

The Dyvers Campaign Book

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Forward:

The book you're holding/viewing is a living document (no pun intended). What that means is that the book will grow over time. It is the intent that nothing in the book should change benefit-wise and a good deal of care has been taken to see that this comes off right the first time. However things may change that the Triad does not have control of and thus benefits may need to be modified. That is the nature of the beast.

This has been an interesting time for the Living Greyhawk campaign to say the least. Now that the Rules Update documents (RUP) and Adventure certs have been released there has finally been time to work on something I feel the region needs. Thus the book you're viewing/holding has come about. It is hoped that the Dyvers Campaign Book will add both flavor to regional gaming and answer questions about meta-gaming. Of course this could not be accomplished without a ton of help from more friends than I can count. This is something that gives me the energy to work even harder for the region. We've accomplished a lot but we can go even further.

Looking forward to working with you all in the future,

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Introduction to the Dyvers Region

Welcome to Dyvers!

Welcome to Dyvers! Olidammara must be smiling upon you by sending you to our region. Here one can find both adventure and intrigue. So enjoy yourself but beware, as not all our citizens are as nice as they appear to be.

How Dyvers came to be independent

Once long ago the city of Dyvers was the capitol of Furyondy. For over 150 years our city enjoyed unparalleled prosperity and prestige. Then in CY 288 King Thrommel I, throwing tradition to the wind and desiring a more prestigious capitol had the plans drawn up for a new capitol, Chendl. This set the stage for Dyvers' eventual independence.

Once Dyvers was out of the spotlight the city slid further from the affairs of the central Furyondy as the centuries passed and tottered on the brink of recession. The construction of Willip drew trade away from the city and added further to Dyvers financial woes. When Landgraf of Selintan pursued his expansion plans for Greyhawk Dyvers fell into an economic slump. The direct competition between Dyvers and Greyhawk caused a bitter rivalry to develop as our city fought for it's economic life. Steadily Dyvers influence was sapped by the economic invader whom was brash enough to take the title "Gem of the Flanaess without bothering to confer with the Gentry. Although times have gotten considerably better for our city the rivalry with Greyhawk is still evident today.

Meanwhile Furyondy's relationship with Veluna led to many of the crown's cities to establish a code of "canon law" replete with church courts steeped in Raoan doctrine and Cuthbertine punishment. Having had enough the Gentry informed the crown that they intended to split from Furyondy in CY 526. Whether it was due to

Furyondy needing an ally in the region because it feared Greyhawk's growing power or reasons unknown Thrommel II allowed the secession to pass unchallenged. We were free at last!

Geography

Unbeknownst to some, the Dyvers region consists of more than the Free and Independent City of Dyvers (Pop. 52,000). In truth nothing could be further from the fact. The Dyvers region covers 2,000 square miles of the southern bank of the Volverdyva, reaches into the Gnarlley forest and holds the northwestern most tip of the Kron Hills. To the east on the road to Greyhawk is the town of Maraven (Pop. 530). Caltaran (Pop. 870) is nestled at the point where the Volverdyva and Serrault rivers meet. Banebridge (Pop. 250), a predominately halfling village is to the south.

Demographics

In general the citizens of the Free and Independent City of Dyvers are mercantile-minded people that will cut corners to make a profit. However one can find a wide variety of souls ranging from farmers working the land to affluent cosmopolitan socialites. While predominately human (79% Osfbr) there are a good number of gnomes (8%) and halflings (6% lightfoot) that call our largest city in the region home. Elves (3% High and Sylvan equally), half-elves (1%), dwarves (2% hill) and half-orcs (1%) also frequent our home. Having the most lucrative trading nexus in the Flanaess tends to draw people to it.

Unlike most regions we offer great religious freedom. Within the Free and Independent City of Dyvers one can find places of worship for possibly the widest selection of deities in the Flanaess. While not polytheistic by nature the citizens of Dyvers do not wish to incur the wrath of anyone needlessly. It's just not good

business. Thus if one looks hard enough it may well be possible to find places of worship for the most obscure deity or a place to lay a peace offering to an infernal being to placate them and stay its wrath.

What Thieves Guild?

Unfortunately a side effect of being a prosperous trading region is that one attracts their fair share of undesirables. As the teeming Free and Independent City of Dyvers has gained the reputation of being a good place to get lost in some people with clouded morals have taken to preying on others. While an occasional gang of thugs may form there is hardly any chance that something so formal as an alliance of thieves could happen without the authorities catching wind of it.

Government

Typically the Magister (the head of the Dyvers Government) is elected by the Gentry of Dyvers for an undefined term. Larissa Hunter, the current Magister, was elected after the former Magister, Margus the former Magister lost favor in the wake of his failure to adequately handle the annexation comments made by Furyondy's Knights of the Heart. Since her election the fiery, strong-willed former army commander has captured the hearts of her people. She is patriotic to the core and has caused foreign tempers to flare on more than one occasion by taking the opportunity to rub the noses of Greyhawk and Furyondy in minor trade victories.

Skullduggery

In CY590 tragedy befell Larissa Hunter as her husband Rashaman of Safeton disappeared when two of the Free Marines ships turned up missing. Despite attempts to locate him, his whereabouts are still unknown at this time. Popular opinion is that pirates were involved.

Locally it appears that some of the evil souls that fled when the Horde of Elemental Evil was put to route have settled in our region. Their nefarious influence has been felt as the Dyvers criminal element becomes bolder. In light of this, along with the threat of invasion by Turrosh Mak's Pomarj Empire, the Gentry of Dyvers has charted out evacuation plans for the city. Adding to the tension is the advent of the criminal front known only as the Kalmach.

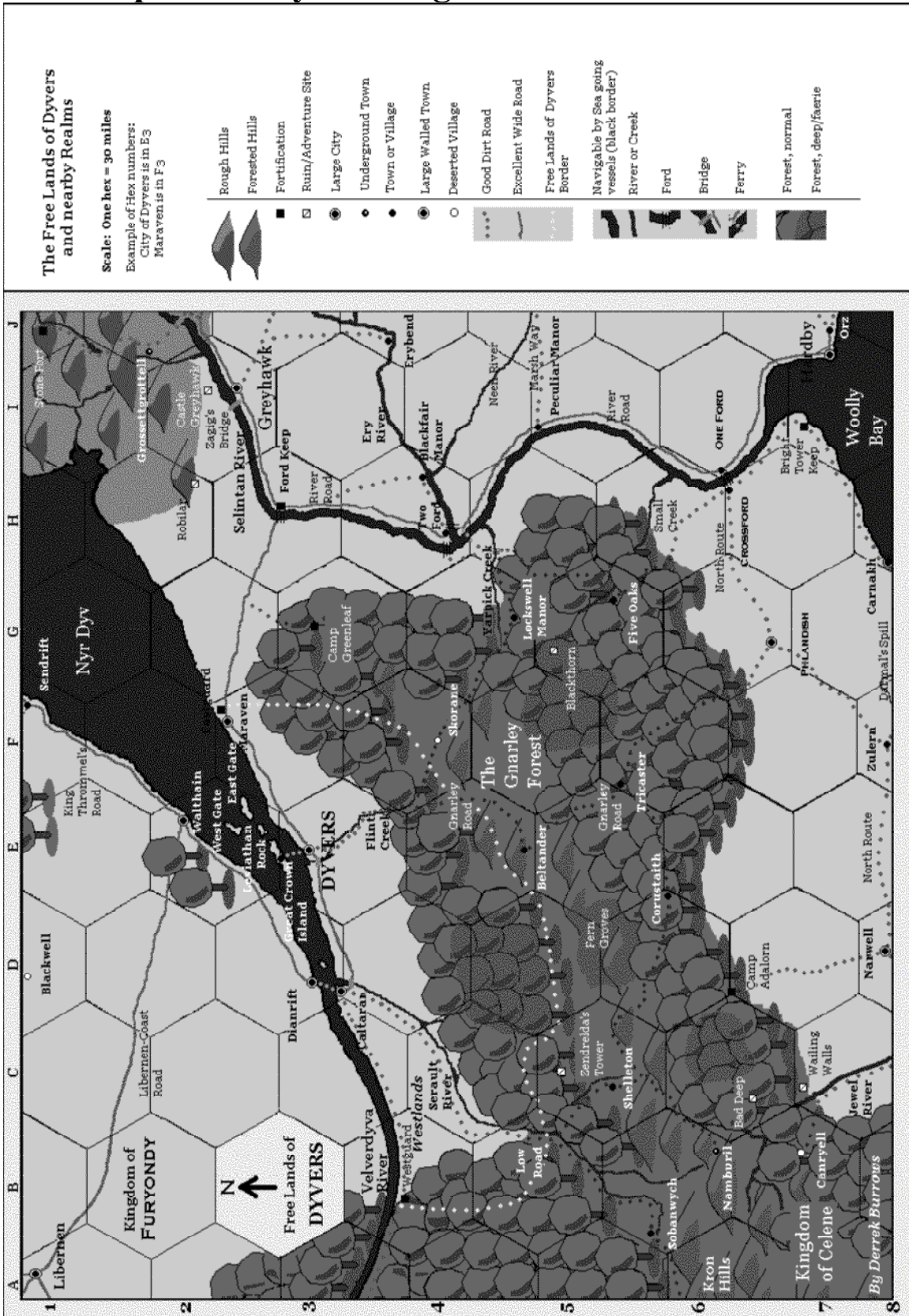
The Rhennee

Strangers in a strange land the Rhennee view our region through gray, blue, hazel and on rare occasion green eyes. These secretive and oft mistrusted folk find themselves most at home on the waterways of the Flanaess. Ranging from olive to tan complexion these masters of inland sailing and navigation are loyal to their own kind but view outsiders (even the rare land-dwelling Rhennee-referred to derogatoritvly by the folk as Attloi) as fair game.

Relatively unknown to our region until around CY141 the Rhennee have learned to use what life has dealt them to their advantage. They make a living by ferrying good and passengers, fish, hunting, selling crafts and illegal means (theft and smuggling). Currently the bargefolk inhabit the four islands of the city's river quarter. As the Rhennee live on the waterways it is possible that they know the whereabouts of Larissa Hunter's husband. If they do however they have remained silent thus far.

Cut from modest stock the average male Rhennee is about 5' 6'' tall and usually become warriors to protect the tribe. The women while smaller are the only members of their folk to become spell casters by learning the ways of magic through their "wise Women" mentors. Both genders typically dress in muted colors in a simple, functional clothing style.

Map of the Dyvers Region



RUP-2 Dyvers Style

This section hopefully will answer most of your RUP-2 questions in regards to Dyvers. Here you'll find regional modifications that apply to the Dyvers region (Nebraska, Iowa, Kansas and Missouri) of the LIVING GREYHAWK campaign. Only items that need modification are included in this section. You should have a copy of RUP-2 on hand to refer to. You can find RUP-1-3 and other LIVING GREYHAWK information at www.living-greyhawk.com

It should be noted that this section may change. To keep informed subscribe to the Dyvers Yahoo! Groups at www.yahogroups.com (Group name Dyvers). The Dyvers webiste <http://dyvers.living-greyhawk.com>

Adventuring Animals

A benefit of being near the Gnarley forest is the variety of animals one might find. However one should be careful when bringing one's "pet" into the city. While animal companions have traveled the city streets of Dyvers most residents feel much safer if there is a visible restraint on such creatures. It should also be noted that Dyvers is not a place to let one's animal companion run about alone. It is not uncommon for unwatched animals to be captured, slain or on occasion the main course in a delicious meal in Box Town.

Below is a list of animals that can be obtained in Dyvers. Druid PCs should be reminded that if their starting animal companion dies then a new one must be gained from game play. This can either happen through a certificate or the animal being mentioned in the module text of a regional module.

DYV-RUP-2-1: Native Dyvers Animals

Badger
Bat (and Dire Bat)

Bears-Black, Brown (and Dire Bear)
Boar (and Dire Boar)
Bobcat (Leopard)
Cat
Crocodile (In the Serrault River)
Dog
Dog, Riding
Donkey
Eagle
Hawk
Horse-Heavy, Heavy War, Light, Light War
Jackal
Lizard
Mule
Owl
Pony, War Pony
Rat (And Dire Rat)
Raven
Snake-Constrictor (Medium), Tiny Viper, Small Viper, Medium Viper, Large Viper
Toad
Weasel (and Dire Weasel)
Wolf (and Dire Wolf)
Wolverine (and Dire Wolverine)

Legendary Animals can potentially be found with a successful Special Mission. Use of a Legendary Animal as an Animal Companion will require a special Campaign Certificate from the Triad.

The Leadership Feat (Cohorts)

Special cohorts (such as described in the Dungeon Master's Guide, Defenders of the Faith and other D&D sourcebooks) may only be gained through a special mission. Cohorts must be from the same region as the PC at all times.

RUP-3 Lets go shopping!

This information should be provided to all players wanting the best selection of items within Dyvers

General Policies

All limitations about item purchase identified in RUP-3 and not explicitly negated by this document still apply to character purchases within the Free City of Dyvers. Most notably is the limitation on expenditure by level. Table RUP-3-1 still provides the maximum value that a character may spend on a single item by level.

In addition to the limits imposed by Table RUP-3-1, no single item or service may be purchased within the Free City of Dyvers with a purchase price in excess of 100,000 Wheatsheafs (GP) or that require a 13th level caster or higher to make, without direct involvement and approval of the Triad. Such approval will be handled very carefully, and is almost guaranteed to require the performance of some special service to the NPC or organization making the item available. This limit is intentional, and overrides any suggested openings of this rule found in the phrasings for the various sourcebooks. Granting requests for such items and/or services also take a back seat to regional needs (modules and convention support for example). Signature item upgrades can create items with a total value in excess of 100,000 Wheatsheafs (GP), but are only possible with Triad approval.

Official Errata must be applied before purchasing any items. As of the time of this document's creation, there are significant changes to items and their prices in the DMG

Player's Handbook Items

All items listed in the equipment section of the PHB are available for purchase within Dyvers.

Dungeon Master's Guide Items



All items explicitly listed on the treasure charts in the DMG are available for purchase with the exception of the following items that would have otherwise been allowed:

Rhino Hide armor, Assassin's dagger, Dagger of Venom, Rod of the Viper, Cursed Items.

Weapons and armor that can be constructed from the charts given in the DMG are available for purchase with the exception of the following Enhancement: Unholy.

