

LIVING GREYHAWK® RULES UPDATE 3: ADVENTURE CERTIFICATES

This document, the third LIVING GREYHAWK Rules Update, describes and explains the rules for the LIVING GREYHAWK Adventure Certificate method of award tracking. It also contains a Generic Adventure Certificate, a document necessary to prepare your character's reward tracking for the 592 CY campaign year, and track older 591 CY adventures played in 2002. This document also features Consumables Tracking Cards.

INTRODUCTION

To the Hells what Mialee says—I want my share of the loot. We sell that rod!

—Regdar, 592 CY

The adventure certificate tracking system has a simple base assumption: when you adventure you get a fair share of the loot, and with that share you can equip your character with a reasonable selection of mundane and magical equipment, which helps you face greater challenges at greater levels. While magic is rarer in GREYHAWK® than on other worlds of the Prime Material Plane, Oerth also has its share of wizards, clerics, and other spellcasters who, for the proper compensation, create and sell magic items. More than even gold or steel, magic is a commodity that the powerful personages of the Flanaess desire to possess and control. Your character can find, haggle for, and acquire magic items during the adventure and in down-time. The success is dependent on the personal power and prestige of the character, as determined by character level.

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 each adventure 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. It is your responsibility to make this tracking clear because the next DM you play with will check it and, if it is unclear, is able to place sanctions on your character up to refusing to allow you to play at that table.

THE ADVENTURE CERTIFICATE, INCH-BY-INCH

The following explains the sections of the adventure certificate, describes what kind of information should appear in each section, and details rules specific to that information. Examples refer to the sample adventure certificate found on page 2.

1. Player/Character Certification:

The first blank certifies the name of the character that participated in the adventure immediately followed by their current classes and class levels. The blank below it certifies the player's name and his or her RPGA number. Directly under these fields, the certificate states the name and type of the scenario (either Regional, Core, or Adaptable) as well as the region where the adventure took place. Neither a player nor a character may participate in the same scenario twice.

2. Time Unit Cost:

Each adventure has a Time Unit cost listed for the adventure. This is the minimum cost you must pay in order to participate in the adventure. If you are participating in a Regional adventure that takes place in a region other than your home region, you pay at least double this amount. Playing an out-of-region adventure is one reason why you might spend more than the listed TUs for an adventure, but there are others. Your DM calculates the number of other TUs you spent in order to participate in the scenario, and list those TUs in the box directly below the base TU cost. Explanations why extra TUs were charged are reported in the TU Expenditure Notes. Subtract the sum of the base TUs spent and any other TUs spent from your former TUs remaining, and you have your current TUs remaining. Each character has 52 TUs to spend each campaign year. A campaign year officially starts on January 1st of each year, and has its last day on December 31 of each year. The year 2002 corresponds to the campaign year 592 CY, the year 2003 corresponds to the campaign year 593 CY, the year 2004 corresponds to the campaign year 594 CY and so on. When a character runs out of TUs, it cannot participate in Living Greyhawk events until the next campaign year. It also cannot participate in events that cost more TUs than it can currently spend, but there may be campaign penalties or requirements (such as imprisonment or service to a higher-level character) that force your character to pay more TUs than it has left in a campaign year. In those cases, the TU penalty or requirement spends TUs into the next campaign year and possibly beyond.



PLAY NOTES:

Current Home Region: Nyrond

3 **592 CY**
ADVENTURE
LEVEL OF PLAY:
(circle one) 4

APL 2
max XP 300, 300 gp

APL 4
max XP 600, 400 gp

APL 6
max XP 900, 600 gp

APL 8
max XP 1200, 1200 gp

1,250 (5)
Starting XP

220 (6)
XP Gained

10 (7)
XP Spent

1,460 (8)
New XP

1200 (25) (9)
Starting gp

310 (310) (10)
Gp Gained

50 (25) (11)
Gp Spent

1460 (310) (13)
End of Adventure gp

-25 (-150) (18)
Bought/Sold Amounts

-25 (+25) (17)
Total

1,435 (160) (19)
New Starting gp

1 This Certificate Certifies that

Mialee, Wiz2

Played by Jane Q. Gamer 999999
Player RPGA #

Has completed
Daggers of Rel Mord
A Regional Adventure
set in the Kingdom of Nyrond

