Living Greyhawk

Campaign Sourcebook

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Chapter One: Introduction

This document contains everything that you, as a player or DUNGEON MASTER®, need to participate in the LIVING GREYHAWK (LG) campaign. LG uses the most current printing of the D&D core rulebooks: the 3.5 versions of the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM).

This document is updated periodically, usually once a year, near the date for the D&D eXPerience convention. Each update has a version number and release date on the front page. Once it has been updated, a notice is posted on the LG website at: www.wizards.com/lg. In between LGCS updates, information and rulings are issued through regular *Dispel Confusion* articles on the same website.

Living Campaigns

LIVING games spring from the fundamental idea that a home-style roleplaying campaign can be expanded into a worldwide campaign. Your player character (PC) in a home game is one of four or so PCs; but in a LIVING game, you can interact with thousands of other PCs, all of them adventuring in the same world as your PC.

In a LIVING campaign, adventures are published by the campaign administration and can be ordered and run during by a certified game master (GM). These adventures can be played by four to six RPGA players. Each player has a PC that only that player can control or play. This PC can be played in multiple adventures, even at other sessions with different GMs and players. At the end of each adventure, your PC is awarded experience points (XP), gold pieces (GP), and other rewards and continues to grow and develop through further adventures, just as you would in a home campaign. You may create more than one PC to expand your play options.

In order to participate in an RPGA campaign, you must first join the RPGA; joining is free. Next, you must create a LG PC; *Chapter Two* of this document contains guidelines for creating a PC for LG. Finally, find an event in your area that will be running a LG game. You may need to signup ahead of time to ensure a seat at the table. Contact the event coordinator to see if this is necessary. Details on joining the RPGA and finding events in your area can be found on the following page:

http://www.wizards.com/default.asp?x=rpga/membership/welcome

Note that you may end up playing with a diverse mix of players, many of whom you will be meeting for the first time. It is best to be friendly and polite.

Living Greyhawk

LG is set in the WORLD OF GREYHAWK™ fantasy setting. Originally conceived and created by Gary Gygax back in the early 1970s, it has since evolved from a world he used for his home game into a campaign setting used by hundreds of thousands of players. The most recent incarnation of this setting can be found in the LIVING GREYHAWK *Gazetteer*. While this book is out of print, you can still find it at some local hobby shops or through several online bookstores. You do not need it to play in LG, but knowing a bit more about the world you are playing in makes it a lot more fun.

The official campaign website is www.wizards.com/lg; all current documents, rules, and updates can be found there. The LIVING GREYHAWK J*ournal*, available in back issues of DUNGEON™ *Magazine* from www.paizo.com, contains LG related articles. There are also several message boards where you can find additional information on the campaign. See *Appendix 2* for more information.

Regions and Metaregions

The campaign world of LG is divided into several nations and political states. These nations are mapped onto sections of the real world. For example, Los Angeles is part of the Kingdom of Nyrond. Each region possesses a regional flavor that sets it apart from other regions. Your PC must have a home region. See *Chapter Two* for more information about regions.

Regions are grouped into one of five metaregions based upon shared themes. For example, the Bandit Kingdoms, Perrenland, Highfolk, Furyondy, and the Shield Lands all border the realm of Iuz and are, therefore, connected as the Iuz's Border States metaregion.

Each region is managed by a trio of volunteers called the Triad. They are responsible for almost everything that happens in their region. Metaregions are overseen by a Circle member. See *Appendix 3* for more on Triads and the Circle. More information on how to contact your local Triad and their websites is located in *Appendix 2*.

Average Party Level

LG adventures are written for ranges of average party levels (APLs). APLs determine the level of challenges you face and rewards you receive. If you are more than two levels away from the APL at which the adventure is being played, you suffer a 50% penalty to GP and XP gained in the adventure. Calculate APL by summing the levels of all characters participating, adding any animals as specified in *Chapter 5* of this document. Divide this total by the number of players and round to the nearest whole number, adding one to the result for tables of six characters.

If you are more than three levels higher than the APL at which the adventure is being played, you cannot participate.

Time Units

Time Units (TUs) represent the how much your PC can do in a year. At the beginning of each calendar year, your PC receives 52 TUs to spend, unless something from the previous year has reduced this starting total. The most common way to spend TUs is by adventuring, but you might also spend them joining organizations or creating magical items for yourself. When that PC is out of TUs, you cannot play him again until next year.

Adventure Types

There are five types of LG adventures: regional, metaregional, core, adapted, and core special. You may play only one PC in an adventure and may play a LG adventure only once.

- **Regionals:** Regionals advance plots and introduce NPCs important to that region. Regionals may be run only in their corresponding real-world region. For example,

Highfolk regionals can be run only within the state of Wisconsin.

- **Metaregionals:** Metaregionals advance larger plots and introduce NPCs important to the entire metaregion. Metaregionals may be run only in the real-world regions that make up the metaregion.

  * Regionals and metaregionals may not be run outside their region or metaregion, respectively, for any reason, including playtests and slot os. The only exceptions to this rule are Circle approved cross-regional events (and then, only at the show site on the days of the show), and the RPGA Open Gaming Fiesta.