Please note that Artifacts do not have prices, and are therefore not available. Intelligent items may be made available through play opportunities, but will not be available for purchase within The Free City of Dyvers. Exceptional material items (adamantium, mithral, and darkwood) are available for purchase, both with and without the enchantments listed for weapons and armors. Scrolls with 7th, 8th, or 9th level spells are not available, unless the PC purchasing the item is capable of making it herself. Spell casting services for spells above 7th level are available only with direct Triad intervention, and are almost guaranteed to require the performance of some service for the NPC performing the casting. That's right, in a specific exception to the general limit, 7th level spells can be purchased from appropriate NPCs within the Free City of Dyvers.

From Both, but Neither

Certain items allowed by the rules in the Core Rule Books are not on the item charts in either the DMG or PHB. The following items are also available.

Scrolls of any PHB spell of 6th level or less, with a caster level of the minimum required to cast the spell.

Potions not listed in the DMG or PHB may be not be purchased in Dyvers unless the PC has a Dyvers regional certificate, metagame certificate or adventure certificate that allows them to do so.

Living Greyhawk Character Creation: CY592

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

These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D *Players Handbook* and these guidelines.

When new options become available, you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

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 you live (each region is maintained by local administrators known as Regional Triads). Before creating your character, you may wish to review the information your Triad has compiled for your home region. To find your Triad's contact information, consult the LIVING GREYHAWK homepage at <http://www.living-greyhawk.com>.

To create your LIVING GREYHAWK character, follow these steps:

STEP 1: ABILITY SCORES

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation found in Chapter 2 of the D&D *Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign"; hence, each character uses 28 points distributed among all six statistics.

Cost	Score	Modifier
	6	-2
	7	-2
0	8	-1
I	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

For example, using the full 28 points, 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 modifiers to ability points after the base scores are determined. Thus, ability points range from 8-18 for humans, and 6-20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

STEP 2: RACE AND CLASS

You may choose any race and class option described in the *Player's Handbook*.

The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *player's Handbook*.

Human characters should choose one of the subraces of humanity, as explained in Chapter 2 of the LIVING GREYHAWK *Gazetteer*. Elf characters

must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings

may be lightfoot, tallfellow or deep (stout) halflings. All half-elves are human/elf crossbreeds

Table CCG.2: Sub races			
Subrace	Ability Adjustments	Favored class	Trait change?
Gray elf	-2 Str, +2 Dex, -2 Con, +2 Int	Wizard	No--as standard elf
Wood elf	+2 Str, +2 Dex, -2 Con, -2 Int, -2 Cha	Ranger	No--as standard elf
Mountain Dwarf	as standard dwarf	Fighter	No--as standard dwarf
Tallfellow Halfling	As standard halfling	Rogue	Yes--see MM page 117
Deep (Stout) Halfling	As standard halfling	Rogue	Yes--see MM page 117

When picking bonus languages, humans are free to choose from the languages and dialects listed on pages 11-12 of the *LIVING GREYHAWK GAZATEER* except for Druidic, Ferral, and Lendorian EIVEN. The most prominent of these languages are the human racial languages: Ancient Baklunish, Flan, Old Oeridian and Ancient Suloise. Other races may also choose these languages and dialects as the subject of the Speak Language skill.

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

A cleric must serve a specific non-evil deity from the *Player's Handbook*, the *LIVING GREYHAWK Gazetteer*, or issue 3 of the *LIVING GREYHAWK JOURNAL*. A detailed list of all deities appropriate for the *LIVING GREYHAWK* campaign can be found on the official campaign Web page. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers 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.

A starting character receives the maximum amount of gold pieces for its class.

Prestige Classes: When your character meets their requirements, you can choose to take one of many prestige classes found in *DUNGEON MASTERS Guide*, one of the class guidebooks, or those found in the pages of *LIVING GREYHAWK Journal*. A periodically updated document, RUP-I: Guidebook and Metagame Policy, contains a list of prestige classes that you may take, as well as some requirements need to take

some of the more exotic prestige classes. Consult with that Rules Update before selecting a prestige class. RUP-I can be found on the RPGA Network Web site (www.wizards.com/rpga).

STEP 3: HIT POINTS

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the new class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

STEP 4: SKILLS AND FEATS

A few skills need brief additional rulings: **Alchemy, Craft, Perform, Pick Pockets, and Profession:** All these skills allow your character to earn extra coin if Time Units are spent directly after a Regional adventure. The rules for such activity are presented in RUP-2: Beyond the Core Rules) which can be found on the RPGA Network Web site (www.wizards.com/rpga) **Knowledge skills:** Knowledge skills cannot be anachronistic). Synergy bonuses are applied only at the DM's discretion.

STEP 5: EQUIPMENT

During character creation you purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Players Handbook*.

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

STEP 6: HOME REGION

All *LIVING GREYHAWK* characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. There is no such

thing as a "region less" character. The default home region where *your* starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play when you play in the new area to which you moved.

A player may *not* chose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit <http://www.living-greyhawk.com> for the latest regions list, and for information on how to contact your Regional Triad.

TIME UNITS

Time Units (TUs) determine how many events each character can participate in during a campaign year.

At the beginning of each real-world calendar year your character receives 52 time units to spend on their activities - adventuring, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take a number of Time Units, and the cost will be indicated on the Adventure Certificate you receive after an adventure. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

LEARNING NEW ARCANE SPELLS

At the end of any adventure a wizard character 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 (another character's spell book, a plundered spellbook from an enemy wizard, or a scroll). However, the two spells a wizard receives for advancing a level are bonus spell learned, and don't count toward this after-adventure maximum.

BANNED SPELLS

There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other*, *polymorph self*, permanency.

INFLUENCE POINTS

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

UPKEEP

Your character usually has typical expenses that they must pay in order to stay healthy and well supplied. The gold it takes to support your character during and after an adventure-that is, between the adventure you pay and the next-is called Upkeep. Usually your character spends 12 gp per TU spent for any activity. This is called the Adventurers' Standard. Spending this gold allows you to spend time in warm beds, eat hearty meals, travel in relative comfort (for adventurers), replenish rations, mend your clothing and equipment, refill spell component pouches and healing kits, restock up to 20 normal arrows and bolts (those found on

player's Handbook Table 7- 4: Weapons), and properly heal between adventures.

If he or she suffered any temporary ability damage, paying this upkeep or higher allows your character to heal all temporary ability damage dealt before the beginning of the next adventure. If your character suffered from a disease during the adventure, paying the Adventurers' Standard still requires you to make saving throws to fight infection for each day of the adventure until you fight off the infection. If the adventure takes less time than the incubation period for the disease, you must succeed at one saving throw for the disease at the end of the game session. But, paying the Adventurers' Standard allows you to heal any ability damage between adventures, and to fight off any further infection in many cases, but special effects of diseases, such as the requirement of magical healing for mummy rot, the permanent drain of demon fever, the persistence of devil chills, or the blindness of blinding sickness continue on, and are reported on the Play Notes until the requirements to rectify their specific damage are met. When playing a multi-round adventure, and you have paid this Upkeep or higher, you must finish the end of all the adventure rounds to gain this benefit.

You can choose not to pay the Adventurers' Standard. Do this and you retain temporary ability damage into the next adventure, must buy new spell component pouches and healer's kits, and 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 of the wild." At the beginning of the adventure, if you possess four or more ranks in Wilderness Lore and you succeed at a Wilderness Lore check (DC 20) you may heal temporary ability damage as if you paid the Adventurers! Standard, refill spell component pouches and healer's kits and, if your character also has at least four ranks in Craft (bowmaking), arrows and bolts, but you may still suffer in-game penalties or gain wilderness-savvy related benefits.

Temporary ability damage transferring to the next adventure is noted in the Play Notes section (3, above).

You may also pay more gold to live higher on the horse. Beyond the Adventurers' Standard is the Rich and Luxury upkeeps. For a cost of 50 gp for each TU spent, Rich upkeep gives you the same benefits as the Adventurers' Standard, but you gain a +2 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, Perform, Profession and Sense Motive checks applied when your DM determines that the increased social status of your wealth would grant you a reasonable benefit. Luxury upkeep grants a character a +4 circumstance bonus in such cases. You must request to use this modifier immediately before the check is attempted in order to gain the bonus.

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

There may be times when your character is imprisoned, and is penalized with TUs for actions he or she is accused of doing. When this occurs your character must pay 10 gp per TU penalized as the cost of the incarceration. If a character cannot pay the full gold piece penalty for their incarceration, their character dies in prison - the prisons of the Flanaess are dangerous places. The particulars of imprisonment penalties are tracked in both the TU Expenditure Notes and the Play Notes. Other TU penalties such as service to a higher-level characters do not carry the gold penalty and the threat of death that comes with it, as your character is assumed to have its basic needs met by their patron.

CERTIFICATES

When you first create a character, list all of your starting equipment on your character sheet.

After each adventure, you'll receive an adventure certificate. This certificate replaces both the item certificates and the log sheet from earlier LIVING GREYHAWK play. On the top half of this certificate your DUNGEON MASTER (DM) awards you experience points and the gold piece value of your share of the loot. This certificate also tracks the number of Time Units (TUs) you spent during game play, gold and experience points you spent during game play, new special items or game effects that your character may enjoy or suffer a detriment by, as well as the fact that you have played in a particular adventure.

You use the bottom half of this certificate to track your equipment from adventure to adventure. After your first adventure, and after every adventure after that you may sell equipment you no longer need (for half of its listed value), or buy new equipment. Exactly what equipment you can buy is based on your character level, what LIVING GREYHAWK region the adventure you just completed took place in, and adventure certificate effects that are in play when you make the selection. Once you have played your first adventure, all but your most basic equipment is tracked on the Adventure Certificate. Full information about the Adventure Certificate can be found on RUP-3: Adventure Certificates, which can be found on the RPGA Network Web site (www.wizards.com/rpga).

Sometimes you will be issued certificates for favors and unique that your character acquires during play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the Dungeon Master who issues them, and the Dungeon Master RPGA number must be completely legible. The

name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

Common-A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.

Unusual-A character can possess only one of these items.

Rare-Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.

Unique-Only one of these exists. The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual" then you can only have one of item X from scenario A. If item X comes out in scenario B later you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

Trade Policy: Items that appear on the equipment list of your character, or on your character sheet may not be traded to another player unless that item is represented by an individual item certificate from a 591 CY adventure. During adventure play, you may loan items and coins to other characters for the duration of the adventure, but their loss (by destruction, consumption, or spending) is reflected in your gold piece totals at the end of the game. At the end of the game,

surviving items and coin revert back to your character.

The exception to this rule are item certificates that you hold. Item certificates may be traded if that certificate states "Yes" in its trade field. If an item certificate can be traded, and is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name, RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner. When you gain an item from trade, you must report that item in the Items Bought section of your last Adventure Certificate, as it adds to your total value. When you lose an item from trade, you must report the loss of that item in the Items Sold section of your last Adventure Certificate, as it subtracts from your total value, but does not add to your cash value. Either of these transactions must be brought to the attention of your next DM when he or she reviews your last Adventure Certificate. You may only trade item certificates for other item certificates.

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

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

The duration of that ban is decided by the campaign staff.

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

PLAYERS

- Contribute *to* the fun of the whole group when playing. *Don't* play in a style that detracts from the fun of the game.
- Play fairly and honestly.
- Be considerate of others, and their right *to* enjoy the game as much as *you do*.
- Follow the spirit of the rules, as well as the letter of the rules.
- Respect the decision of *your* DM, he or she is the judge of the game, and, through the D&D rules decides the effects of *your* character's and NPC's actions.
- Abide by the expectations that apply *to* the players.

DUNGEON MASTERS

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

ADMINISTRATION

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

In Character Knowledge- What Your PC Should Know

Introduction

On occasion in an adventure a PC may need to know information that isn't covered in the module. Thus the following guidelines were made to help judges cover the gray areas of in-character knowledge without either stopping the round for a lengthy rules search or simply saying "I don't know".

This document will hopefully aid judges in deciding what PCs might know and find out by using their skills.

While this may not answer all questions the players have it gives a place to build from. Remember sometimes simply knowing a fact is enough for the situation. Minute details may not be completely necessary.

Also care should be taken not to elaborate to the point where it breaks modules. If the point of a module is to find a missing person and the PCs can go have the Constabulary find the lost soul while they sit in a bar there isn't much point in playing the module.

Abbreviations Used

ALL-All Lifestyles
AST-Adventurer's Standard
BRD-Bard
CLR-Cleric
GIN-Gather Information
HLF-Halfling
KDY-Knowledge Dyvers
LUX-Luxury
MCH-Merchant
MER-Mercenary
MNK-Monk
RCH-Rich
SOR-Sorcerer
UNI-Untrained Intelligence check
WIZ-Wizard

How Knowledge: Dyvers, Gather Information and Intelligence Checks work

Gather Information (GIN)-PCs can find out information for DCs of 20 or less. Using the Gather information skill means you're actually trying to find information. Other PCs can assist you in doing this.

On the flipside of the issue there are situations where you can't use Gather Information most notably being if you're alone

Knowledge Dyvers (KDY)-This is what your PC knows or can infer. It is an unassisted check (otherwise it would be a Gathering Information check).

Untrained Intelligence (UNI)-May only be used for Knowledge DCs of 15 or less. Again this is also what you know or can infer. Untrained Intelligence Checks cannot be assisted.

Taking 10

You can take 10 in any situation where you're not rushed, distracted or threatened. This works for Knowledge Dyvers and Gather Information for DCs up to 25. The highest DC you can take 10 on for an Untrained Intelligence check is 10.

Taking 20

If time isn't a factor, there are no penalties for failure and the conditions are right to make such a check you can take 20 on a Gather Information check. One can't take 20 on Knowledge and Intelligence checks because there is a penalty for failure.

DC Categories

DC Zero Trivial Information

KDY, GIN or UNI check required. What the average 4-year-old would know. What color is the sky. Fire is hot, what the Constabulary looks like in general etc.

DC 5 Common Knowledge

KDY, GIN or UNI check required. What an average adult would know without much thought or research.

- Questions about prominent landmarks in the district the PC/NPC is from
- Identifying a member of a prominent business or meta-org by their uniform (large organizations such as the City Watch or Dyvers Military).
- Knowing important regional holidays and public events
- Knowing basic regional history (Whom Dyvers used to be a part of or why Dyvers and Greyhawk are rivals for example).

DC10 Easy Questions

KDY, GIN or UNI check required. Simple fundamental inquiries about the PC's/NPC's field or information of similar difficulty.

- When the city offices usually open and close for the day.
- Location of general places of doing business for the meta-org.
- Knowing more in depth Dyvers

- regional information (Which islands do the Rhennee frequent?)
- When will the tide come in tomorrow?

DC 15 Basic Questions

KDY or GIN check required. Where study starts to pay off.

- How did the current Magistrar win favor and come to power (an overview)?
- Hours of operation for a business or non-secret meta-org
- Knowing who the proprietor of a business or non-secret meta-org is
- Where is Makilon island exactly?
- Where do the sewers empty in to the Nyr Dyv (all the main exit points)?