2

C O S T :
1 TU

1
Other TUs Spent
50
TUs Remaining
TU Expenditure Notes
Spend 1 TU creating Scrolls, spent 10 xp, gained 60 gp.

Lesser Rod of Cooperation: The user can cooperatively cast up to three 3rd-level or lower spells per day as though using the Cooperative Spell feat (see feat description below).

Caster level: 17th; Prerequisites: Craft Rod, Cooperative Spell; Market Price: 5,400 gp (Frequency: Region; Requirements: Knowledge [arcana] 6 ranks and as prerequisites).

Cooperative Spell [Metamagic] Note: The description of this feat is given for use with the above item. It does not give this character the ability to take this feat.

You can cast spells to greater effect in conjunction with the same spell cast by another.

Benefit: You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better caster. A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with the feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

Event LG Monster Bash 15
Date: 01/01/02
DM: Jon Q. Dungeonmaster 999998
Signature RPGA #

Upkeep: none; Adventurers' Standard (12 gp x TU); Rich (50 gp x TU); Luxury (100 gp x TU). (12)

Consumable Items: 25
Other Coin: 1
scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wonderous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD
Potion of Jump (25gp)
Total: -25 (+25) gp (17)

ITEMS BOUGHT
2 Scrolls of Shield (25gp each)
3 Scrolls of Magic Missile (25gp each)
1 Potion of Cure Light Wounds (50gp)
Total: +0 (-175) gp (16)

EQUIPMENT LIST (list item and gp value) (20)
Basic Equipment: 173gp
Signature Items
1. Cloak of Resistance (+1) (1,000 gp)
2.
3.
Quarterstaff (0 gp)
Dagger (2 gp)

Consumable Items
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2 Scrolls of Shield (25gp each)
3 Scrolls of Magic Missile (25gp each)
1 Potion of Cure Light Wounds (50 gp)

3. Play Notes:

Play notes allow your DMs to communicate important information from game to game. If you change your home region, your DM marks that change here. If you lose an animal companion, familiar, or bonded mount, it is also marked here. Retained ability damage is reported here. Basically, anything that has a long-term game effect on your character that your next DM must know about and has no other designated space on the certificate, goes here.

4. Level of Play:

Your DM circles one of these listings in order to note what level (as determined by your Average Party Level) you played this adventure at. Also, for reference, the maximum experience points and gold piece value of treasure your character may possibly be awarded for participating in that level of play is also listed. Keep in mind that your character is usually awarded experience points and gold pieces below these maximums, and he or she will never be awarded experience points above these maximums, and only awarded gold pieces above these maximums if your character crafts magic or mundane items, or pursues other means to gain gold pieces through skills (as detailed in RUP-2: Beyond the Core Rules) directly after a Regional adventure.

5. Starting XP:

The number of experience points that you acquired by the start of the adventure the certificate tracks. It is the same number as your New XP Value (see 8, below) from your last adventure certificate.

6. XP Gained:

The number of experience points gained during this adventure. This number can never be more than the maximum XP listed under the selected Level of Play (see 4, above).

7. XP Spent:

The number of experience points you spent during this adventure.

8. New XP:

Add your Starting XP (5, above) to the value XP Gained (6, above); subtract the XP Spent from that sum. That total is this value.

