

LIVING GREYHAWK® RULES UPDATE 2: BEYOND THE CORE RULES

This document, the second LIVING GREYHAWK rules update, clarifies some rules presented in the D&D Core Rulebooks that must be altered or expanded due to the needs of our play environment. Sections of this document clarify the role of animals that are brought on adventures and the use of the Leadership feat, while others give DM rules to adjudicate character death and bringing characters back from the dead, and present the rules for gaining coin through nonadventuring activities, including professions and item creation.

ADVENTURING ANIMALS

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

It is your responsibility to read and understand these rules and the rules in the three Core Rulebooks on which they're based. If you are playing a character that brings animals on adventures, it is your responsibility to have appropriate documentation on these animals prepared for inspection and use by your DUNGEON MASTER (DM).

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

Animal Categories

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

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

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

Paladins' mounts are acquired as per the rules found on

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

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

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

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

Animal Companion Species: You are free to pick your animal companion from any animal in the *Monster Manual*, including dire animals.

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

Tricks: The animal companion you have at the start of

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

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

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

Almost all of these animals (except donkeys and mules) can perform the basic "Attack" trick, detailed on *DUNGEON MASTER's Guide* page 46. You must be riding a horse or a pony in order for it to follow the "Attack" command. Commanding an animal to attack generally is a free action, and causes the

animal to attack the closest known enemy. Commanding an animal to attack a specific target is a standard action that does not provoke an attack of opportunity.

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

Characters with the Handle Animal skill can train their animals further. To do so you must have the ability to train the animal type desired (see skill description, *Player's Handbook* page 69), and spend 8 TU to either teach three animals of the same type one trick, teach one animal two tricks, or to train one riding dog for war. This TU cost can only be paid directly after you play a 592 CY or later Regional adventure. You must succeed a Handle Animal check (DC 15 for tricks, DC 20 for training a riding dog for war) after the TU cost is paid. A failed check results in no training occurred. You are not able to attempt another check until after you have played another 592 CY or later Regional adventure. You may not take 10 or take 20 on this check.

Playing Animal Companions and Trained Animals

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

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

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

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

1. DM Controlled: The animal is under the DM's control. DMs are free to adjudicated reasonable situations in which an animal may wander off, refuse to enter a location, or otherwise avoid situations in which it may feel it is put needlessly

into harm's way. Basically, if the character does not act as a friend to the animal companion, but rather treats it as fodder, the animal abandons the character. If an animal companion abandons a character during an adventure, nature turns against that character for a short time. All further attempts in during that adventure to acquire more animal companions fail, and she may not begin the next adventure she plays with any animal companions. Such an occurrence must appear on the Play Notes of the Adventure Certificate where this occurs.

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

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

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

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

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

Animals and the APL

If you bring domesticated animals that have been trained for combat and your DM determines that such animals are a boon for the particular adventure (usually war horses and riding dogs) use table RUP-2—1 to determine the number of effective levels you add to your own character level for the determination of the APL. You may only use four or fewer animals of this type. Animals with different CRs are determined separately using the chart below, and then add the results.

Table RUP-2—1: Animal Affective 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	4	5	6
4	4	5	6	7

THE LEADERSHIP FEAT

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

Cohort Inclusion in an Adventure

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

Designing Your Cohort

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

Step 1: Ability Scores

Cohorts only have 22 points to spend on ability scores.

Step 2: Race, Class, Deity, and Alignment

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

Starting Gold: Use Table 2—44 of the *DUNGEON MASTER'S Guide* to determine you cohort's starting gold.

Step 4: Feats

Your cohort can never take the Leadership feat.

Step 5: Equipment

You may purchase you cohort's equipment from Chapter 7: Equipment in the *Player's Handbook*, or from tables 8—3 through 8—30 from Chapter 8: Magic Items in the *DUNGEON MASTER'S Guide* that correspond with the character's character level and item availability. 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, using chart RUP-3—1 from RUP-3: Adventure Certificates. You are not required to use the suggested starting NPC items listed in the *DUNGEON MASTER'S Guide*.