DC 20 Difficult Questions

KDY or GIN check required. For questions about Specific parts of the Free & Independent City of Dyvers, meta-orgs not in the same town as the PC, professional advice etc.

- How do I run a supply line through hostile territory?
- Knowing who an obscure/minor NPC in a business or non-secret meta-org is.
- Knowing specific military platoons by their insignia.
- Being able to tell how fully laden a ship is by looking at how it sits in the water and visible watermarks on the hull.

DC 25 Expert Information

KDY or GIN check required. Obscure information or questions one might ask a sage.

- Where are the city's fortifications the weakest?
- What do Pseudo Dragons like to eat?
- What cures Lycanthropy?

DC 30 Secret Information

Influence Point or points plus a **KDY** or **GIN** check required. Information that might have violent or career ending consequences if divulged. Also one might use this route to try and join a secret organization.

- Is there currently a slaver ship in port? (an Alliance point is required for this.).
- Where can I go to join the Alliance? (an Alliance Influence point is required for this.).

DC 35 Closely Guarded Secret

The costly advice of an expert sage in the field in question or membership in the organization the question is about plus **KDY** or **GIN** required.

- Where can I find an Alienist?
- What secret does a extortionist hold over the head of a member of the gentry?

DC 40 & up. Unknown

Information one would think it would be impossible to find. **KDY** or **GIN** check required **PLUS** the research of an expert sage to find out where the PC needs to be for a chance to learn the information.

- Things whispered to the insane while they sleep at the witching hour by Infernal beings.
- Perpetrators of the "perfect" crime

Raising and Lowering DCs

Paying funds to lower a Gather information (GIN) DC

Buying Information

- A -2 to the DC costs 2d4 Wheatsheafs (GP) +/- Charisma modifier (Negative modifiers add to the cost while positive modifiers reduce it) * APL. This can be used multiple times to further lower the DC. Double the cost for each time beyond the first. The

maximum reduction for this is 4

Example: Kazmac the Bold's player wishes to lower the DC of a Gather Information check by 2. Kazmac's Charisma is 8. Thus the base cost is 5 (What Kazmac's player rolled) +1 (for Kazmac's negative charisma modifier) for a total of 6. Multiply this by the APL (2 in Kazmac's case) and the total comes to 12 Wheatsheafs (GP) to lower the DC by 2.

If the desired result was to lower the DC of the Gather Information Check by 4 then the cost is tripled or 36 Wheatsheafs (GP).

Influence points may also be used to lower the DC of Gather Information (GIN) Checks

Expendable Influence Points (one use)-Subtract 2 from the DC for each influence point used

Permanent Influence Points-Subtract 2 from the DC if used by itself or other permanent influence. Only 1 permanent influence point may be used with an expendable influence point.

Role-playing the use of Influence Points

-Using influence points requires role-playing (At least an attempt at it.) Thus a PC tossing and Influence cert at the judge while their PC stands on a corner staring into the air won't cut it. IF the player mentions that their PC wants to look up their old friend (or a comment of similar nature) in the Dyvers Free Army and then hands the judge a Dyvers Free Army influence cert will.

IN any case if the Influence point is inappropriate (trying to use a

Highfolk Town Council influence point when trying to gain favor with the City Watch for example) then it won't help the PC.

Specialized Knowledge

Knowing What You're Talking

About-Having more detailed Knowledge helps your quest for information. Having the right category for what you're looking for lowered the DC one category for knowledge checks. An example of this would be if a PC had Knowledge: Dyvers (Gnarley Forest) it would be easier to find out information about the Gnarley Rangers.

This doesn't work for Untrained Intelligence or Gather Information checks.

The meta-org is popular with a certain sect or class.

Being in the IN crowd helps you mingle- Lower the DC by two for PCs that are for some reason (race, class etc.) popular with a meta-org when attempting to Gather Information checks. Also this can help Knowledge Checks if the PC is a member of the right group (such as a PC in the Gnarley Druids wanting to know who cuts Naimur's hair.).

Example Dweomer Crafter's Guild (WIZ/SOR)

Wizards and Sorcerers lower the DC by two when using Intelligence or Knowledge Dyvers checks to find out information related to a meta-org.

Putting it all together.

The Dyvers Free Army is listed as Common. The DC for questions about them begins at 5.

The Halfling's Society however is listed as basic. All questions about

them start with a DC of 10 (8 for halflings because they are the class/sect associated with the meta-org.)/ This means that Common questions about the halfling society also have a base DC of 10 (8 for halflings.).

Dyvers Items of Interest

Currently this section consists of the current meta-orgs in the Dyvers region. Future issues of the Dyvers campaign book will expand this to include terms, more NPCs and eventually tidbits about retired modules.

Current Dyvers Regional Meta-orgs

The Alliance (Secret). Whether an urban legend or fact, the Alliance remains an enigma. GI rolls reveal only that the NPC believes this organization to exist. Campaign documentation and/or information written into regional modules are the only ways to delve further into the workings of the Alliance. The PC's KD is what the player has experienced with their character. It should be noted that this meta-org is an exception to how KD & GI are normally used for discovering information about meta-orgs.

The Bardic Hegemony (Easy. LU & BRD) Bards are everywhere, playing for nobles playing in taverns Playing concerts in the parks, if you want to know what is going on these are the folk to talk to. But joining and learning from them is a very strict sort of business.

Meta-org leader

Darnell Mestether-Human-Male-

Circle of Crimson Stone: (Secret. Sect/Class AS) Even City watchmen can be bribed on rare occasion. With prying eyes look in the other direction desolate back alleys fill with adventurers of an alternative nature. People make their way into the narrow lanes, looking for the excitement that their daily lives lack. Warriors seeking fame and fortune step into a living circle, a pit

created by the undulating crowd of spectators. Wagers are made, money trades hands, and two men enter the circle. One man leaves.

Meta-org leader

Miscuuta-Male-Human (Olman)

Top 3 other NPCs in the meta-org

Vakrashagra-Circle Champion-Male-Human (Oeridian)

Alaric Tindersnatch-Circle Veteran-Male-Halfling (Lightfoot)

Gug-Circle Combatant-Male-Half-Orc

City Watch (Common. Class/sect AL)

The Dyvers City Watch mans the walls and gates of the city, defending her people and goods from direct assault of forces that manage to out maneuver the Free Marines, Militia and Navy. Those who serve as City Watch are usually much less idealistic than those who serve in the more aggressive forces, and know that if they actually end up fighting, they will truly be fighting for their lives from the very start. The majority of the City Watch are mercenaries, serving on the walls only because they are paid to do so. Not being fools, the government of Dyvers pays for nearly half again as many members as they expect to need. They expect quite a few of the mercenary types to flee rather than hold the positions they are being paid to fill.

The members of the City Watch divide themselves into two sections, Gate Guards and Wall Walkers. During the (hopefully continued) peace that now exists, the Gate Guards actually outnumber the Wall Walkers. If the peace should shatter, many of the current Gate Guards would be reassigned as Wall Walkers as gates are closed, and traffic slowed in the interest of security.

Meta-org leader

Colonel Dolarrak

Dweomer Crafter's Guild (Basic. Class/sect WIZ/SOR)

The wizards' guild of Dyvers, called the Dyvers Dweomercrafters Guild, is one of the true powers of the city. It is active in most parts of the city and is partly responsible for the defense of the city in the event of invasion or catastrophe. The guild is predominantly human with a sizable elven component, but all races are welcome as long as they show magical talent.

Dweomer Crafter's Guild Leaders by School of Magic

Generalist-**Janis Ventril**-Male Human

Abjuration-**Travis Middleton**-Male Human

Conjuration-**Glenverin Ilphudel**-Female-Elf

Divination-**George Good**-Male-Human

Enchantment-**Sandaron Brock**-Male-Human

Evocation-**Arial Firestorm**-Female-Human

Illusion-**Shamwick Turen**-Female-Gnome

Necromancy-**Darkstone Earthdigger**-Male-Dwarf

Transmutation-**Timothy Moran**-Male-Human

Dyvers Anti-Slavery League: (Basic)

Freedom is the birthright of every living being! Slavery debases both the slave and the slave owner! Fight the evil that is slavery. Join the Dyvers Anti-Slavery League now!

Meta-org leader

Commander in Chief-Ulyssa Baxor

Female-Human priestess of Trithereon

Top 5 other NPCs in the meta-org

- **Chief of Intelligence-Aris Farseer**-Male-Elf

- **Chief of Operations-Anton Egilsson**-Male-Human

- **Chief of Security-Roland Hood**-Male-Half-Elf

- **Chief of Logistics-Satara Misrok**-Female-Human-Priestess of Trithereon

- **Chief of Finance-Bizmax Zurichi**-Male-Gnome

Dyvers Free Army (Common)

The Dyver's Free Army was organized to defend against external threats. The Free Army/Militia consists of approximately 3000 personnel of all ranks. Less than a third of that strength is on active duty (Free Army). The rest, the Free Militia, serve 4 Time Units a year on active duty to maintain their skills/proficiencies. However, the Free Militia can be called up to Active Duty whenever the City requires it.

Meta-org leader and Top NPCs

To be announced after DFA review board

Dyvers Constabulary (Common)

Citizens... Tired of the press gangs who are beginning to rule the dock districts, ashamed to see the beggars panhandling, afraid for your very life in the dark alleys of the City of Sails. FEAR NOT, for the City Watch and the Constabulary are on the job. We defend the laws of this very city with utter fairness and complete integrity, we protect the innocent from harm and we are the last line of defense should the old one ever rise again. Join us and know honor, duty, service and respect plus a fair wage

Meta-org leader

Colonel Tohmas Dolarrak-Male-human

Top 3 other NPCs in the meta-org

Captain Regenal Capriobe-Male-Human

Captain Ellsi Wanyysi-Female-Elf

Captain Grymlis Foesbrean-Male-Dwarf

Dyvers Free Marines (Common)

The Dyvers Free Marines are the elite combat arm of Dyvers' impressive military might. Most of their service is on board ships of the Dyvers Free Navy, where they train and provide combat support on and about the Nyr Dyv and Velderdyva. They are highly skilled at seamanship, stealth, and combat. Some of the lower ranking members manage to specialize in one area over the others, but their leaders are required to display amazing capability in the entire skill set. All marines take an oath to protect the city of Dyvers and her inhabitants from all enemies, at all costs, even her own life, and to maintain the confidentiality of all missions as instructed by their superiors.

Meta-org leader

Lord Admiral Jallifred Hunsler-Male-Human

Top 4 other NPCs in the meta-org

Commander Valden Grosh-Dwarf-Male

Colonel Ambrin Coves-Human-Male

Colonel Halen Gowden-Human-Male

Colonel Greyda Omblin-Half-Orc-Female

Dyvers Navy (Common)

The Dyvers Navy is the largest arm of Dyvers military, as would be expected in a city known as The City of Sails. They patrol the Velderdyva and much of the Nyr Dyv, and serve as customs enforcers, as well as the defense against opposing naval forces. They have strong ties to the Dyvers Free Marines, and all of their larger ships carry a Marine contingent. The Lord Admiral of Dyvers has often been known to stress that the Navy is the most important branch of Dyvers armed forces, thus justifying the considerable budget needed to maintain the ships and crews necessary to fulfill their goals.

The Dyvers Navy has many goals. The first among them is to insure that trade by sea is never interrupted. This means patrolling for pirates as well as defending against opposing Naval forces. The Dyvers Navy defends shipping lanes and may monitor any nautical activity that could affect trade with any coastal region..

Meta-org leader

Lord Admiral Jallifred Hunsler-Male-Human

Top NPCs in the meta-org

Admiral Dylia Mothas-Human-Female

Vice Admiral Gannon Magoggle-Male-Gnome

Vice Admiral Jayden Gareth-Male-Human

Vice Admiral Chalnial Marapin-Female-Elf

Port Authority Manager Vittorio Espen-Human-Male

Dyvers Pest and Vermin Contractors

(Easy) Hearty Adventurers take heed, the opportunity to earn extra coin and hone your skills abounds within the confines of the Dyvers Pest and Vermin Contractors! All manner of skills are wanted and needed, do not hesitate to apply. Your contacts and ours can easily assist your quest to improve your station within Dyvers elite. All manner of pests and vermin are hunted and exterminated such that even our most mundane jobs are adventures themselves. See Laddie Crockhandle in the Dock District.

Meta-org leader

Laddie Crockhandle-Male_Gnome

Top 2 other NPCs in the meta-org

Master Contractors for the Free and independent City of Dyvers

Jaddoe Boughbent-Male Halfling

Lang Duskbourn-Male-Half-Elf

Gnarley Druids (Difficult) This formal organization works to preserve the Great Forest in as natural a state as possible, including having it cover as much territory as possible. They see all outsiders as a threat to the safety and health of the Gnarley Forest. They have worked for generations to get the Gnarley Rangers to keep others out of The Great Forest, and actively work the politics necessary to keep Her neighbors competing with each other rather than destroying the Gnarley in order to gather her resources.

Meta-org leader

Naimur, Great Druid of the Gnarley

Other notable NPC's in the meta-org

Forest-Male-Gnome)

The Oak Father-Awakened Ancient Oak, deep within the Gnarley

Gnarly Men (Basic)

These are the normal people who choose to live within the Gnarley Forest, and to work with Her in order to promote both their lives and Hers. These people are hardy and independent, but the ever more regular incursions of forces from the Pomarj, Celene, Verbobonc, Dyvers, and Greyhawk have taught them the value of unity. They tend to be distrustful of strangers, even while actively supporting those who wear the Oak Leaves of the Gnarley Rangers.

Meta-org leader

TBA

Gnarley Rangers (Difficult)

A loose association of people dedicated to The Great Forest, the people who live there, and the freedom of both. The Gnarley Rangers are lead by seven individuals, the Ranger Knights of the Gnarley Forest. Every Ranger who numbers himself with this organization has pledged loyalty to one of the

seven Ranger Knights. Many of the citizens (and soldiers) of Dyvers have joined this group under the terms of a treaty worked out early in 591 between The City of Sails and the Gnarley Druids. Each of these recruits swear loyalty to the Ranger Knight Annika Silverwood. Previously, the members were recruited individually, usually from the Gnarley Men. The Ranger Knights are said to serve the will of the Gnarley Forest Herself, as represented to them by their High Priestess of Ehlonna, the Great Druid, The Oak Father, and The Unicorn Prince.