9. Starting gp:

This is the gold piece value of your character at the start of the adventure. Your gold piece value includes the value of cash and other possessions. Your gold piece value is actually two different values. The first is your character's total value followed by your character's coin value in parentheses. For example, the value listed on the sample certificate is for Mialea, a 2nd-level wizard. That character's Starting gp value is 1200 (25). This means that while she has 1200 gold pieces worth of "stuff" including coins (her total value), she only has 25 gp of coins

(her coin value). This becomes important when she buys equipment. This value is the same as your New Starting gp as listed on your last adventure certificate.

10. Gp Gained:

The gold piece value of treasure gained during the adventure. This value can only be higher than the maximum gold pieces listed under the selected Level of Play (see 4) if a character spends extra TUs to craft items or gain coin by way of another profession (as detailed in RUP-2: Beyond the Core Rules) directly after a Regional adventure and must be accompanied by a reference in the TU Expenditure Notes. This amount is always added to both the total and coin value.

11. Gp Spent:

The gold piece value of either actual coin or equipment spent in the adventure. Upkeep and other coin (see below) deduct from both total and coin values, while consumable items are deducted from your total value only.

12. Gp Spent Breakdown:

There are three sections in this field, the sum of all three sections' values is the Gp Spent (11, above).

The first section is Upkeep (formerly known as Lifestyle). 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. 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 off the wild." At the beginning of the adventure, if you possess four or more ranks in Wilderness Lore and you succeed at a Wilderness Lore check (DC 20) you may heal temporary ability damage as if you 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 upkeep. 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 adventure's 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 character 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.

The second section is consumable items. Here your DM tallies the amount of consumable items spent, and deducts this sum from your character's total value.

The third section is other coin. These represent costs above and beyond the Upkeep that your character had to pay actual coin for in the adventure. Taxes and bribes paid, drinks bought for Gather Information checks during the adventure, and other expenses are tallied here, and then subtracted from your character's coin value.

13. End of Adventure gp:

The values of your Starting gp value (9, above), added to your Gp Gained (10, above) minus your Gp Spent (11, above) are listed here.

14. Adventure Information:

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

For example, in the Nyrond Regional adventure *Daggers of Rel Mord*, Mialee came across a *lesser rod of cooperation*, an item found in *Tome and Blood: A Guidebook to Wizards and Sorcerers*. Encountering this rod gives her enhanced magic item acquisition abilities. First she can "buy" it after this adventure as part of her treasure split. The information on the certificate gives all the information needed to adjudicate this item in play. In this case that includes the metamagic feat that the wand's ability duplicates. If she does choose to "buy" the item, Jane must show her DM this certificate every time she plays in a game that Mialee carries the rod. Currently, though, Mialee does not have enough cash to buy the rod, but she may have the chance to do so later. After the normal magic item information block there are a couple of extra pieces of information concerning this item. The first piece of information is called the frequency. This lets the player and the DM know when this character is allowed to "buy" the item. In this case the frequency is "region," meaning that whenever Mialee plays a game in the region that this adventure took place—in this instance the Kingdom of Nyrond—she may track down this item, and acquire it if she had the desire and the coin. There are four frequencies:

Adventure: This item may only be bought during or directly after the play of this adventure.

Region: This item may only be bought during or directly after the play of an adventure set in the region(s) that appears on the cert the item is found.

Any: This item may be bought at any time after the play of this adventure.

Cursed: This is a cursed item that has bonded itself to the character; it may only be discarded by the ways detailed in the requirements section of the item description. Once it is discarded, the DM who adjudicated this notes this occurrence in the Play Notes field. Your character must have this item on its item list until it is discarded, and you must show the DM this adventure cert before the beginning of each game you participate in. Failure to do so results in your disqualification from that game, and carries a penalty of no less than 2 TUs in a state of emotional imprisonment (and carrying the same gold piece penalty and chance of death that occurs in normal imprisonment), as you suffer malign effects of the cursed item, usually paranoia, but sometimes worse.

Directly after the frequency of the item resides the item's requirements. Usually this field is dedicated to the requirements a character or a cohort needs in order to craft this item after encountering it. If a character or a character's cohort meets the requirements, the frequency of the item becomes "Any."