Step 6: Home Region

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

Cohort Advancement and Special Cohorts

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

If your cohort dies, it can be brought back from the dead in the same manner that a character can. If you choose not to bring your character back from the dead, you can attract another cohort at an expense—500 gp and 4 Time Units—as you search the land to find a new loyal sidekick.

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

Level Loss and Cohorts

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

Playing Cohorts in LIVING GREYHAWK

Cohorts, like most folk, enjoy their own possessions and believe that their items belong to them. They only give over one of their own items to a character in the direst of circumstance. A cohort must be played at a table in order for a character to gain use of one of their items—and not at the expense of the cohort's own wealth or person. A DM is free to override any exchange that treats the cohort as a magic item factory, and not the trusted ally that they are. At the end of the adventure all the cohort's wealth and items (and total value deficit from consumable items) reverts back to the cohort.

Cohorts are played by the player, but must always be played as secondary characters. A player with a cohort does not get twice the attention of the DM or the other characters.

If the DM feels that the cohort is acting in an unrealistic fashion he may take over playing the cohort, but this should only be done in the most unusual situation.

CHARACTER DEATH AND BACK AGAIN

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

LIVING GREYHAWK Character Death Rules

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

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

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

Must be Resolved at the Table: When a character or cohort dies what happens to him must be resolved at the table in which the death occurred. A player may use his or her char-

acter's wealth (if the items survived the attack that killed the character) to facilitate spellcasting that will restore his character, and may enlist monetary aid from characters or cohorts at the table the death occurred (only) to gain such spellcasting, but if the spell casting requirements cannot be met, the character is permanently dead. All the character's and its cohort's (if any) Adventure Certificates are handed to the DM (as he or she is the representative of the LIVING GREYHAWK campaign staff in these instances) who destroys or voids them (player's choice). At multi-table events you want to establish a DM who is in charge of character death appeals. Ideally, this DM is a Master Level or higher RPGA judge who is not running an adventure during any slot that he or she is designated "Appeals DM." If a player believes that his or her character's death was due to a DM's mistaken call, he or she may ask for a second opinion by the Appeals DM. The player and the DM are each given five uninterrupted minutes in which to explain their point of view. Thereafter, the Appeals DM makes a decision. The decision made by that Appeals DM is final. If there is no Appeals DM, the table's DM's decision is final.

Irretrievable Possessions: 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 of your character's total value from its last Adventure Certificate, or all of your character's coin value from that certificate, whichever is greater. Wizards may opt to discard half of this charity to create a new spellbook identical to their former spellbook, or take the full charity and rebuild their spell book by way of scrolls.

Reincarnate

The nature of the LIVING GREYHAWK campaign necessitates some table rules for this spell, as listed here.

When this spell is used, the following table rules must be observed:

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

NPC-Performed Spells

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

Each region in *LIVING GREYHAWK* should have its own rules for NPC spellcasting available on its Web site, detailing how NPC spellcastings are handled in their region. For all Core, non-adapted Adaptable, or Regional adventures where the Triad has not detailed region-specific rules for NPC spell casting, use the following rules:

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

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

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

Determine Level of Caster Available: Depending on the scenario a spellcaster of the needed level may or may not be available. Review the table RUP-2—2 to determine what level of spellcaster is available by the size of the settlement detailed in the adventure text. If a higher-level spellcaster is written into the scenario, that NPC may be used instead.

Table RUP-2—2: Town Size and Spellcaster Level

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

If a town of the needed size is not detailed in the adventure, characters can travel after the adventure to reach one. The cost to do so is 1 TU for any characters doing the traveling. A DM may rule that at least one or more characters must make the journey with a wounded or dead creature (to carry the body or to assist their friend). Traveling in this manner to bring back a dead companion may also cause an increase in the spell needed to accomplish the feat.