Meta-org leader

Annika Silverwood-Female-Human

Other Notable NPCs in the meta-org

Regland-Male-Elven Male

Kyle Surehand-Male-Human Male

Malken-An awakened Badger who trains Gnarley Rangers

Halfling's Society (Basic. Class/sect HLF)

The International Halfling Society was created out of a deep feeling of loyalty felt by halflings everywhere. The organization is not overseen by anyone in particular, but is more geographically driven. Halflings that live and work together know each other well, and do as much as they can to make fellow small-folk feel as much at home on the road as they do in their own towns. The Gatherers gather information, and the Riders distribute information. Knowing of danger is the first and best way to protect other Halflings from it.

Meta-org leader

Jumbala Whistlesoup-Female-Halfling

Other notable NPC in the meta-org

Map Gandergoose-Male-Halfling

Merchant's Consortium (Basic. Class/sect

MCH) Business owners all over the city belong to this organization, or at least pay some homage to it. There are rumors of black market material but no one seems to know who to talk to about it.

Meta-org leader

Jothar Blackheart-Male-Human

Order of the Crimson Heart (Easy) Everyone

should have an equal chance but sometimes Wheadsheafs tip the scales of justice and the

poor are oft forgotten and suffer. The order exists to see the common soul is not forgotten.

Meta-org leader

Devon-Male-Human (Seulish)

Top 3 other NPCs in the meta-org

Anisha-Female human

Performing Artists (Difficult. Class/sect AS)

Some people don't fit in with the Hegemony,

and are more apt to join this family of performers. This small group is very elusive and not very vocal, but they have the tenacity of a rabid Axebeak. This organization is joined by invitation only.

Meta-org leader

Jeric Andusel-Male-Human

Places of Worship-

Major Temples-PC's faith (Common. Class/sect LU & CLR), other religions (Common faiths/sect LU & CLR),

Major Temples	High Priest/Priestess	Gender	Race	level	Domain 1	Domain 2
Fharlanghn	Hithradien Eowarang	Female	Elf	14	Protection	Travel
Istus	Nyderia Ceriwien	Female	Human	16	Knowledge	Luck
Pelor	Brardovia Vallan	Female	Human	14	Healing	Sun
Rao	Melikor Haoahan	Male	Human	13	Good	Knowledge
St Cuthbert	Craliwin Etarebard	Male	Human	13	Law	Strength
Xerbo	Asyth Zomawyn	Male	Human	18	Knowledge	Water
Zilchus	Jereader Zomawyn	Male	Human	15	Law	Trickery

Minor Temples-PC's faith (Common. Class/sect RI & CLR), Other religions (Easy10. Class/sect RI & CLR)

Minor Temple	High Priest/Priestess	Gender	Race	Level	Domain 1	Domain 2
Boccob	Adedriwyth Grigor	Male	Human	9 CLR/2 SOR	Knowledge	Magic
Corellon Larethian	Celaran Piolas	Male	Elf	11	Protection	War
Heironeous	Moach Froreth	Male	Human	10	Law	War
Moradin	Jolyan Lylla	Female	Dwarf	10	Earth	Protection
Norebo	Legalilin Agraus	Male	Human	9	Luck	Trickery
Obad-Hai	Traewyn Kedoetrem	Male	Human	10	Animal	Plant
Olidamara	Saclya Glithrade	Female	Grey Elf	11	Chaos	Luck
Osprem	Sirag Moewyr	Male	Human	9	Travel	Water
Pholtus	Siew Graoli	Male	Human	9	Good	Sun
Yondalla	Kalia Mani	Female	Halfling	9	Good	Protection

Shrines-PC's faith. (Basic. Class/sect AS & CLR). Other religions (Difficult. Class/sect AS & CLR)

Shrines	High Priest/Priestess	Gender	Race	Level	Domain 1	Domain 2
Bralm	Ysicla Brevyan	Female	Dwarf	6	Law	Strength
Ehlonna	Marariand Unaldur	Female	Wood elf	9	Plant	Sun
Garl Glittergold	Jungwen Dwlonna	Female	Gnome	7	Good	Trickery
Kurell	Airatram Ediacan	Male	Human	7	Chaos	Luck
Myhriss	Acoalle Niranna	Female	Human	6	Healing	Protection
Wee Jas	Nydaleidia Astieri	Female	Human	6	Law	Magic

Ring of Steel (Difficult. Class/sect AS & MER) The Mercenary Guild of Dyvers. The RoS consists primarily of warriors and militant spell-casters, mostly immigrants to Dyvers following the Greyhawk wars. Their public activities thus far have involved the safeguard of noble personages, goods, and establishments.

Their members are well connected with the Dyvers military. They are renown for their strict adherence to contracts with their patrons. The stewardship of the RoS Codex has recently passed to Dyvers, making the Dyvers chapter house the nominal head of the RoS organization.

Meta-org leader

Rion Ganus-Human-Male-Hierarch of the Dyvers RoS

Top 3 other NPCs in the meta-org

Palamon-Male-Human-Male-BRD ROS Master

an eloquent orator, Rion's second.

Liadon-Grey Elf-RoS Master Recently fled

Arcite-Half-Elf-Ftr/Sor RoS Master awaiting trial on charges of murder.

The Scribe's Guild (Easy. Class/sect MNK) A branch of the Shadowwind Monastery, these stalwart souls traverse Dyvers in their calligraphic quest to serve the city. It's amazing what people say around them.

Meta-org leader

Master Kashond-Male-Human-Guild manager

Other notable NPCs in the meta-org

Ulthar-Male-Human-night manager

The Shadowwind Monastery (Basic. Class/sect MNK) A subtle force in the region these shipwreck survivors for the most part stay in their home on Makilon Island. The citizens of the Free and Independent City of Dyvers publicly know of the order because the monastery runs the scribe's guild and provide scribes citywide.

Meta-org leader

Master T-Quan Male-Hunam

Top 3 other NPCs in the meta-org

Master Kashond-Male-Human

Master Lyara-Female-human

The Sorcerer's Guild (Basic. Class/sect SOR/WIZ) The only official Guild set up specifically for Sorcerer's. The main goal of this guild was to make sure that Sorcerer's were not taken advantage of in this extremely guild organized city, while allowing maximum freedom of its members. The guild also provides a variety of benefits and advantages for its members. The low restrictions for membership should make it one of the easiest guilds to join, if you're a Sorcerer.

Meta-org leader

Akmed Mohammad Rasim Jubar-Male-Human

Information Sources

To create this document information from page #'s 60, 61, 68, 70 & 71 of the Player's Handbook and from pages #90- 93 of the Dungeon Master's Guide were used.

NPC spell costs

Cleric and Druid spell costs:

This section covers clerical and druidic spell costs. Spells that have additional costs for material components and divine foci are listed at the end of this section. There are three costs listed per spell. The highest cost is for PCs who neither have influence points nor is a member in good standing with a temple, the Dvyers Temple Circle (DTC) or the Healer's Circle (HC). While druidic spells are included in this section druids are more likely to be found in the Gnarley forest.

PCs may use the middle cost if they meet the following requirements.

- 1) They use 2 appropriate influence points.
- 2) They use an appropriate influence point and are a member in good standing of a temple, a member of the DTC
- 3) The PC is a member of both the DTC and the HC
- 4) The PC is a member in good standing with a temple and is either a member of the DTC or HC

PCs may use the lowest cost if they meet the following requirements.

- 1) They use 3 appropriate Influence points.
- 2) They use 2 appropriate influence points and either are a member in good standing with a temple, a member of the DTC or a member of the HC
- 3) They use 1 appropriate influence point and are a member in good standing with 2 of the following.. a temple, the DTC and the HC
- 4) The PC is a member in good standing with a temple, the DTC and the HC

If the clerical or druidic spell you seeking from either the Player's Handbook, Defenders of the Faith, Tome and Blood or Masters of the Wild is not listed in this section then the cost is as follows...

The normal cost for a NPC to cast a spell

0 Level spells not listed in the NPC spell cost section cost 6/ 5/ 4.5

1st Level spells not listed in the NPC spell cost section cost 13/ 10/ 9

2nd Level spells not listed in the NPC spell cost section cost 78/ 60/ 54

3rd Level spells not listed in the NPC spell cost section cost 195/ 150/ 135

4th Level spells not listed in the NPC spell cost section cost 364/ 280/ 252

5th Level spells not listed in the NPC spell cost section cost 585/ 450/ 405

6th Level spells not listed in the NPC spell cost section cost 856/ 660/ 594

7th Level spells not listed in the NPC spell cost section cost (And may only be cast by the triad) 1438/ 910/ 819

8th Level spells not listed in the NPC spell cost section cost (And may only be cast by the triad) 1560/ 1200/ 1080

9th Level spells not listed in the NPC spell section cost (And may only be cast by the triad) 2457/ 1890/ 1701

Spells with a higher cost...

The following 1st level spells cost 13/ 10/ 9 plus the following additional costs as listed below-

Bless Water or **Curse Water** 32.50/ 25/ 22.5, **Burial Blessing** (for XP spent) 650/ 500/ 450, **Protection Chaos/ Evil/ Good/ Law**, **Shield of Faith** and **Summon Monster I** 1.3/ 1/ .9, **Magic Weapon** (target PC must supply weapon)

The following 2nd level spells cost 78/ 60/ 54 plus the following additional costs as listed below-

Augury, Consecrate and Desecrate 32.5/ 25/ 22.5, **Darkness** 1.3/ 1/ .9, **Fire Trap** 32.5/25/22.5 **Gentle Repose** .02/ .02/ .02, **Shield Other** 130/ 100/ 90, **Summon Monster II** 1.3/ 1/ .9

The following 3rd level spells cost 195/ 150/ 135 plus the following additional costs as listed below-

Animate Dead (presuming corpse has 2 eyes. For each eye over 2 add 50% of the base material/foci cost.) 130/ 100/ 90, **Continual Flame** 65/ 50/ 45, **Flame of Faith** 1.3/ 1/ .9, **Glyph of Warding** 260/ 200/ 180, **Summon Monster III** 1.3/ 1/ .9, **Wind Walk** 6.5/ 5/ 4.5

The following 4th level spells cost 364/ 280/ 252 plus the following additional costs as listed below-

Dismissal 6.5/5/ 4.5, **Divination** 32.5/ 25/ 22.5, **Divine Storm** 6.5/ 5/ 4.5, **Freedom of Movement** 1.3/ 1/ .9, **Imbue With Spell Ability** (recipient must supply materials and or focus for spells they wish to be imbues with). **Lesser Planer Ally** (a magic item must be given to caster prior to casting to give to the summoned creature on the behalf of the payer). **Recitation** 65/ 50/45, **Summon Monster IV** 1.3/ 1/ .9, **Restoration** 130/ 100/ 90

The following 5th level spells cost 585/ 450/ 405 plus the following additional costs as listed below-

Atonement (restoring a cleric or druid Spell powers due to their intentionally angering their deity) OR **Atonement** for redemption 650/ 500/ 450, **Atonement** for temptation 667/ 510/ 459, **Commune** 130/ 100/ 90, **Hallow or Unhallow** 2600 per level of spell to be included in hallow area/ 2000 per level of spell to be included in hallow area / 1800 per level of spell to be included in hallow area,

Raise Dead 650/ 500/ 450, **Scrying** 130/ 100/ 90, **Summon Monster V** 1.3/ 1/ .9, **True Seeing** 325/ 250/ 225

The following 6th level spells cost 856/ 660/ 594 plus the following additional costs as listed below

Create Undead (per HD of undead creature to be created) 65/ 50 / 45, **Forbiddance** (non-password per 60' cube) 1950 / 1500/ 1350 **Forbiddance** (w/password per 60' cube) 8350/ 6500 / 5950, **Greater Glyph of Warding** 520/ 400/ 360, **Planar Ally** (a magic item must be given to caster prior to casting to give to the summoned creature on the behalf of the payer). **Summon Monster VI** 1.3/ 1/ .9

The following 7th level spells cost 1438/ 910/ 819 plus the following additional costs as listed below (and may only be cast by the triad).

Destruction 650/ 500/ 450, **Greater Restoration** 3250/ 2500/ 2250, **Refuge-** 1650/ 1500 / 1350, **Summon Monster VII** 1.3/ 1/ .9, **True Seeing** 325/ 250/ 225

The following 8th level spells cost 1560/ 1200/ 1080 plus the following additional costs as listed below (and may only be cast by the triad).

Cloak of Chaos, Crown of Glory 260/ 200/ 180, **Holy Aura, Shield of Law, Unholy Aura** 650/ 500/ 450, **Create Greater Undead** 65 per HD of undead creature to be created + 6.5/ 50 per HD of undead creature to be created +5/ 45 per HD of undead creature to be created +4.5, **Greater Planar Ally** (a magic item must be given to caster prior to casting to give to the summoned creature on the behalf of the payer) **Summon Monster VIII** 1.3/ 1/ .9, **True Creation** 6.5 x the GP value of the item + 10 or 7.5 (whichever is more)/ 5 x the GP value of the item + 10 or 5 (whichever is more)/ 4.5 x the GP value of the item + 9 or 5 (whichever is more)

The following 9th level spells cost 2457/ 1890/ 1701 plus the following additional costs as listed below (and may only be cast by the triad)-

Astral Projection (per person to be affected) 1306.5 / 1005 / 904.5,
Genesis 32500/ 25000, 22500, **Gate** (contractual service & per HD of called creature) 130/ 100/ 90, **Miracle** (Duplicating 8th cleric level spells and below or any 7th level spell or below. Payee must provide material component if needed if the material component cost is over 100gp.), **Miracle** (Powerful-As defined by the Player handbook page 229. Payee must provide the material component for any spells that require them if the cost of the component is over 100gp. If the effect requires experience points to be spent then additional costs per XP point are as follows.. 6.5 per point + 32500/ 5 per point is 25000/ 4.5 per point + 22500/, **Monster Summoning IX** 1.3/ 4320 + 1/ .9+ 1, **Monstrous Thrall (Per HD or level of subject)** 650/ 500 / 450, **Otyugh Swarm** 650/ 500/ 450, **Shapechange** (1950,1500, 1350), **Soul Bind** (1000gp sapphire for every HD of the creature who is to be possessed), **Sympathy** (1950, 1500, 1350), **True Resurrection** 6500/ 5000/ 4500, **Unbinding** 6.5/ 5/ 4.5

The Free and Independent City of Dyvers-13+ level spellcaster

Banebridge, Caltaran and Maraven-3rd level spell caster maximum

The Gnarley forest-9th level caster but rumor has it that a great druid lives here

Finding Spellcasters in the Dyvers Region

In need of a clerical or druidic spell?

The following is listing of the places in the region of Dyvers where you can find spellcasters and their maximum caster level. The Gnarly forest is listed for completeness but they tend to keep to themselves.

