groups.yahoo.com/group/ket | Chris Wachal ket_poc@yahoogroups.com |
| Tusmit | http://tusmit.org | http://groups.yahoo.com/group/lg-tusmit | JP Chapleau jpchapleau@hotmail.com |
| Veluna | http://www.veluna.net | http://groups.yahoo.com/group/Veluna-lw | Chris Johnson poc@veluna.net |
| Verbobonc | http://www.verbobonc.net | http://groups.yahoo.com/group/Verbobonc | Vernon L. Vincent poc@illinoisrpg.com |
| Zeif | http://www.zeif.ca | http://games.groups.yahoo.com/group/zeif | Cory Fliegel zeiftriad@yahoogroups.com |

## Metaregion Three – Iuz's Border States

**Circle Representative:** **Chris Tulach** (dragotha@gmail.com)
**Metaregion Representative:** **Britt Frey** (brittfrey@gmail.com)

There are many in the Flanaess who believe that Iuz is a spent force. There is much recent evidence that 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.net | http://groups.yahoo.com/group/bandit_kingdoms | Casey Brown aurdraco@aol.com |
| Furyondy | http://www.furyondy.com | http://groups.yahoo.com/group/furyondy-discussion | Chris Hoffman poc@furyondy.com |
| Highfolk | http://www.highfolk.net | http://groups.yahoo.com/group/nl1triad | Greg Marks skerrit@wi.rr.com |
| Perrenland | http://perrenland.lythia.com | http://groups.yahoo.com/group/perrenland | Bruce Paris baparis@ozemail.com.au |
| Shield Lands | http://www.shieldlands.net | http://groups.yahoo.com/group/shield-lands-lg | Jeff Dobberpuhl jeff@shieldlands.net |

## Metaregion Four – Nyrond and Her Environs

**Circle Representative:** **John Jenks** (jjenks@nyrond.org)
**Metaregion Representative:** **Donovan Hicks** (rincewindtheweary@yahoo.com)

Crisis wracks the fertile lands that once made up the western part of the Great Kingdom--now home to Nyrond, the County and Duchy of Urnst, and the Theocracy of the Pale. In Nyrond, former Prince Sewarndt has seized the throne and declared himself Emperor, with King Lynwerd and Queen Xenia nowhere to be found. With the tragic sacrifice and loss of the Countess Belissica, the County has turned to new leadership in Contessa Elone Hofre Gellor. The noble houses of the Duchy of Urnst, mired in their own games of intrigue, feud with each other to further their own ends. Under Theocrat Theoman Baslett, the armies of the Pale have annexed half of the ruined Duchy of Tenh, but chaos and deception threaten the faithful. Enemies are poised to exploit any sign of weakness; these nations need heroes to sustain hope!

| Greyhawk Region | Website Address | Discussion Group | Point of Contact |
|---|---|---|---|
| County of Urnst | http://www.countyofurnst.com | http://groups.yahoo.com/group/CountyofUrnst | D'Anne Rooney cou.poc@gmail.com |
| Duchy of Urnst | http://www.duchyurnst.org | http://groups.yahoo.com/group/duchyofurnst | Denise Mauldin denise_triad@yahoo.com |
| Nyrond | http://www.nyrond.org | http://groups.yahoo.com/group/Nyrond-lw | Tom Kee tfkee@cox.net |
| Theocracy of the Pale | http://www.theocracyofthepale.com | http://groups.yahoo.com/group/ThePale | Lance White poc@theocracyofthepale.com |

## Metaregion Five – Splintered Suns and Scarlet Signs

Circle Representative:          Pieter Sleijpen (madfox@planet.nl)
Metaregion Representative:    Open

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 GH_Adri@web.de |
| Ahlissa (Naerie) | http://www.thesplinteredsun.info/naerie/ | http://groups.yahoo.com/group/naerieLG | Paul Bendall paul.bendall@telia.com |
| Bone March | http://www.cman.gr | http://groups.yahoo.com/group/bonemarchlg | Spyros Giannoutsos cman@cman.gr |
| Lordship of the Isles | http://www.thesplinteredsun.info/lordship/ | http://groups.yahoo.com/group/lordshipLG | Marco Saoner Msaoner@infonegocio.com |
| Onnwal | http://www.onnwal.org.uk | http://groups.yahoo.com/group/living-onnwal | Andrew Bourne poc@onnwal.org.uk |
| Sea Barons | http://www.seabarons.it | http://it.groups.yahoo.com/group/seabarons | Lorenzo Latella celebdel@yahoo.it |
| Sunndi | http://www.sunndi.org | http://groups.yahoo.com/group/sunndi | Bas Vermeulen poc@sunndi.org |
| Dullstrand | None | http://groups.yahoo.com/group/living_dullstrand | Stefan Lang altongreenbottle@yahoo.de |

## Core Campaign Administration

Circle Representative:          Creighton Broadhurst (creighton@greyworks.co.uk)
Chief Assistant:                Stuart Kerrigan (skerrigan@computing.dundee.ac.uk)

Adventure awaits you in every corner of the Flanaess! From skullduggery in the streets of Greyhawk City, to perilous searches in the depths of Hepmonaland, to trekking across the desolation of the Bright Desert, there is always danger for those who seek to do good or earn coin. Core adventures take you to to places untouched by the lands of civilization, regions of mystery, or nations of great peril. Core adventures also include special events, many of which take place in classic Greyhawk settings such as the Temple of Elemental Evil, the Lands of Black Ice, or the Ghost Tower of Inverness.