Spell Costs

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

Table RUP-2—3: Spell Costs

Spell Name	Caster Level	Cost (gp)
<i>Cure minor wounds</i>	1st	5
<i>Detect magic</i>	1st	5
<i>Detect poison</i>	1st	5
<i>Purify food and drink</i>	1st	5
<i>Cure light wounds</i>	1st	10
<i>Cure moderate wounds</i>	3rd	60
<i>Delay poison</i>	3rd	60
<i>Lesser restoration</i>	3rd	60
<i>Cure serious wounds</i>	5th	150
<i>Dispel magic</i>	5th	150
<i>Gentle repose</i>	5th	50
<i>Remove blindness/ deafness</i>	5th	150
<i>Remove curse</i>	5th	150
<i>Remove disease</i>	5th	150
<i>Speak with dead</i>	5th	150
<i>Cure critical wounds</i>	7th	280
<i>Neutralize poison</i>	7th	280
<i>Restoration</i>	7th	280
<i>Break enchantment</i>	9th	450
<i>Raise dead</i>	9th	950
<i>Greater dispelling</i>	11th	660
<i>Heal</i>	11th	660
<i>Stone to flesh</i>	11th	660
<i>Regenerate</i>	13th	910
<i>Resurrection</i>	13th	1410

BENEFITS FROM NONADVENTURING ACTIVITY

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

Due to the worldwide nature of the LIVING GREYHAWK campaign, the following rules override most of the rules presented in the *Player's Handbook* regarding the creation items or generation of gold pieces for work while using the following skills and feats: Alchemy, Brew Potion, Craft, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Perform, Pick Pockets, Profession, Scribe Scroll.

Fundamentally, each of these skills and feats 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 or feat. After each Regional LIVING GREYHAWK adventure, a character may attempt to create extra gold via one of the following skills or feats.

Skills

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

Craft: You can practice your trade and make a decent living, earning half your check result (rounded down) in gold pieces when you spend 1 TU immediately after playing a Regional LIVING GREYHAWK adventure set in your current home region. You may only spend 1 TU per adventure this way. You must own a set of artisan's tools in order to practice your trade. Masterwork artisan tools grant a +2 circumstance bonus on these checks. You may neither take 10 nor take 20 on this check.

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

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

DC 10: Routine performances. You earn 1d6+1 sp.

DC 15: Enjoyable performances. You earn 1d6+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 +2 circumstance bonus. That check will be your last until you play another LIVING GREYHAWK Regional adventure in your current home region, despite the results of that check.

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

check.

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

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

The Safe Score

A critical failure ("natural" 1) or 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, and have to pay the gp cost associated with imprisonment (see RUP-3: Adventure Certs).

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

A critical failure ("natural" 1) or 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, and have to pay the gp cost associated with imprisonment (see RUP-3: Adventure Certs).

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

A critical failure ("natural" 1) or 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, and have to pay the gp cost associated with imprisonment (see RUP-3: Adventure Certs).

DC 20: Light Success. Gain 3d10+5 gp.

DC 25: Some Success. Gain 3d20+20 gp.

DC 30: Success. Gain 3d20+40 gp.

DC 35: Great Success. Gain 6d20+50 gp.

DC 40: More than you dreamed. 6d20+80 gp

DC 50: More than anyone dreamed. 6d20+120 gp.

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

Profession: You can practice your trade and make a decent living earning half your check result (rounded down) in gold

pieces when you spend 1 TU immediately after playing in a Regional LIVING GREYHAWK adventure set in your current home region. You may only spend 1 TU per adventure in this way. You may neither take 10 nor take 20 on this check.

Feats

Creating magic items is the most lucrative way to gain gold for your character beside adventuring. These feats allow you to spend experience points in order to receive cheaper magic items as long as you have at your disposal the prerequisite materials, skills, and spells for their creation. In the LIVING GREYHAWK campaign we simplify that equation, allowing those characters with magic item creation feats to spend experience points to gain gold pieces from their magic creation work during down time. Basically, whenever you play a LIVING GREYHAWK Regional adventure in your current home region, you may elect to spend at least one time unit, and sometimes more, and a number of experience points to gain gold pieces that you may place into both your total and cash value. The number of experience points charged (you may always elect to pay a lower level's XP charge), and your level determines the number of gold pieces gained. You may elect to pay a lower level's XP charge, but never a higher level's XP charge. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating items rather than keeping the XP to advance a level.