It should be noted that modules set in the Dyvers region may have NPC spell casters that are more powerful than those listed here.

RUP FAQ LG RUP FAQ 1.04

Date 02/19/02

The RUP FAQ is now divided into four sections. One for general answers and the other three for each of the RUP's

General Answers

Does it still cost me a time unit to scroll a spell into my spellbook in the new system?

No. The Character Creation Guidelines will be updated to take this into account as well. In order to put a spell into your spell book you need one of two things.

One – Access to the spell at the table. This could be another player, an NPC stated in the scenario as willing to trade a spell, or on the adventure cert itself.

Two – You have a scroll, or other campaign documentation allowing you to take a certain spell.

If you meet either of those requirements you can put that spell into your spellbook. It costs 100 gold per page and there are two pages per spell level (so 200 GP per level of spell). If you use a scroll to put a spell into your book it also destroys that scroll. You also still need to make your spellcraft check per the PHB as well. You may scribe one scroll into your book per scenario played. The cost for scribed is marked in "Other Coin" on the adventure cert so the DM can see you spent the right amount.

I do not like how my feat works now. Can I swap it out for another one?

No. Once you choose a feat it is set in stone. You may not go back and change it.

How exactly does a Robe of Useful Items work in the new system?

When the robe is first used the DM will roll 4d4 and the player will mark this down as the charges remaining on the item. The value of a charge is 7,000 GP (cost of the Robe) divided by the number of patches rolled (4-16). When a patch is pulled one charge is removed from the robe and its affect is rolled at that time. The robe also comes with twelve (12) standard patches. Two each of six common items. These should be tracked by the player separate and are kinda on the honor system for when they are used. Since this item can increase the value of the PC if not consumed in the scenario the judge will need to mark the item in Play Notes as it could take the PC over the maximum gold value gained for the event. When the last patch is pulled the Robe is consumed and has a value of zero gold.

Do I get XP in a module if I die?

You get the experience your PC would have earned up to the point he died. If he is raised during the adventure he would also earn any XP from the point he was raised forward. The amount earned before dying (and after being raised if applicable) is added to your new total after being raised at the end of the scenario.

RUP-1 Guidebook and Metagame Policy

None.

RUP-2 Beyond the Core Rules

Can I dismiss a cohort and call for a new one for 500 GP and 4 time units?

Yes, you can dismiss a cohort and replace him with a new one. Remember this is your trusted sidekick and dismissing him should

be done for role-playing reasons if at all possible.

Do adapted modules count as regionals for using skills and feats to make money? (Per RUP-2, Benefits from Nonadventuring Activity)

No. Only regional modules set in your current home region count.

Can cohorts take Prestige classes and join meta-groups?

A cohort can take a prestige class if he qualifies. He must follow the rules in RUP-1 just like any other PC in the campaign though. A cohort can also join a meta-group unless it states that cohorts are not allowed. Please check with your local triad first for more information on how meta-groups work in your region.

If a PC received half experience for a module due to being 3 levels or more from the APL played does the cohort then receive half of that (effectively ¼ normal)?

No. A cohort always receives half the normal XP for the module. So in this case the PC and the cohort would receive the same amount.

Can a druid advance his animal companions per the rules in the Monster Manual?

No. This is something we are looking at for down the road but for right now you must use the stats as listed in the monster manual.

Can I spend a time unit to make an untrained craft or perform check at the end of a regional module?

Yes. Power to you. You will not make much but if you have the extra time units and want to try and make some money singing dwarven power ballads in a Highfolk tavern then knock yourself out.

Can I do more than one type of activity after a regional module? Example: spend two time units and make a Perform check and use my scribe scroll feat.

No. You may choose one activity to do after a regional adventure and that is it. Some may let you spend more time units than one (ex. Scribe Scroll at 6th level) but you can still only choose to do one activity.

May I make a custom item per the rules in the DMG?

No. Only items listed in the DMG may be bought.

Can I use a skill to make money during an adventure using the rules in RUP-2?

No. The rules for using skills and feats to make money as presented in RUP-2 may only be used after playing a regional adventure in your home region.

What is the correct price for the 'Restoration' spell listed in RUP-2?

The price listed on the chart of 280 GP is incorrect. The correct price for the purchase of this spell is 380 GP. It will be corrected in a future version.

Does the DM have to rip up all my certs if I am not raised at a table?

We have changed this slightly. The judge may at the players request mark all the adventure certs and any other year one certs VOID. This should be done in large letters and be easily visible on the paperwork. This change will hopefully (fingers crossed) in the next update of RUP-2.

Can I use a skill to make money during an adventure using the rules in RUP-2?

No. The rules for using skills and feats to make money as presented in RUP-2 may only be used after playing a regional adventure in your home region.

RUP-3 Adventure Certificates

Can a cohort combine with my PC to meet the requirements to upgrade a signature item for half cost?

Yes. As long as you meet all requirements between the two of you. You cannot however combine with another PC to meet the requirements to upgrade a signature item.

Can I choose to make a Masterwork Weapon, Armor, or Shield a signature item?

Yes. This rule has been errata'd and the next update to RUP-3 will take this into account. You may now designate a masterwork weapon, armor, or shield as a signature item.

Can I choose to make an item out of one of the builder books a signature item?

If you have campaign documentation allowing you to take an item from a builder book then you may purchase masterwork or magical version of that item and designate it as a signature item. You may also designate a builder book item as a signature item if you currently own (certed) a masterwork or magical version of that item. Owning a normal (certed) version of a builder book item without documentation giving you access to it does not allow you to designate it a signature item.

Do I have to keep track of every last arrow, bolt, or sling stone I use on my consumable sheet?

No. This has been errata'd as well. The new certs at Winter Fantasy took this change into account but the ones in the RUP do not. Normal arrows, bolts, and sling stones are now replenished at the end of the module if

you paid for Adventurer's Standard or better lifestyle.

If I attempt to not pay any lifestyle costs and 'live off the wild' and fail can I then pay lifestyle costs?

No. In order to use the 'living off the wild' option you first have to choose to not pay Adventure Standard or better lifestyle costs. You then make your roll. So if you fail you cannot then go back and pay your lifestyle costs.

Do I have to be 8th level to use the Brew Potion feat?

No. You can take and starting using Brew Potion at 3rd level. You cannot start spending 3 TU's after an adventure on Brew Potion until you reach 8th level (and own a workshop). Scribe scroll works the same way. You can start making scrolls at 1st level. You cannot spend more than 1 TU after an adventure until 6th level when you may spend two (if you own a workshop once again).

How do I make a magic item? The new rules are kinda confusing.

The new system described in RUP-2 uses an abstract way to create items. You earn money by spending time units and XP. You then use that money to either purchase the item you want or pocket it as profit for time spent working. Or you can look at it as earning a certain 'value' in items. That value you earned could be the Cloak of Resistance +1 you just bought or straight gold for items you made and sold.

For example.

Bob the Wizard (6th level Wizard) wants to make a Cloak of Resistance +1. He looks at RUP Chart 2-3 and sees at 6th level he can spend one time unit, 200 XP, and earn 1,250 GP worth of stuff. With his 1,250 GP he says that he created a Cloak of Resistance +1 (1,000 GP) and made 250 GP profit for his efforts during the past week.

Bob the Wizard (6th level Wizard) wants to make some scrolls. He looks at the chart again and sees that he can spend one time unit, 90 XP, and earn 560 GP worth of stuff. He chooses to make a fireball scroll (375 GP), a knock scroll (150 GP), and pocket the other 35 GP as profit. He could have also chosen to make 22 scrolls of shield (550 GP), and pocket the extra 10 gold. A much better way than 1 time unit = 1 scroll.

Bob the Wizard (now 8th level and with a Workshop) decides to spend three time units after an adventure on Brew Potions. He spends the 3 TU's, 600 XP (triple what is listed), and earns 4,500 GP in value (triple what is listed). With his 4,500 GP he picks up a Wand of Bull's Strength to help out those fighter types in the party. He could have just pocketed the gold as profit as well. Never know what he might need for a rainy day.

So the new system is pretty flexible.

RUP-3 is going to go into more detail on how the feats work in creating some special signature items for your PC that you plan on keeping for the life of your character (like that Ring of Prot +3, or those Bracers of Armor +5)

What exactly is a regional cert and which ones are now void?

Some regions made certs for items that they should not have. Since they are not valid campaign certs they cannot be converted over to the new adventure cert system. How do you determine what is or is not valid though? Glad you asked.

Valid Certs are: Land, Influence, Meta-campaign documentation, or anything else with a zero GP value on it.

Not Valid: Any item with a value on it that is not listed above. Before destroying them please check with your local triad first. There are some things that I am sure I missed that are exceptions to these rules and

I want you to be double sure before destroying them.

How do you calculate the value of a wizard's spellbook?

Right now R&D at Wizards is still arguing this out. I am sure at some time in the near future they will come to a decision on it. For now their value while on a PC is zero. Their value in a scenario will be determined by HQ.

If my spellbook has a value of zero how do I record it on the adventure cert?

Easy. You do not need to. As a spellbook is on chart 7-7: Goods and Services in the Player's Handbook you do not need to record it on the adventure cert. Since it also has a value of zero it does not affect your total in any fashion. If you have listed it with a value on your adventure cert please have your DM correct it at the next table you play at.

When I upgrade a signature item what is my limit for chart RUP-3-1. Is it the difference in the items that I am paying or the total value of the new item?

The limit is the total value of the new item. So if you wanted to upgrade your signature +2 longsword into a +3 longsword (value 18,315 GP) you would have to be at least a 11th level character to do this.

How do I chart charges from a non-standard item such as the Festival Lantern or the Holy Chalice of Rao?

Take the total value of the item and divide that by the number of charges. That is how much each use of the item takes away from its value when used. When all the charges are used up the value of the item is zero.

How do legendary items such as the Sword of the Rogue,

Retribution Axe, and Mace of Peron work?

Once any items of these types is converted to the adventure cert it loses any special abilities and becomes exactly what it was at the time of conversion from that point on. It also has the value that matches what it currently is. So a Sword of the Rogue converted at full power (+2, Defending) has a value of 18,320 GP. You do not have to convert these items though per the rules already in RUP-3. You can mark them on your adventure cert and keep them in cert form. If you choose to do this they advance as normal until you choose to convert them at a later date. Note you cannot designate that item as your signature item until you have converted it over to the adventure cert (marked it converted and staple it to the adventure cert in which you did so).

Can I sell the Kukri from Tristor after I convert it?

Yes you may. You receive half value for it.

What is the difference between upgrading a signature item and swapping its powers?

These are two totally different things. Swapping the powers on a signature item can only be done upon gaining a new level. So if you want to turn the +2 Defending Sword of the Rogue into something different you can only do that at the time you level. Also you can only swap an item if the value of the item is less than your Maximum Item Value from the chart in RUP-3. So in this example if you want to change the sword of the rogue to a +1 Keen Frost Rapier you would have to be at least 11th level. So all those PCs who have that item fully charged take note. It must stay a +2 Defending Rapier until you at least hit 11th level. It is when gaining a level and not once per level. It must be done on the adventure cert right after you gain a new level.

Upgrading an item works differently. You can upgrade an item into a more expensive

version of itself whenever you have the money to do so and meet the requirements (such as under max GP cap, allowed to purchase the item, and it is a signature item). So if you had a +1 longsword and wanted to upgrade it to a +2 longsword you could do it by spending 6,000 GP after a scenario in which you are allowed to purchase such items (and are 7th level of course). Now if at a later date you wanted to change that +2 longsword into a +1 Keen Longsword you would have to wait until you gain a level.

What scrolls, potions, and wands am I allowed to purchase in the new system?

Stephan clarified this some at WF but in doing so I think he actually confused some people even more. So here are the rules for buying the above listed items.

Scrolls – You may purchase any scroll listed in the DMG or that is in the PHB. Of course if you have campaign documentation allowing you to do otherwise it does take precedent.

Potions and Wands – You currently may only buy the items listed in the DMG unless you have campaign documentation specifically allowing you to do otherwise.

What is the market value of the Sword of Earth from Temple? Also how is it handled if made a signature item?

The value of the Sword of the Earth is what is stated on the cert (12,000 GP I believe). If made a signature item it is considered a +2 weapon for purposes of upgrading or swapping powers. So if you wanted to make the sword a +3 weapon you would pay the difference between its current value and the value of the +3 weapon.

Can I make my masterwork bow a signature item and if so can I upgrade it to other strength ratings without making it magical?

Once your bow is a masterwork item you can designate it a signature item. You could then use the upgrade option to then make it a Mighty Longbow +1, then a +1 Mighty Longbow +2, or whatever else you want.

What should I do if the value on the cert does not match what it should be?

Always use the value on the cert even if it is incorrect. An example is any of the masterwork-banded armor from temple (listed to high), or the masterwork two-bladed sword from Tristor (listed to low). The value listed on the cert is always the one used.

When I use a skill or feat after a scenario to make gold do I have to pay lifestyle?

Yes. You must pay for the time units used at the same rate you did for the adventure. So if you paid adventurers standard in the scenario you would pay 12 GP for each additional time unit used after the adventure.

Does this apply to meta-orgs as well?

Please see your local documentation or your triad. Some groups might charge lifestyle for time units used but most will not.

Can I buy a scroll of polymorph other or a wand of polymorph self from the DMG per RUP-3?

No. These spells are currently banned and cannot be cast by PC's in the Living Greyhawk Campaign. Items that allow you to cast these spells without knowing them are also not allowed.

Can I buy a wand or staff with less the 50 charges?

No. All wands purchased are fully charges and the full price must be paid for them. The only exception to this is campaign documentation (i.e.

Scenario Adventure Cert, Regional Documentation, etc.) that specifically allows you to purchase a partially charged wand or staff.

What magic weapons and armor am I allowed to purchase from the DMG?

Any weapon from Chart 7-4: Weapons (PHB: pg. 98-99) or Chart 8-17: Specific Weapons (DMG: pg. 188-190) can be purchased per the rules in RUP-3. Table 8-10 thru 8-16 (DMG: pg. 183-188) lists the costs for doing so. Weapons not on this chart may only be purchased if you have specific campaign documentation allowing you to do so. You may also make these weapons out of Adamantine, Mithral, or Darkwood per the rules in the DMG (pages 242-243), except for the items on table 8-17.

Any armor or shield from Chart 8-4 thru 8-5 (DMG: pg. 182) and Chart 8-8 thru 8-9 (DMG: pg. 182-183) can be purchased per the rules in RUP-3. Table 8-3 thru 8-7 (DMG: pg. 179-182) lists the costs for doing so. Armor and shields not on this chart may only be purchased if you have specific campaign documentation allowing you to do so. You may also make these items out of Adamantine, Mithral, or Darkwood per the rules in the DMG (pages 242-243), except for items on Tables 8-8 and 8-9.