This section sometimes contains special game effects, or the requirements to discard cursed items.

15. DM Verification:

As implied by the fields in this area, the DM fills in the event name (the name the event is sanctioned as), the date the game took place, accompanied by his or her signature and RPGA number.

16. Items Bought:

This is the first of five fields (fields 16-20) that you fill out before you play in your next game. You list the items you character newly acquires here. At the end of each adventure, you have an opportunity to replenish your supplies and gain new items for your character. This is called “buying” items. From character creation and beyond, you may buy items from Chapter 7: Equipment of the *Player's Handbook* (PHB). After character generation, you also have the opportunity to buy magical items from Chapter 8: Magic Items of the *DUNGEON MASTER's Guide* (DMG). What your character is allowed to buy from that selection of magic items is based on your character's character level. See Table RUP-3—1: Single Item Maximum Value.

Your character may buy items that you can afford with your current coin value, that are of a value equal to or lower than your single item maximum value, and are found on tables 8—3: Armor and Shields to 8—30: Major Wondrous Items of the *DUNGEON MASTER's Guide*. Characters are also allowed to buy items made from the special materials adamantine, mithral, and darkwood using the rules found on *DUNGEON MASTER's Guide* page 242 under the heading “Special Materials.” The caster level for each magic item is the default (usually minimum) appearing in the item's description, or implied by the item's gold piece market price. Items that are not found on these charts are only granted via regional or campaign documentation (such as items presented in the Adventure Information section, see 14, above), and such documentation must be presented to your DM prior

RUP-3—1: SINGLE ITEM MAXIMUM VALUE

Character Level	Items
Character creation	Any PHB.
1st and 2nd	Any PHB and DMG items 500 gp or less.
3rd	Any PHB and DMG items 1,500 gp or less.
4th	Any PHB and DMG items 2,500 gp or less.
5th	Any PHB and DMG items 4,500 gp or less.
6th	Any PHB and DMG items 7,500 gp or less.
7th	Any PHB and DMG items 9,500 gp or less.
8th	Any PHB and DMG items 11,500 gp or less.
9th	Any PHB and DMG items 13,500 gp or less.
10th	Any PHB and DMG items 16,500 gp or less.
11th	Any PHB and DMG items 19,500 gp or less.
12th	Any PHB and DMG items 25,500 gp or less.
13th	Any PHB and DMG items 35,500 gp or less.
14th	Any PHB and DMG items 45,500 gp or less.
15th	Any PHB and DMG items 60,500 gp or less.
16th	Any PHB and DMG items 75,500 gp or less.
17th	Any PHB and DMG items 90,500 gp or less.
18th	Any PHB and DMG items 110,500 gp or less.
19th+	Any PHB and DMG items 129,500 gp or less.

to a game that your character participates in with the item in question.

Different regions and particular adventures may limit your character's item selection for adventures. As the campaign grows, regions may also offer some expanded items selections for their region. Regional item modifications are listed on a Region's Web site, while restrictions particular to the adventure are explained in the adventure information (see 14, above).

The total gold piece market value of all items bought must appear in the total sub-field. That total is subtracted from your coin value.

17. Items Sold:

When you decide to discard an item because its usefulness has passed or to rally your buying and trading power in order to gain more advantageous items, you “sell” the item. You may sell items for half of the item's market value. You add that value to your character's coin value, but subtract it from your character's total value.

The coin value gained from sales (which is also gold pieces lost from the character's total value from the sale) must appear in the total sub-field.

For example, Mialee has carried a *potion of jump* for her last three adventures, and has never been confronted with an opportunity to use the item. But she has cast many *shield* and *magic missile* spells. By selling the *potion of jump* for half of the *potions* listed market value (25 gp), she is able to buy one of the five arcane scrolls she wants. The 25 gp she gains from selling of the *potion of jump* is both subtracted from her total value (the larger total outside of the parentheses) and added to her coin value (the smaller value inside the parentheses), and while Mialee's buying power increases, she loses the total value from the sale.