# Glossary:

**Adventure Record (AR):** After each LIVING GREYHAWK adventure, you receive a full page certificate. This certificate is an adventure record and details what you gained or lost during the course of the adventure. Together with your previous ARs, they form the recorded history of your character from creation until the present. Without these documents you have no record of what your character has seen, accomplished, or found. So keep track of your ARs and do not lose them.

**Average Party Level (APL):** In order for the LIVING GREYHAWK campaign to accommodate the different combinations of player levels sitting down at a session, we use a system of 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 adventure, here is a brief description.

To determine the APL of the party, first determine the effective level of each character at the session. Generally, a character's class level is used for the APL calculation. Characters accompanied by animals that are not gained as class abilities (druid animal companions and paladin's mount are gained as class abilities), use the chart in Chapter Six to determine how many levels to add to the character. Once this is complete, add up the levels for everybody at the table and divide that sum by the number of characters. Use standard rounding rules to round to a whole number (fractions of .5 or more round up). Add one to this number if there are 6 members in the party. Since APLs in an adventure are only even numbers 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.

**Base Class:** Also known as a standard class, this is any 20-level character class. Examples include the fighter from the *Player's Handbook* and the favored soul from *Complete Divine*.

**Campaign Documentation:** An official certificate issued by the global campaign staff. In most cases this is an official adventure record from an RPGA-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 for the region that issued the certificate (or the City of Greyhawk shield device as a default), and has no overlay text across the shield. A DM's signature must appear on this documentation 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. For example, the real year 2003 corresponds to 593 CY in the game.

When one year passes in the real world, one year passes in the game as well.

**Circle, The:** Each metaregion in the LIVING GREYHAWK campaign is overseen by a circle member. These five are collective known as the circle. The circle represents the top of the hierarchy in the campaign and all triad members report to one of the five members. The circle is responsible for setting all the rules in the campaign, creating all campaign official documents (such as the one you are reading right now), core plotlines, triad recruitment and management, approval and sanctioning of all LIVING GREYHAWK adventures, conflict and appeal resolution, and many other tasks that keep us very busy. The circle represents the campaign on a global scale, and when it comes to LIVING GREYHAWK and rules, should be accorded all due respect. The circle reports to RPGA Content Developer Stephen Radney-MacFarland at Wizards of the Coast.

**Class Guidebook:** One of five DUNGEON & DRAGONS accessories published by Wizards of the Coast, also known as "builder books". 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*. These supplements are phased out of the campaign.

**Complete Book:** One of four DUNGEONS & DRAGONS accessories published by Wizards of the Coast. They are titled: *Complete Adventurer, Complete Arcane, Complete Divine,* and *Complete Warrior.* These books are fully 3.5 compliant and have replaced the older class guidebooks.

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

**Core Class:** One of the eleven 20-level character classes appearing in the *Player's Handbook.* The eleven core classes are: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard.

**Core Supplement:** A collective name for the Complete and Races series of books. These books form the majority of player option material for the LIVING GREYHAWK campaign.

**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. It also effects how many Time Units are spent on different activities. You may choose a 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 v.3.5*. 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.

**Metaregional Representative:** Each metaregion in the LIVING GREYHAWK campaign is overseen not only by a circle member, but also by a metaregional representative. The metaregional representative helps direct the metaregional adventure plotline and reviews submitted metaregional adventures. This individual also assists the circle member with any other duties as the circle member sees fit, and is the acting circle member in an emergency situation. Except in cases where the metaregional representative is an acting circle member, they have the same authority in the campaign as other triad members, and should be accorded the same respect.

**Metaregional Adventures:** All of the regions are grouped into one of five metaregions, which unite regions 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 Metaregion. Like regional adventures, metaregional adventures can only be played in the real-world regions that make up the metaregion. Metaregional adventures advance larger plots and introduce non-player characters important to the entire metaregion. Metaregional adventures usually cost your character 1 TU if it contains you home region, or 2 TUs if it does not. Each metaregion is allowed eight rounds of adventures each year.

A metaregional adventure can only be ordered and run by a DM from that metaregion. 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

metaregional adventure be run out of region without campaign approval.

**Races Book:** One of three DUNGEONS & DRAGONS accessories published by Wizards of the Coast. They are titled: *Races of Stone, Races of Destiny,* and *Races of the Wild.* Along with the Complete series of books, these books are where the majority of player option material is used for the LIVING GREYHAWK campaign.

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

**Regional Adventures:** Adventures that can only be played in their real-world region. Each region has several adventures published each year, and these regional adventures can only be played in the corresponding real-world region. Regional adventures 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 adventures, but cannot play his own home region adventures while visiting. Regional adventures advance plots and introduce non-player characters important within that region. Regional adventures 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 eight rounds of regional adventures each year.

A regional adventure can only be ordered and run by a DM 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 GMs to run their events. Under NO circumstances can a regional adventure be run out of region without campaign approval.

**Slot Zero:** A game run before a Convention or Gameday for judges. This allows them to play in the mod before running it, and thus avoid eating (not being able to play) the event. It also helps them prepare better as they get to see the adventure from the player and DM's point of view.

**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 TUs 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 1$^{st}$ of the next year.

While a time unit is approximately the same as one week of real time it is not the same thing. They are an abstract amount of time and can vary.

**Triad:** Each region in the LIVING GREYHAWK campaign is overseen by three individuals collectively known as the triad. These hard-working volunteers are the ones in charge of adventure production, meta-orgs, interactives, special missions, and many of the exciting things that go on in your region. They are the campaigns representation at the local level, and when it comes to LIVING GREYHAWK and rules, should be accorded all due respect. Your triad reports to the circle rep for the metaregion they are in (see Chapter Nine for more details on what metaregion you are in).

**Year One Certificate:** August 11$^{th}$, 2000 to December 31$^{st}$, 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, they are phased out of the campaign.