Can I upgrade a signature item into something on the Specific Weapon, Armor or Shield charts in the DMG?

No.

Can I add additional enchantments to items from the Specific Weapon, Armor or Shield charts in the DMG?

In all cases but one the answer is no. The only exception is the

Mithral Shirt. For all intents and purposes a Mithral Shirt is identical to a Mithral Chain Shirt. It may be made a signature item and upgraded per the rules in RUP-3. It weighs 12.5 lbs and not 10lbs as stated in the DMG.

Can I upgrade an item which does not appear in the PHB or DMG as a signature item?

Yes. Use the same rules for upgrading normal weapons. So a MW Bone Long Sword would cost the same to upgrade and would upgrade in the same fashion as a standard MW Long Sword. If you have a MW weapon/armor cert you may designate it a signature item and upgrade it like any other weapon/armor. If you have campaign documentation allowing you to purchase a MW weapon/armor you may then purchase it, designate it a signature item and upgrade it like any other weapon/armor.

How specific do I have to be when designating a signature weapon or armor?

When you designate a signature weapon or armor you need to be very specific. Examples are listed below.

Acceptable	Not Acceptable
Long Sword	Sword
Mace, Heavy	Mace
Full Plate	Armor
Shield, large steel	Shield, large
Mithral Chain Shirt	Mithral Armor

When you designate a weapon or armor as a signature item what it is made of is as important as what the item is. So if you designate a normal set of Full Plate as a signature item it can never turn into a set of Mithral Full Plate. By the same token if you designate a shield, large turtle shell as a signature item in can never turn into a normal shield.

So what happens if I designate my large, shield turtle shell as a signature item and then somehow lose it?

Well you better hope you find another turtle shell shield someplace else. Otherwise you have a wasted signature item slot until you do. Just because you have an item listed, as a signature item does not mean you can automatically replace it with another if lost. If it is an item that is normally not available then you might be out of luck or need some kind of special mission to replace it.

If my signature item is a Long Sword can I eventually upgrade it to a Holy Avenger?

No. Even though a Holy Avenger is a long sword the name long sword does not appear in the title of the weapon. Descriptive and ‘flavor’ text cannot be used to make an item qualify for a signature item upgrade. So a Warhammer cannot be upgraded in a Dwarven Thrower and a Longbow cannot become an Oathbow. A magical trident could be upgraded to a Trident of Warning though as the names match. Rules for changing items into special named items may come out in the future but for now it is not allowed.’

Can I buy an intelligent item from the DMG?

No. Intelligent items are not available for purchase.

If I want to upgrade a signature item and have the needed feats and prerequisites to upgrade it at half cost how do I calculate the cost?

When you meet the requirements for upgrading a signature item per RUP-3 you are allowed to do so at half cost. You calculate this as half the difference between the two items. So if you were upgrading a +2 long sword into a +3 long sword (diff. 10,000 GP) you would pay 5,000 GP for it. Also the value of the item is considered half

when using the table RUP3-1: Single Item Maximum Value to determine the maximum value of an item you are allowed to purchase.

How do I determine if my weapon glows per the Light Generation statement in the DMG? (Page 184)

You may designate your weapon as a weapon that sheds light if you wish. There is no additional cost and it is your choice.

Crime and Punishment- Dyvers Law

How Fines and Punishment

Work- If found guilty, a PC pays the fine listed by the offense and the fine and the penalties (If any) are recorded on the adventure cert. The penalties listed are doubled for repeat offenders.

If after a PC's gold has been depleted to pay a fine the PC's items are sold off. If there is a choice on what to sell the player makes it.

If a PC is guilty of a crime send the player's name, RPGA#, PC name and offense to jcts@iland.net

Lawyers-For non-murder cases that do not involve a Guildmaster, a noble or a member of the Gentry a lawyer may be obtained to absolve the PC of guilt. The cost for such assistance is 150% of the fine and 1 TU for in region PCs. The cost of out of region PCs is 200% of the fine and 2 TUs.

Frivolous Lawsuits-Having better things to do with their time. Most NPCs do not bother pursuing frivolous lawsuits. PCs that are found to be the instigator of a frivolous lawsuit face the same penalty as Unlawful Imprisonment.

Imprisonment-If your PC is imprisoned they must pay 10GP per TU imprisoned. If a PC cannot pay the full gold piece penalty for their incarceration then they die in prison (As per item #12 of RUP-3). The prisons in the Flanaess are dangerous places.

Assault-5 GP Fine Plus if weapons were used then confiscation of the weapons.

Bards-No it's not illegal to be a Bard, but to perform inside of a building without a license is, Fine 10 GP for the 1st offense,

Breaking and Entering-If part of the Footpads Guild then 100 GP fine and 1 TU in Jail. If not part of the Footpads Guild then 250 GP fine and 2 TU in jail.

Destruction of Private Property-150% of the cost of the property as a fine. Optionally one TU per 50 GP value in jail.

Destruction of Public Property-

200% of the cost of the property as a fine. Optionally one TU per 50 GP value in jail.

Drawing Weapons-Not a lot of people know this but drawing a weapon in the city is against the law, the fine is 2 GP, plus One (1) TU doing Civic Duties. If you can prove that it is self-defense then the fine is 1 GP

Drunk and Disorderly-Two TU in jail and 1GP fine.

Endangering Innocents-4 GP

Endangering the Public or Property by Spell Casting-If the caster is a member of one of the Guilds then the fine is 100 GP per spell level. If the caster is not a member of one of the Guilds then it is 250 GP per spell level.

Manslaughter (Accidental Death)-

Adjudicated by the triad acting as an in character "court". Outcomes could lead to as many as 208 TUs in prison

Murder (Intentional Death)-

Evil act. Character is taken into custody by the Judge and turned over to the triad. Character is removed from play. This is not to be used in matters of self-defense.

Operating a Business Without a Permit-500 GP plus the confiscation of the Business. It will be turned over to the Merchants Guild for their disposal.

Poaching-100 GP fine and One (1) TU in jail

Theft-Petty-Up to 100 GP of value. If the accused is a member of the Alliance then it's a 10% fine. If the accused is NOT of the Alliance then the watch gets to have fun, 200% fine and One (1) TU doing Civic Duties.

Theft-Grand-Over 100 GP of Value. Fine 200% the cost of the item, and One (1) TU per 100 GP value in jail.

Unlawful Imprisonment-Two TU in jail and 300 GP fine.

Unlawful Killing of a Gelatinous Cube in the Sewers-500 GP fine, Plus a quest that takes 4 TU to capture a new one.

Designing Meta-Organizations

What is a meta-organization?

A meta-organization (also called a meta-org) is a group of PCs and NPCs that have banded together because of a common interest. Through their association with their peers, PCs can develop friendships, contacts and develop skills. The time involved in pursuing non-adventuring goals in the meta-org is represented by a Time Unit (TU) cost per year. In return the player is given a certificate that documents the PC as a member of a specific organization. The certificate should also state costs (in Time Units, money, influence points and/or upkeep restrictions if applicable), benefits and if applicable the PC's rank. Examples of Dyvers metaorgs are the City Watch, the Sorcerer's Guild and the Gnarley Rangers. A summary of the current Dyvers metaorgs is included in this book. Detailed information can be found at the Dyvers metagame website. <http://members.aol.com/DyversMetagame/main.html>

Does this meta-organization already exist?

The first question one might ask when thinking about writing up a meta-organization is "Is it needed?". While Dyvers might need another knighthood another free army is definitely not needed. Asking yourself the basic "Is this needed?" question will save time by focusing on what is currently lacking. While volunteers have striven to flesh out the Dyvers region we haven't been able to get to everything. That's where you come in if you have the desire. It is also possible that a current meta-organization could use additional input. If you have ideas please feel free to send the person in charge of the metaorganization, Ken Walz and/or myself a constructive email about your idea.

What are the guidelines for designing a meta-org?

Time Units- This is the time spent learning, interacting and taking care of the meta-organization. Look at current meta-organizations and gauge your new proposal to use similar TU lengths. Remember a PC can only use 30 TUs per game year for metagaming without triad approval

Structure- Each meta-organization should have at least three levels of membership

Benefits

Skill Bonus-A total of a +4 circumstance bonus to skills may be granted by membership in a meta-organization. The conditions where the bonus is active must be specifically stated. The closer the bonus is to +4 the more restrictive it should be. It is allowable for a choice of benefits instead of the same one for all (I.E. upon joining a PC may take a +1 bonus in skill a, b or c). If a skill may not be used untrained the PC with a meta-organization bonus must have at least one rank in the skill to use the bonus. The +4 bonus is to be spread out over the levels of the meta-org.

Meta-organization related discount-

Up to a 10% discount may be given to its members when purchasing meta-organization related items in the Dyvers region. It should also be noted that at this time inter-regional meta-organizations are being discussed. Should this happen then the discount would be usable to some extent in the affiliated regions.

Housing-The PC can gain access to group housing. This benefit takes the form of a grant to be used only for upkeep costs.

They are as follows...

Entry level members may receive up to a 6GP per TU grant

Members of the 2nd level may receive up to a 25GP per TU grant

Members of the 3rd level members may receive a 50GP per TU grant

UNDER NO CIRCUMSTANCES may grant money be spent on anything but housing for the PC it was give to. It cannot be saved up to use in future modules. If a grant is not spent on its intended purpose whatever is left over (if any) is lost.

As noted in the meta-organization discount section we are talking about inter-region meta-organizations. Should this happen PCs may be able to benefit from lifestyle grants in the affiliated regions.

Access to facilities-Currently membership in a meta-organization cannot meet the lab/workshop/smithy requirement for making items. A meta-organization may take the foresight though to give their members access to a lab/workshop/smythy (if applicable) in case they are later allowed to let PCs use facility access to meet the that item creation requirement in the future.

Access to feats, spells and/or prestige classes-Directly following the “Designing Metaorganizations” section are the builder book adaptations for the Dyvers region. Listed within the adaptations are the feats, spells and/or prestige classes PCs can learn from specific metaorganizations.

Influence Points-A metaorganization may grant influence points for that metaorganization to its members.

Pay for additional Time Units spent for service-If applicable a PC may spend additional TUs in return for pay

Ability to join “invitation only” meta-organizations-Upon reaching a level of renown in one’s meta-organization a PC may have the opportunity to join another meta-organization that caters to meta-organizations of like interests.

Costs

Joining-Each metaorganization has its own specific joining requirements. This can take the form of TUs, money, influence points spent to join and/or upkeep restrictions

Yearly upkeep-This is the yearly TU cost for being a member in good standing of a metaorganization.

Promotion-As the PC becomes more influential and rises in the metaorganization they tend to spend more TUs to assist in its management

Where should I send a meta-organization proposal?

Our metaorganization director is Ken Walz. Send metaorganization proposals to him at dyversmetagame@aol.com

Adaptation of the Builder Books and the Living Greyhawk Journal for the Dyvers Region

The following builder books have been adapted for the Dyvers region.

Defenders of the Faith
Masters of the Wild
Song and Silence
Sword and Fist
Tome and Blood

The Darkhagard from the Living Greyhawk Journal #2 has also been adapted

Using material from the adaptations-To use any of this material a PC must meet the requirements and have campaign documentation allowing them to do so.

Builder book Feats, Spells and/or Prestige Classes access gained through module play-It may be possible to gain access to builder book elements through module play. Should this happen the only requirements needing to be met are those that are stated in the appropriate builder book. The cert/adventure cert is the campaign documentation.

About the adaptations-Each builder book has their available feats, spells (If applicable) and prestige classes listed separately. To avoid upsetting the Gnarley Druids abbreviations and terms used in the adaptations are listed as follows....

Metaorganization abbreviations-

BH- Bardic Hegemony
CoCS- Circle of Crimson Stone
CW- City Watch
DAG- Dyvers Adventurer's Guild

DASL- Dyvers Anti-Slavery League
DC- Dyvers Constabulary
DCG(A)- Dweomer Crafter's Guild
(Abjuration)
DCG(C)- Dweomer Crafter's Guild
(Conjuration)
DCG(D)- Dweomer Crafter's Guild
(Divination)
DCG(EN)- Dweomer Crafter's Guild
(Enchantment)
DCG(EV)- Dweomer Crafter's Guild
(Evocation)
DCG(I)- Dweomer Crafter's Guild (Illusion)
DCG(N)- Dweomer Crafter's Guild
(Necromancy)
DCG(T)- Dweomer Crafter's Guild
(Transmutation)
DCG(U)- Dweomer Crafter's Guild
(Universal)
DFA- Dyvers Free Army
DFM- Dyvers Free Marines
DN- Dyvers Navy
DPVC- Dyvers pest and Vermin Control
DTC- Dyvers Temple Circle
GD- Gnarley Druids
GR- Gnarley Rangers
HC- Healer's Circle
HPGC- Holy Partners of the Golden Coin
HS- Halflings' Society
NSA- Alliance
OCH- Order of the Crimson Heart
PA- Performing Artists
RoS- Ring of Steel
SG- Sorcerer's Guild
SW- Shadowind Monastic Order

Terms used in the adaptations

Adaptable-This may or may not be available depending on if they fit our region. These items may also have additional requirements before PCs can use them. If you gained an adaptable prestige class outside of Dyvers, you may use it in Dyvers, but may not advance in level without meeting the Dyvers requirements. Adaptable feats and spells learned outside of Dyvers may be used as long as they are not banned.

Banned-While it is not illegal to know a banned feat, spell or prestige class its use in

Dyvers is forbidden and no one will teach it to you.

Core-Any character in the Living Greyhawk campaign that meets the requirement of core prestige classes or feats may take them without other requirements.

Special-PC's cannot take special feats or prestige class unless a campaign certificate specifically grants the right to do so.

Unknown-It is unknown (or not known to the general public) how to learn this.

Learning things from the builder books:

With the exception of the Dweomer Crafter's Guild and the Sorcerer's Guild you may learn a feat, spell and/or Prestige Class by spending a Time Unit for each thing you wish to learn from any metaorg that can teach it if you are a member in good standing.

If you are not a member of the metaorg (Other than the Dweomer Crafter's Guild or the Sorcerer's Guild) that you wish to learn something from you may do so by spending an influence point in addition to the Time Unit spent

The Dweomer Crafter's Guild

The "Arrangement"

While it is possible to find a wide variety of feats available within a different school those in charge of each school could see that having the schools compete for customers would drive value down and waste time that could be better spent. Thus each school chose one feat that they and only they would teach to the outside world. Members of the Dweomer Crafters Guild may learn any feat except banned ones from the Tome & Blood by spending 1 time unit under the Guild's tutelage if they are a member of a school that resides in one of the 4 upper towers. Members of schools that live in the 4 lower towers may learn any feat except banned ones from the Tome & Blood

by spending 2 Time Units under the guild's tutelage.