18. Bought/Sold Amounts:

Add the coin and total values of items bought and sold and place them in this field. In the Example Mialee bought 5 scrolls and a *potion*. The total market value of the items bought is 175 gp, which appears in the total sub-field. Items you buy subtract from your coin value (your buying power), but are retained in your total value (since the value is now the ability of the scrolls in question, but not buying power). She sold her unused and now unwanted *potion of jump*, gaining half of its market value (25 gp) from the sale in coin, but losing half the item's value in her total value. Items sold increase the coin value, at a detriment of your character's total value. The Bought/Sold Amounts present a sum of total and coin value modified by your buying and selling.

These values modify the End of Adventure gp (see 13, above), to create your character's New Starting gp (see 19, below).

19. New Starting gp:

The End of the Adventure gp (see 13, above) modified by the Bought/Sold Amount (see 18, above) is your New Starting gp, and will be your Starting gp (see 9, above) on your next Adventure Certificate.

20. Equipment List:

You use the equipment list to keep track of your character's possessions and their value. This field has three sub sections. Any piece of equipment you have that is not covered by one of these sub sections must be listed on the main area of the equipment list.

Basic Equipment: Any equipment from table 7—7: Good and Services in the *Player's Handbook* that your character owns is considered basic equipment, with the following exceptions: barding, riding dog, heavy warhorse, light warhorse, and warpony. You don't need to list these items individually on the Adventure Certificate, but they must be listed on your character sheet. A tally of their total gold piece value is listed in the basic equipment field. If you buy new basic equipment, it needs to appear in the items bought (see 16, above) section of the certificate during which it is bought.

Consumable Items: Some of your items have a limited number of uses before they become physically or magically spent. Alchemical items, potions, scrolls, wands, some wondrous items, and both arrows and bolts are the most frequent type of consumable items. When consumable items are spent, their value is decreased from your total gold piece value, since when these items are gone, they can no longer be sold to increase your coin value. At the end of the game it is up to you to give your DM a detailed report of what consumable items your character used during the adventure. You will find a Consumables Item Tracking Card sheet at the end of this Rules Update. Use this card to communicate this information to your DM. A particular consumable item's full gold piece cost is as listed in the *Player's Handbook*, *DUNGEON MASTER'S Guide*, or regional or campaign documentation, depending on the item's origin. If your report to the DM is incorrect, he or she may ask you to submit another, corrected, card, but has the ability to impose fines equal to or less than 10% of the total treasure possible for the Level of Play you played the adventure in if he or she believes that the discrepancy was deliberate.

Signature Items: Signature items are heroes' possessions that share in some of their fame. They are the weapons, the suits of armor, or magical piece of clothing that become connected to your exploits. These items are usually named, almost always your most trusted piece of equipment, and the only magic items that grow with your fame and power.

A LIVING GREYHAWK character is allowed to have a maximum of three signature items. You may designate a magic item you currently own as a signature item, as long as it is one of these types of items:

- A specific type of melee weapon or ranged weapon (for example, a longsword, a spiked chain, a great sword, etc.).

- A specific type of armor or shield (for example, a chain shirt, chain mail, a small wooden shield, a large wooden shield, etc).
- A type of musical instrument (for example, a lap-harp, a fiddle, a lute, a mandolin, etc.).
- A headband, hat, or helmet.
- A pair of eyes, lenses, or goggles.
- A cloak, cape, or mantle.
- An amulet, broach, medallion, necklace, periapt, or scarab.
- A vest, vestment or shirt.
- A pair of bracers or bracelets.
- A pair of gloves or gauntlets.
- A belt.
- A pair of boots.