The following are some specific rules for each feat, usually involving the ways feats allow character to spend more Time Units to craft items at higher level. Unless stated otherwise, all item creation feats allow you to spend 1 TU to make items directly after a Regional adventure. Level refers to spellcaster level, not character level:

Brew Potion: Starting at 8th level you may spend as much as

3 TUs to brew potions after regional adventures, but only if you own a workshop in your region. Such a workshop costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its value and 4 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

Craft Magic Arms and Armor: Crafting many types of magic arms and armor takes more than 1 TU worth of work. You may spend up to 2 TUs to craft weapons and armor, spending double the XP, but gaining double the gold piece value. Starting at 14th level you may spend as much as 3 TUs after each regional adventure to craft weapons and armor, but only if you own a smithy in your region. Such a smithy costs at least 2,500 gp and 4 TUs to buy or construct, 10% of its value and 2 TU each year to upkeep, and you must have regional documentation proving your ownership of said smithy.

Craft Rod: Crafting even the simplest of rods takes more than 1 TU worth of work. When crafting rods you must spend at least 2 TUs and may spend up to 3 TUs after each Regional adventure, spending double or triple the XP, but gaining double or triple the gold piece value. Starting at 19th level you may spend as much as 5 TUs to craft rods after regional adventures, but only if you own a workshop in your region. Such a workshop costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its value and 4 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

Craft Staff: Crafting even the simplest of staffs takes more than 1 TU worth of work. When crafting staffs you must spend at least 2 TUs and may spend up to 3 TUs after each Regional adventure, spending double or triple the XP, but gaining double or triple the gold piece value. Starting at 19th level you may spend as much as 5 TUs to craft staffs after regional adventures, but only if you own a workshop in your region. Such a workshop costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its

Table RUP-2—3: Experience Cost and Gold Gain for Item Creation Feats

Spell Caster Level	Scribe Scrolls	Brew Potions	Other
1	5 XP/30 gp	-	-
2	10 XP/60 gp	-	-
3	30 XP/160 gp	50 XP/390 gp	90 XP/560 gp
4	40 XP/250 gp	60 XP/470 gp	120 XP/750 gp
5	75 XP/460 gp	150 XP/1160 gp	200 XP/1,250 gp
6	90 XP/560 gp	180 XP/1,400 gp	200 XP/1,250 gp
7	140 XP/875 gp	200 XP/1,500 gp	200 XP/1,250 gp
8	160 XP/1,000 gp	200 XP/1,500 gp	200 XP/1,250 gp
9	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
10	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
11	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
12	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
13	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
14	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
15	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
16	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
17	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
18	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
19	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp
20	200 XP/1,250 gp	200 XP/1,500 gp	200 XP/1,250 gp

value and 1 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

Craft Wand: Crafting some wands takes more than 1 TU worth of work. You may spend up to 2 TUs to craft wands after each Regional adventure, spending double the XP, but gaining double the gold piece value. Starting at 10th level you may spend as much as 3 TUs to craft wands after Regional adventures, but only if you own a workshop in your region. Such a workshop costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its value and 1 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

Craft Wondrous Items: Crafting some wondrous items takes more than 1 TU worth of work. You may spend up to 2 TUs to craft wondrous items after each Regional adventure, spending double the XP, but gaining double the gold piece value. Starting at 10th level you may spend as much as 4 TUs to craft wondrous items after Regional adventures, but only if you own a workshop in your region. Such workshops costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its value and 1 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

Forge Ring: Forging rings takes more than 1 TU worth of work. You may spend either 2 or 3 TUs to forge rings after each Regional adventure, spending double or triple the XP, but gaining double or triple the gold piece value. Starting at 19th level you may spend as much as 5 TUs to forge rings after regional adventures, but only if you own a goldsmithy in your region. Such a smithy costs at least 5,000 gp and 8 TUs to buy or construct, 10% of its value and 4 TU each year to upkeep, and you must have regional documentation proving your ownership of said goldsmithy.

Scribe Scroll: Starting at 6th level you may spend as much as 2 TUs to scribe scrolls after regional adventures, but only if you own a workshop in your region. Such a workshop costs at least 1,500 gp and 3 TUs to buy or construct, 10% of its value and 4 TU each year to upkeep, and you must have regional documentation proving your ownership of said workshop.

The same workshop may be used for Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, and Scribe Scroll feats. Gold piece and Time Unit upkeep costs for workshops, smithy and goldsmithys must be paid directly after your first adventure every new campaign year.