Non-Dweomer Crafter's Guild members

Outsiders may learn feats from the Dweomer Crafter's Guild if they use influence points to do so. However the list of feats the Guild will teach an outsider is significantly shorter than what is available to members. Schools in the upper part of the towers may teach three feats (Their Specialty feat and any of the two general feats.). Schools in the lower towers may teach two feats (The general ones.).

To learn these feats an outsider must use 1 Influence point and pay the guild 300GP.

The List of school specialty feats

Abjuration-	Cooperative Spell
Conjuration-	Augment Summoning
Divination-	Greater Spell Focus
Enchantment-	Greater Spell Penetration
Evocation-	Energy Substitution
Illusion-	Arcane Defense
Necromancy-	Twin Spell
Transmutation-	Sculpt Spell

Currently the Enchantment, Evocation, Necromancy and Transmutation schools may teach their specialty feats as well as the Universal ones to outside customers

The Abjuration, Conjuration, Divination and Illusion may only teach the Universal feats to outside customers.

The General feats are...

Eschew Materials
Subdual Substitution

Spells

Spells were also covered in the "Arrangement". Thus it was decided that each school would teach only the spells from their chosen school of magic and Universal spells. Members of the Dweomer Crafters Guild may learn any spell except

banned ones from the Tome & Blood by spending a time unit under the Guild's tutelage.

Non-Dweomer Crafter's Guild members

Outsiders may learn spells from the Dweomer Crafter's Guild if they use influence points to do so. As with feats the list of spells the Guild will teach an outsider is significantly shorter than what is available to members. Schools in the upper part of the towers may teach spells from their school and Universal spells. Schools in the lower towers may teach only Universal spells.

To learn these Spells an outsider must use 1 Influence Point and pay the guild 100 GP (300 GP if no influence point is used.) per spell level plus the time needed to actually learn the spell and pen it in their spellbook.

Prestige Classes

The Dweomer Crafter's guild does not teach their Prestige Classes to outsiders.

Sorcerers

Due to the nature of their powers Sorcerers may learn feats or spells by spending 1 time unit under the tutelage of a Sorcerer's Guild member. All but banned feats and spells are open to them. Prestige Classes may only be learned by members

Dyvers Adaptations:

Defenders of the Faith

Feats

- Divine Cleansing**-HC, Shrine of Wee Jas
- Divine Might**- DTC, Temples of St. Cuthbert and Heironeous
- Divine Resistance**- HC, Temples of Corellon Larethian, St. Cuthbert, Fharlanghn, Moradin and Yondalla. Shrines of Ehlonna, Garl Glittergold
- Divine Shield**-DTC, Temples of Corellon Larethian, St. Cuthbert,

Fharlanghn, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold

- Divine Vengeance**- DTC, Temple of St. Cuthbert, Shrine of Kurell
- Divine Vigor**-HC, Temples of Pelor and St. Cuthbert
- Empower Turning**- DTC, HPGC, Temples of Pelor, St. Cuthbert, Pholtus and Ehlonna. Shrine of Wee Jas
- Extra Smiting**- DTC, HPGC, Temples of Moradin, Pelor, Pholtus, St. Cuthbert, Heironeous, Corellon Larethian
- Heighten Turning**- DTC, HPGC, Temples of Pelor, St. Cuthbert, Pholtus and Ehlonna. Shrine of Wee Jas
- Improved Shield Bash**- CoCS, DTC, Temples of Corellon Larethian, St. Cuthbert, Fharlanghn, Moradin and Yondalla. Shrine of Ehlonna and Garl Glittergold
- Quicken Turning**-DTC, HPGC, Temples of Istus, Pelor, St. Cuthbert, Pholtus and Ehlonna. Shrine of Wee Jas
- Reach Spell**- DCG(U), DTC, HPGC, SG, GD, Temples of Istus, Fharlanghn and Osprem. Shrine of Bralm
- Sacred Spell**- HC, GD, HPGC, Temples of Pelor and St. Cuthbert
- Shield Charge**- CoCS, DTC, CW, DFA, HPGC, OCH, RoS, Temples of Corellon Larethian, St. Cuthbert, Fharlanghn, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold

Spells

- Aspect of the Deity**-DTC, Temples of Pelor, Corellon Larethian, Heironeous and Yondalla. Shrines of Ehlonna and Garl Glittergold
- Bear's Heart**-DTC, GD, Temples of Pelor and Obad-Hai, Shrine of Ehlonna
- Beast Claws**-DTC, GD, HPGC, Temples of Hieroneous, St. Cuthbert and

- Corellon Larethian, Shrine of Ehlonna
- Beastmask-** GD
- Blessed Aim-** DTC, Temples of Istus, Heironeous, Corellon Larethian
- Blight-** Banned
- Bolt of Glory-**DTC, Temples of Pelor, St. Cuthbert, Hieroneous, Pholtus and Yondalla. Shrines of Ehlonna and Garl Glittergold
- Bolts of Bedevilment-**DTC, HPGC, Temple of Boccob, Shrine of Myhriss
- Brain Spider-** DTC, HPGC, Temples of Istus, Boccob, Olidamarra and Norebo. Shrine of Kurell
- Brambles-**DTC, GD, GR, Temple of Obad-Hai, Shrine of Ehlonna
- Briar Web-** DTC, GD, GR, Temple of Obad-Hai, Shrine of Ehlonna
- Burial Blessing-** HC, Temples of Pelor, Heironeous, Moradin, Corellon Larethian and Yondalla, Shrines of Ehlonna and Garl Glittergold
- Castigate-** DTC, Temple of Pholtus
- Chain of Chaos-** Banned
- Chain of Eyes-** DTC, HPGC, Temples of Istus and Boccob
- Crown of Glory-** HC, HPGC, Temples of St. Cuthbert, Heironeous, Pholtus, Moradin and Yondolla, Shrine of Wee Jas,
- Curse of the Brute-** DTC, HPGC, Temples of Pelor and St. Cuthbert, Shrine of Kurell
- Curse of Lycanthropy-** Banned
- Divine Agility-**DTC, Temple of Olidamarra, Shrine of Kurell
- Divine Flame-** DTC, Temples of Pelor, Heironeous, Pholtus, Corellon Larethian and Obad-Hai
- Divine Sacrifice-** DTC, Temples of Pelor, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold
- Divine Storm-** DTC, Temples of Pelor, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold
- Divine Zephyr-** DTC, Temples of Pelor, Heironeous, Pholtus, Corellon Larethian and Obad-Hai
- Flame of Faith-** DTC, Temples of Pelor, Heironeous, Pholtus, Corellon Larethian and Obad-Hai
- Genesis-** Temple of Corellon Larethian, Moradin, Pelor, Obad-Hai and Yondalla, Shrines of Garl Glittergold
- Greater Aspect of the Deity-** DTC, Temples of Pelor, Heironeous, Pholtus, Corellon Larethian and Obad-Hai
- Harrier-** Temples of Corellon Larethian, Moradin, Obad-Hai, Pelor and Yondalla, Temple of Garl Glittergold
- Knife Spray-** DTC, Temples of Pelor, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold
- Lesser Aspect of the Deity--**DTC, Temples of Pelor, Heironeous, Pholtus, Corellon Larethian and Obad-Hai
- Lesser Telepathic Bond-** HC, Temple of Istus
- Maddening Scream-** Temple of Boccob
- Monstrous Thrall-** Temple of St. Cuthbert, Shrine of Wee Jas
- Otyugh Swarm-** Shrine of Wee Jas
- Plague of Rats-** Shrine of Wee Jas
- Probe Thoughts-**DCG(D), SG, DTC, Temple of Istus
- Rage-** Temple of Boccob
- Recitation-** DTC, Temples of Corellon Larethian, Moradin, Obad-Hai, Pelor and Yondalla, Shrine of Garl Glittergold
- Righteous Wrath of the Faithful-** DTC, Temple of Istus
- Scourge-** Banned
- Slime Wave-** Banned
- Spikes-** DTC, GD, Temple of Obad-Hai, Shrine of Ehlonna
- Sweet Water-** HC, GD, Temple of Istus
- Sword Stream-** DTC, Temples of Pelor, Moradin and Yondalla, Shrines of Ehlonna and Garl Glittergold
- Touch of Madness-** Temple of Boccob
- True Creation-** HC, Temple of Corellon Larethian, Moradin, Pelor, Obad-Hai and Yondalla, Shrines of Garl Glittergold
- True Domination-** Temple of St. Cuthbert, Shrine of Wee Jas
- Unbinding-**DCG(A), SG, Temples of

Corellon Larethian, Heironeous,
Moradin and Pelor

Unfailing Endurance- DTC, Temples of
Pelor and St. Cuthbert

Weapon of the Deity-DTC, HC, Temples of
Boccob, Corellon Larethian,
Fharlanghan, Heironeous,
Moradin, Obad-hai, Olidammara,
Pelor, St. Cuthbert and Yondalla,
Shrines of Ehlonna, Garl
Glittergold and Wee Jas

Weather Eye-DTC, GD, Temples of Xerbo,
Fharlanghn, Osprem and Obad-
Hai. Shrine of Ehlonna

Zeal-DTC, Temples of St. Cuthbert,
Corellon Larethian, Moradin and
Yondolla, Shrines of Ehlonna and
Garl Glittergold

Prestige Classes:

Core Prestige Classes:

Consecrated Harrier: Temples of St.
Cuthbert, Rao, Pholtus, Heironeous
and Yondalla

Contemplative: Unknown

Divine Oracle: DDC(D), DTC, Temple of
Istus

Holy Liberator: Temple of Corellon
Larethian

Sacred Exorcist: Unknown

Sacred Fist: DTC, Temples of Zilchus,
Pelor and St. Cuthbert

Templar: DTC, Temples of St. Cuthbert,
Fharlanghn, Moradin, Corellon
Larethian and Yondalla,
Shrines of Ehlonna and Garl
Glittergold

Warpriest: Unknown

Adaptable Prestige Classes:

Church Inquisitor:Temples of St. Cuthbert,
Rao, Pholtus, Heironeous and
Yondalla

Hospitaler: HC , HPGC, Temples of St.
Cuthbert, Rao, Heironeous, Pholtus,
Osperm, Moradin and Yondalla

Hunter of the Dead: DTC

Knight of the Chalice: Unknown

Knight of the Middle Circle: Unknown

Special Prestige Classes:

Master of Shrouds

Masters of the Wild

Feats

Animal Control- GD

Animal Defiance- GD

Blindsight- GD

Brachiation- Unknown

Clever Wrestling- CoCS, DPVC, HS, SW

Create Infusion- GC, Temples of Ehlonna
and Obad-Hai

Destructive Rage- CoCS

Dragon's Toughness- CoCS, CW, DFA,
DFM, DFN, GR, RoS

Dwarf's Toughness- CoCS, CW, DFA,
DFM, GR, RoS

Extended Rage- CoCS

Extra Favored Enemy- DFA, GR

Extra Rage CoCS

Extra Wild Shape- GD

Fast Wild Shape- GD

Faster Healing- CoCS, DAG, DFM, GR,
HS, OCH

Favored Critical- DFA, GR

Flyby Attack- Unknown

Giant's Toughness- CoCS, CW, DFA,
DFM, DFN, GR, RoS

Greater Resiliency- CoCS

Greater Two-Weapon Fighting-CoCS, GR

Improved Flight- GD. SG, WG

Improved Swimming- DFM, DFN

Instantaneous Rage- CoCS

Intimidating Rage- CoCS

Multiattack- GD

Multidexterity- GD

Off-Hand Parry-DN, BH, GR, NSA, DFM

Plant Control- GD

Plant Defense- GD

Power Critical- CoCS, DAG, DFM, RoS

Proportionate Wild Shape- Unknown

Remain Conscious- DFM, HC, NSA

Resist Disease- HC, OCH

Resist Poison- Unknown

Resistance to Energy- GR

Scent- GD

Shadow- DAG, GR, HS, NSA, PA

Snatch- GD

Supernatural Blow- GR

Wingover- GD, SG, WG

Spells

Adrenaline Surge- GD, DCG(C)
Animal Reduction- GD, GR
Animal Trick- GD, GR
Beget Bogun- GD
Big Sky- GD
Blight- GD, Temple of Ehlonna
Bloodhound- GR, DFA
Body of the Sun- GD, DCG(T), SG
Bottle of Smoke- GD, GR, DFA
Briar Web- GD, GR
Camouflage- GD, GR, DFA
Cloak of the Sea- GD, WG, SG
Cloudwalkers- GD
Contagious Touch- GD
Countermoon- GD
Creeping Cold- GD
Darkseed- GD
Dawn- GD, GR, DFA
Daze Animal- GD
Decomposition- GD
Detect Favored Enemy- GR, DFA
Druid Grove- GD
Embrace the Wild- GD, GR
Epidemic- GD
False Bravado- GD
Feathers- GD
Fire Eyes- GD
Forestfold- GD, GR, DFA
Greater Call Lightning- GD
Greater Creeping Cold- GD
Green Blockade- GD
Hawkeye- GR, DFA
Invulnerability to Elements- GD
Kiss of Death- GD
Langour- GD
Last Breath- GD
Lookingglass- GD
Mandrorga- GD
Mass Awaken- GD
Mass Calm- GD
Mass Trance- GD
Miasma- GD
Might of the Oak- GD
Nature's Avatar- GD
Nature's Favor- GD, GR
Persistence of the Waves- GD
Power Sight- GD

Protection from AI Elements- GD
Regenerate Circle- GD
Regenerate Critical Wounds- GD, HC
Regenerate Light Wounds- GD, HC
Regenerate Moderate Wounds- GD, HC
Regenerate Ring- GD
Regenerate Serious Wounds- GD, HC
Sandblast- GD
Scarecrow- GD
Slimewave- Banned
Speak With Anything- GD
Speed of the Wind- GD
Standing Wave- GD
Thunderswarm- GD
True Reincarnate- GD
Waterball- GD
Wood Wose- GD

Prestige Classes

Core

Animal Lord- GD
Bloodhound- RoS, GR, DFA
Deepwood Sniper- GR, DFA
Exotic Weaponmaster- CoCS
Foe Hunter- GR
Forsaker- CoCS
Frenzied Berserker- CoCS
Geomancer- None
Oozemaster- DC (Sewerpatrol)
Shifter- None
Tamer of Beasts- GD, GR
Tempest- CoCS
Verdant Lord- GD

Adaptable

Watch Detective- DC
King/Queen of the Wild- GR (Forest or Hills Only)
Windrider- DFA (Start with normal mount types only!)