Or, if your character or your character's cohort has the appropriate magic creation feat you may also pick as a signature item one of the following:

- A ring (Forge Ring)
- A rod (Craft Rod)

Signature items can never be or become a consumable magic item.

Once you designate a signature item, that item's name type becomes the name type of one of your signature items for the rest of your character's career, so choose carefully.

Signature items are usually the most powerful items in your character's arsenal because it is easier to upgrade or expand the power of these items. Usually when you want to upgrade an item to a more powerful version you must sell your older, less powerful item for half its value and then buy the new, more powerful item for full price. When upgrading a signature item, you don't sell the old item; you just pay the difference of the two items' cost with coin. This also allows you to swap equaled valued powers once each level, as more powerful signature items can manifest different powers between adventures, but in the odd case that such swapping results in the new version of the item becoming a lower gold piece value than the former version of the item, the gold piece yield is lost and may not be regained. This change must be made in the presence of the DM of the game where your new level is attained, and noted by that DM on the Play Notes section of the Adventure Certificate. When you upgrade or swap the powers of these items, it must be to an item of the same named type. For example, Mialee has as a *cloak of resistance (+1)* as one of her signature items. When she upgrades her cloak, she upgrades to another type of cloak only. She can, though, upgrade it to a *cloak of elvenkind* by paying 1,000 gp (the difference in cost between the *cloak of resistance* and the *cloak of elvenkind*). Later on in her career she could go back to the resistance route, and pay 2,000 gp to upgrade the *cloak of elvenkind* to a *cloak of resistance (+2)*. While signature items are flexible, a signature item can't change its named type, no matter how similar they may be to another named type. For example, later in her career Mialee can't change her signature *cloak*

of resistance (+3) into a *cape of the mountebank*. She would have to have a magical cape as her base item to gain magical cape signature items. In this same way it takes a signature magical longsword can only become other magical longswords, never a short sword, greatsword or rapier.

Also, if either your character or your character's cohort has the Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, or Forge Ring, and can meet the prerequisites to create the item you desire, you may buy the new signature items for half of its listed value. This half value is also considered the items value in regards to your character's single item maximum value. So while an 8th-level fighter may usually only afford a longsword with a total bonus of +2, one that has a clerical cohort who has the Craft Magic Arms and Armor feat, and can cast *order's wrath*, can afford a +2 lawful longsword.

PREPARING YOUR CHARACTER FOR 592 CY!

Preparing your LIVING GREYHAWK character for 592 CY play is a fairly painless process. First, tally your character's current equipment—the basic items from your character sheet, any unspent scrolls, potions, gems, jewels, and coin from your log sheet, and your item certificates. Use the *Player's Handbook*, *DUNGEON MASTER'S Guide*, or the item certificates to determine each item's value. This is your character's total value. Sum the value of your coins, gems, and commodities (as listed on Table 7—3 of the *Player's Handbook*), that sub-set is your coin value. Note this on a scrap of paper, make a copy of the generic adventure certificate, and follow these further steps:

1. Separate your old certificates into two stacks. In one stack place actual items. In the other stack place certificates that deal with influence points and game effects. The second type of certificate (whether a regional or a campaign certificate) is not affected by this preparation, so place them aside.

2. Print the Generic Adventure certificate on page 9 of this Rules Update. This will be your Start 592 CY certificate. Fill in your character's name, classes and levels, as well as your own name and RPGA number in the player/character certification fields. In the blank for the adventure name write the phrase "Start 592 CY." Leave the region field blank.

3. In the TU cost section mark the total cost of any 591 CY adventures you have already played or other TU costs you have already paid in 2002. Subtract that from 52 and that is how many TUs you have left for the year. If you participated in the First Annual First Living Greyhawk of the New Year contest, you will increase the number of TUs you have when you receive that documentation. Until you receive that documentation, you have 52 TUs for the year.

4. Under Play Notes fill in your current home region. If you have already changed regions during the 592 CY game year, note those changes in the Play Notes section.