Special

Bane of Infidels
Blighter
Eye of Gruumsh
Hexer

Song & Silence

Feats

Acrobatic-	DPVC, HS, PA
Alluring-	BH, DCG (E), PA, SG
Arterial Strike-	DAG, HS, NSA
Athletic-	DC, DFA, DFM, DN, GR
Charlatan-	DCG(E), NSA, PA
Chink in the Armor-	DAG, DFM, GR, NSA, SW
Dash-	GR, HS, PA, ROS
Disguise Spell-	BH, PA
Expert Tactician-	DFA, DFM, RoS, SW
Extra Music-	BH, PA
Fleet of Foot-	DC, HS, PA
Flick of the Wrist-	DAG, HS, NSA
Green Ear-GD (Those with Bardic music ability, 10+ ranks of perform may find themselves lucky enough to get the Gnarley Druids to teach them the ways of plants to understand them better.)	
Hamstrung-	DAG, DPVC, HS, NSA, RoS
Jack of All Trades-	BH, PA
Lingering Song-	PA
Multicultural-	BH, CW, DAG, DASL, DN, HS, PA, RoS
Obscure Lore-	BH, NSA
Persuasive-	BH, DPVC, DTC, HS, NSA, PA, SG
Pyro-	DCG(EV), DFM, NSA
Quicker Than the Eye-	BH, DAG, HS, NSA, PA
Requiem-DTC (Those with Bardic music ability come to the DTC to research undead)	
Shadow-	DAG, HS, NSA, PA
Snatch Weapon-	BH, CW, NSA, OCH, SW
Subsonics-	BH, PA
Trustworthy-	BH, DPVC, HS, NSA, OCH, SG, PA

Spells

Allegro-	BH, PA
Ambient Song-	BH, PA
Blunt Weapon-	BH, PA
Choir-	BH
Cresendo-	BH, PA
Easy Math-	BH

Fanfare-	BH, PA
Fine-Tuning-	BH, PA
Focusing Chant-	BH, PA
Follow the Leader-	BH
Fortissimo-	BH, PA
Harmonic Chorus-	BH, PA
Harmonize-	BH, PA
Healthful Slumber-	PA
Hymm of Praise-	BH, PA
Improvisation-	BH, PA
Infernal Threnody-	Unknown
Insidious Rhythm-	BH, PA
Joyful Noise-	BH, PA
Listening Coin-	BH, PA
Lullaby-	PA
Otto's Resistible Dance-	BH, PA
Percussion-	BH, PA
Protégé-	BH, PA
Song of Discord-	BH, PA
Spectral Weapon-	BH, PA
Summon Instrument-	PA
Sympathetic Vibration-	BH, PA
Wall of Doom-	BH, PA
Zone of Silence-	PA

Prestige Classes

Core

Dungeon Delver-	DAG, DASL, DPVC, NSA
Temple Raider of Olidamarra-	Unknown
Thief-Acrobat-	DAG, HS, NSA
Vigilante-	OCH
Virtuoso-	BH, PA

Adaptable

Dread Pirate-	Unknown
Outlaw of the Crimson Road-	NSA
Royal Explorer-	Unknown
Spymaster-	BH, DAG, NSA, PA

Special

Fang of Lolth

Sword & Fist

Feats

Blindsight, 5-Foot Radius- DPVC, NSA, SW, DFM

Circle Kick- SW

Close-Quarters Fighting- CoCS, CW, DFA, OCH, SW DPVC, DAS

Death Blow- NSA, RoS, DFM

Dirty Fighting- DC, NSA, RoS, DFM, PA

Dual Strike- BH, NSA, CW, DFA, DFM, DN, BH, DPVC, DASL, DAG, RoS

Eagle Claw Attack- SW

Expert Tactician- DFA, DFM, RoS, SW

Extra Stunning Attacks- SW

Eyes in the Back of your Head- SW, DTC, HC

Feign Weakness- SW

Fists of Iron- SW

Hold the Line- CW, DC, DFA, GR, OCH, RoS

Improved Overrun- DFA, DFM, RoS, NSA

Improved Sunder- CoCS, DFA, DFM, RoS, NSA, SW

Knock-Down- DC, DPVC, OCH, RoS, NSA, DN

Lightning Fists- SW

Mantis Leap- SW

Monkey Grip- CoCS, DAG, HS

Off-Hand Parry- DN, BH, GR, NSA, DFM

Pain Touch- SW

Pin Shield- CoCS, CW, DFA, DFM, DASL, OCH, DAG, RoS

Power Lunge- CoCS, DFA, DFM, DN, DPVC, DASL, OCH, DAG, RoS

Prone Attack- CoCS, DFM, SW, NSA

Rapid Reload- DFA, SG, SW, DFN, DPVC, DAG, RoS, NSA

Remain Conscious- CoCS, DFM, HC, NSA

Sharp-Shooting- DFA, BH, DFM, GR, RoS, NSA

Shield Expert- CW, DC, DFA, DFM, DTC, DPVC, OCH, HS, RoS

Snatch Arrows- SW

Throw Anything- CoCS, DN, SW, HS, NSA

Zen Archery- SW

Prestige Classes:

Core Prestige Classes:

Cavalier: Unknown

Devoted Defender: Unknown

Duelist: Individuals

Ghostwalker: NSA

Gladiator: CoCS

Halfling Outrider: HS

Lasher: BH, CoCS

Tribal Protector: Unknown

Weapon Master: CoCS, RoS, DFA, DFM, SW

Adaptable Prestige Classes:

Drunken Master: Available at some interactives, with direct Triad involvement only. Prior coordination will be required.

Master of Chains: Unknown

Order of the Bow Initiate: Temple of Rudd, the Temple of Corellon Larethian, Temple of Phaulkon, Gnarley Rangers

Red Avenger: Unknown

Warmaster: This class is available in Dyvers with minor modifications. The person wishing to take this class must be sponsored by a member of the Dyvers Gentry (certed) and is allowed to attend the Furyondy War College. The sponsor can be a PC or NPC. Any land gained through this prestige class will be granted from the Gentry of Dyvers. The PC must expend 4 TU's for each level gained in this prestige class.

Special Prestige Classes:

Fist of Hextor

Knight Protector of the Great Kingdom

Master Samurai

Ninja of the Crescent Moon

Ravager

Tome & Blood

Feats

Arcane Defense SG, DCG (U), DAG, BH, PA, Temples of Boccob and Corellon Larethian, Shrine of Wee Jas

Arcane Preparation SG, BH

Augment Summoning SG, DCG (U), DTC, GD
Chain Spell SG, DCG (U)
Cooperative Spell DCG(U) GD, DTC
Delay Spell SG, DCG(U), DTC, GD
Energy Admixture Banned
Energy Substitution SG, DCG(U), DTC, GD
Eschew Materials SG, DCG(U) GD
Extra Slot BH, DCG(U) DTC
Extra Spell SG, PA
Greater Spell Focus BH, SG, DCG(U), DTC, GD
Greater Spell Penetration SG, DCG(U), DTC, GD
Improved Familiar SG, DCG(U)
Innate Spell SG, DCG(U), DTC, GD
Persistent Spell SG, DCG(U), DTC, GD
Repeat Spell SG, DCG(U), DTC, GD
Sanctum Spell SG, DCG(U), DTC, GD
Sculpt Spell SG, DCG(U)
Spell Specialization SG, DCG(U)
Split Ray SG, DCG(U)
Subdual Substitution SG, DCG(U), DTC, GD
Twin Spell SG, DCG(U)
Widen Spell SG, DCG(U), DTC, GD

Spells

Absorption- DCG(A)
Acid Orb- DCG(EV)
Arcane Sight- DCG(D)
Chain Contingency- DCG(D)
Choke- DCG(C)
Cold Orb- DCG(EV)
Command Undead- DCG(N)
Corpse Candle- DCG(N)
Dimensional Lock- DCG(A) , DTC
Disguise Undead- DCG(I)
Eagle's Splendor- BH, DCG(T), PA
Electric Orb- DCG(EV)
Energy Buffer- DCG(A)
Energy Immunity- DCG(A), DTC, GD
Enhance Familiar- DCG (U)
Familiar Pocket- DCG (U)
False Life- DCG(N)
Feign Death- DCG(N)
Filter- DCG(A), DTC, GD, GR
Fire Orb- DCG(EV)
Fortify Familiar- DCG (U)

Fox's Cunning- BH, DCG(T), DTC, PA
Gaze Screen- DCG(A), DTC, GD, GR
Ghostform- DCG(T)
Great Shout- BH, DCG(EV), PA
Hide Life- DCG(N)
Ice Burst- DCG(EV)
Ice Knife- DCG(C)
Imbue Familiar with Spell Ability- DCG (U)
Indifference- DCG(EN)
Lesser Acid Orb- DCG(EV)
Lesser Cold Orb- DCG(EV)
Lesser Electric Orb- DCG(EV)
Lesser Fire Orb- DCG(EV)
Lesser Sonic Orb- DCG(EV)
Mass Darkvision- DCG(T)
Mass Fly- DCG(T)
Mass Resist Elements- DCG(A), DTC, GD, GR
Mass Teleport- DCG(T)
Mordenkainen's Private Sanctum- Unknown
Negative Energy Burst- DCG(N)
Negative Energy Ray- DCG(N)
Negative Energy Wave- DCG(N)
Otiluke's Dispelling Screen- DCG(A)
Otiluke's Greater Dispelling Screen- DCG(A)
Owl's Wisdom- BH, DCG(T), DTC, PA
Polymorph Other- Banned
Polymorph Self- Banned
Repair Critical Damage- DCG(T)
Repair Light Damage- DCG(T)
Repair Minor Damage- DCG(T)
Repair Moderate Damage- DCG(T)
Repair Serious Damage- DCG(T)
Sonic Orb- DCG(E)
Spiritwall- DCG(N)
Undeath to Death- DCG(N), DTC

Prestige Classes

Core

Arcane Trickster: DCG(U), SG
Bladesinger: BH
Candle Caster: DCG (EN), SG
Elemental Savant: DCG (C), SG
Fatespinner: DCG(D), SG The Special requirement may be documented by using a winner's cert to avoid death. Have the judge write what the cert

was used for and staple the used
winner cert to the adventure cert

Spellsword: DAG, DCG (U), SG

Adaptable

Alienist: Unknown
Dragon Disciple: SG
Mage of the Arcane Order: DCG (U)
Mindbender: DCG (D), SG
Wayfarer Guide: Unknown

Special

Acolyte of the Skin
Blood Magus
Pale Master
True Necromancer

The Living **Greyhawk Journal #2**

The Darkhagard

This prestige class, which debuted in the Living Greyhawk Journal #2 (LGJ #2) on page 13, is available to players from the region of Dyvers. The player is responsible for having a copy of the Darkhagard prestige class from LGJ#2 as well as this document so that any judge who wishes to may review it. All requirements listed in the write-up must be met. Furthermore, to represent the tendency of Rhennee in general and the Darkhagard specifically to stay on the water the following restriction is in effect.

Special Regional Restriction

A Darkhagard must spend 20 + his Darkhagard class level time units upon the water. This effectively takes the PC out of play for 21 or more time units. This allotment is taken on the first day of each new year. These time units may be reclaimed during scenario play under the following situations

1. The player travels on the water to any of the neighboring locations listed here to play a regional, core, or adaptable scenario -Verbobonc, City of Greyhawk, Shield Lands, Bandit Kingdoms.

2. The player takes part in a scenario that takes place on the water. An example of this would be the Dyvers regional scenario Corsairs.

In both cases this represents time spent traveling to these locations on a waterway such as the Nyr Dyv and the Volverdyva river. Under no circumstances can a Darkhagard reclaim more "lost" time units than he was required to expend at the beginning of the year.

Suggested History

The Rhennee are born, live, and die on the waters of the Flanaess. Whatever history your character has should incorporate water as a major theme. Read the Article The Way of the Lake by Lance Hawvermale that appears in Living Greyhawk Journal #2, beginning on page 12.

Frequently Asked Questions

What happens if, after taking a level in Darkhagard, I no longer mark off the time requirement mentioned above?

You cannot obtain another level in Darkhagard until you have marked off the time requirement. In addition, you must make up 1/2 of all the "lost" time at sea to reprove your dedication to your Rhennee brothers. Thus if you are a fr4/rog2/dkh1 and forego spending 21 time units at sea for 1 year to pursue other land-based activities, you must pay an astounding $22+11 = 33$ time units before taking another level in Darkhagard. The halved lost-time number is always rounded up

I can travel via water to places other than those listed above. Can I reclaim 1 time unit of those out-of-region scenarios?

No. The locations listed above were picked because of their close proximity to Dyvers and major waterways Other locations are either landlocked or too far away. Where

distance was considered a determination was made that more time was spent riding/walking than boating.

Why so many time units?

The Rhennee stay on the water. Period. For this reason alone the campaign management wanted to prohibit the Rhennee prestige classes from being available. This time unit cost reflects a Rhennee's attachment to the water. If you don't like it, find a different prestige class that fits your character better.

Where can I get a darkha?

Rhennee PCs in region of Dyvers can purchase a darkha from their fellow Rhennee and merely note it on their Adventure cert. PCs from other races can purchase a darkha only from a Rhennee PC or by obtaining a specific cert for a darkha. Fill in the blank certs are not allowed. If a darkha is obtained by a non-Rhennee from a Rhennee, both must indicate the trade on their Adventure Cert., including PC names, player names, and RPGA #s.

When can I take the exotic weapon proficiency in darkha?

Rhennee PCs can take the exotic weapon proficiency (darkha) any time AFTER the creation process. The Rhennee will not teach the weapon proficiency to any outsider.

Who is involved and how do I "prove" my bloodied battle with a hostile lake creature?

The judge or any scenario where such an event occurs (no matter whether it is Core, Adaptable, or ANY regional) should write a note of the event in the notes section of the PC's Adventure Cert.

Credits

The following sources were used to complete this project

Living Greyhawk Gazetteer by Gary Holian, Erik Mona, Sean K. Reynolds and Frederick Weining. Published by Wizards of the Coast

Slavers by Sean K. Reynolds & Chris Pramas. Published by Wizards of the Coast

The Living Greyhawk websites

Dave Christ's (Circle of Six) site
www.living-greylhawk.com

The WotC site www.livinggreylhawk.com

The Living Greyhawk Dyvers Website

<http://dyvers.living-greylhawk.com>

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Change Record

Initial Document-None

June Edition-Revised, Some clarifications added and current Meta-Org blurbs added along with DCs for finding out information about in the Dyvers Region

Weekend in Dyvers Edition-RPG shop inserts