5. In the Level of Play section, circle "Start 592 CY."

6. Write an "X" in the Starting XP, XP Gained, and XP Spent

fields. In the New Starting XP write you character's current XP value as it appears on the last line of you log sheet.

7. Write an "X" in the Starting gp, Gp Gained, and Gp Spent fields. In the end of adventure gp field write your total value and your coin value. These are the numbers you tallied at the start of the conversion process. List your coin value in parentheses directly after your character's total value.

8. Gather your item certificates. Separate them into two stacks. One pile for those items gained from either an adventure, event, or contest (basically any certificate without the words "LIVING GREYHAWK Activity Center"), and in the other stack place certificates that came from an Activity Center (they will have the words "LIVING GREYHAWK Activity Center" printed on them where an adventure name usually goes). You have the choice of whether or not to sell the items that have an adventure or event's name printed on them. You can either:

- Keep them as an item certificate, following the item certificate rules (see Certificate and Trading, below). Items kept as certificates still must appear on your adventure certificate, but can still be traded.
- Sell them for half market value by writing "void" across the length of the certificate, and stapling the certificate to your Start 952 CY adventure certificate. If an item can not be traded, the item cannot be sold. You must keep non-tradable items as an item certificate.
- Convert the item by writing "convert" on the bottom of the certificate, and then listing the item on your equipment list. Staple the certificate on the Start 592 CY adventure certificate, so that if the item on the certificate is not an item found in the *Player's Handbook* or *DUNGEON MASTER'S Guide* you have its description for rules reference. If an item cannot be traded, the item cannot be converted. You must keep non-tradable items as an item certificate. These adventure specific converted certificates do not have a frequency or requirements. Characters may not buy, craft, or have cohorts craft these items in the future, unless they appear on a 592 CY or later Adventure Certificate.

Item certificates that came from an Activity Center must be sold or converted. They are sold in the same way that adventure item certificates are sold (8a, above), or they are converted. You cannot keep activity center certificates as a certificate. From this point forward (January 20, 2002) an Activity Center certificate may only be used during conversion, not in actual play. After April 1, 2002 all LIVING GREYHAWK Activity Center certificates are considered void. If you convert your character after that date, you may not sell nor convert Activity Center certificates. As regional item certificates (i.e., item certificates issued by a Regional Triad, and not the campaign staff) are not supposed to exist, they are void and cannot be converted.

9. If you sell items, figure out the total number of gold pieces your cash value increases (and your total value is diminished by) and place that number in the total sub-field of the items sold section of the certificate

- Buy items via the new adventure certificate rules.

11. Determine your bought/sold total. Modify the end of adventure gp total with that value, and calculate your new starting gp. Place that number in the appropriate field.

12. Have your very next DM check and sign the certificate.

You are ready to play your first 592 CY adventure! Every time you play a new Living Greyhawk adventure, you show the DM your character sheet and the adventure certificate of the previous adventure you played, as well as any certificates with rules items that are in effect (cursed items, adventure certificates that contain magic items from D&D sources other than the Core Rulebooks your character is carrying, and so on). You must have the other item certificates at the event, as a DM can request to view your entire character's history.

591 CY (YEAR 1) ADVENTURES AND THE NEW SYSTEM

All LIVING GREYHAWK adventures that were produced for the first year of the campaign (591 CY) follow the same experience points and treasure distribution rules presented in those adventures. Your DM runs this event the way he or she would have last year, except he or she uses the new Upkeep rules instead of Lifestyle. He or she gives out the older certificates in the same way, but instead of the log sheet, he or she fills out a generic adventure certificate (found on page 9 of this document), using it to track the Time Units spent, and both the experience and the gold piece value gained. Because the item certificates modify your treasure value, he or she will have to wait until the players split the treasure before tracking each character's gold piece value. Like conversion, you are free to keep the older certificates as certificates, cash them out, or convert them.

CERTIFICATES AND TRADING

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.