- **Core Adventures:** Cores take place in the nonregional areas of the game world: the City of Greyhawk, the Nyr Dyv, the Duchy of Tenh, the Underdark, etc. Cores can be played by any PC, anywhere in the world. Cores advance campaign-wide plots.
- **Adapted Adventures:** Adapted adventures are adventures published by *Wizards of the Coast* that have been adapted to LG. Like Cores, Adapted adventures can be played anywhere in the real world. Adapted adventures typically take a good deal more time to play than other adventures.
- **Core Special Adventures:** These adventures can take place in almost any location on Oerth. They are often one-shot adventures that run at larger national shows. Core specials give greater detail to and address pivotal points of a larger core plotline.

Campaign Documentation

In addition to your character sheet, you will also need to keep your adventure records (ARs) and master item logsheet (MIL). After each adventure, you receive an AR, on which you are awarded XP and GP, representing your share of the loot, and other special rewards and access. The AR also tracks TUs, GP, and XP spent during the adventure. All special and magical items owned by your PC are tracked on a MIL.

You should keep all your past ARs and MILs so you have a record of all the adventures played and the source for all your rewards and changes. *Chapter Three* explains ARs and the MIL in detail.

ARs and MILs are linked to both the PC played and the player. Both names must appear on ARs and MILs. A PC cannot be played by anyone other than the player named. ARs and MILs may not be transferred to another PC or player.

All campaign documentation is the property of Wizards of the Coast and must be returned to the campaign staff or their representatives upon request. They have zero cash value (US $0.00) and cannot be sold for cash or other real-world considerations. Sale or trade of any campaign documentation will be penalized by sanctions imposed by the campaign staff, up to and including banning all offending parties from future RPGA events. The duration of that ban is decided by the campaign staff.

Other Activities

There are several other types of activities and adventuring available to your PC, other than the standard types described above. Some of these options are detailed below:

- **Metacampaign Organizations:** A bard's guild, the Knights of the Hart, the Church of Rao, and a secret thieves guild of Dyvers are all examples of regional metacampaign organizations (metaorgs). Each region may have many groups that can add flavor and background to your PC. Each of these groups has requirements to join as determined by your local Triad. Your local Triad should have their metaorgs on their website. Item and spell access from metaorgs is considered both Frequency: Regional and Metaregional. See *Chapter Three* for details on types of access.
- **Introductory Adventures:** These special regional adventures are for 1st level PCs and are aimed at players new to the campaign. They help new players get a feel for what makes their region different and what they can expect in future adventures.
- **Interactives:** These special regional or metaregional adventures cover a variety of events, from a king's wedding to the defense of a town. Unlike normal adventures, these have no set running time and allow activities not available in a normal adventure. While some interactives are similar to a typical adventure, others may encourage players to dress up in costume or focus heavily on roleplaying.
- **Special Missions:** These special regional adventures address many purposes, from meeting special in-game requirements for prestige classes to going back to a dungeon to finish off an evil cleric. Special missions are rare and not always approved, but they can be satisfying experiences for your PC. Contact your local Triad for more information on special missions. A PC may participate in only one special mission per year.

Online Play

Note: Teleconferencing is considered 'online' play.

All adventures may be played online. Regionals and Metaregionals require both the GM and more than 50% of the players to be at one physical location within the region or metaregion, respectively. Your registered RPGA address must be within the region or metaregion, respectively, to play a Regional or Metaregional online.

The adventures must be ordered and reported just like any other RPGA event. The GM must mail or otherwise deliver the signed ARs to the participants. His signature must appear on the paperwork.

Lifestyle and Upkeep

The GP required to support PCs between adventures is called upkeep.

For 12 GP per TU your PC gets adventurer's standard upkeep. This pays for common room and board, replenishes rations, mends clothing and equipment, refills healing and disguise kits, restocks up to twenty normal steel arrows and bolts, and heals hit point and temporary ability damage between adventures.

You may also pay more GP to live better than the average adventurer. For 50 GP per TU, rich upkeep gives the same benefits as standard upkeep and a +2 Circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, Perform, Profession, and Sense Motive checks when your GM determines that your increased social status would grant you a benefit. For 100 GP per TU, luxury upkeep increases this bonus to +4.

You may choose not to pay for your PC's upkeep for an adventure. If you do so, the PC retains any damage into the next adventure and does not gain any of the benefits of standard upkeep. The PC may gain other penalties or benefits at the discretion of your GM. At the beginning of the adventure, if your PC possesses at least five ranks in Survival and succeed on a DC 20 Survival check, he gains the benefits for standard upkeep. He may still gain penalties or benefits at the discretion of your GM. If you fail this check, you may not then choose to pay for upkeep for that adventure.

Declare your upkeep choice to your GM before play begins. You must have enough GP to cover the adventure's TU cost at the beginning of play, but the actual deduction of the GP occurs after play.

Trade Policy

Items may not be traded to another PC. During adventure play, you may loan items and coin to other PCs for the duration of the adventure, but their loss is reflected on your MIL and coin totals at the end of the game. Surviving loaned items and anything purchased with borrowed GP reverts back to your PC at the end of the game. You may not loan money to a friend to buy an item you cannot normally buy for yourself. Items that the lender is not allowed to keep must be sold and as much GP as possible returned in its place. Anything spent to pay for an NPC's services does not revert to its original owner, even if only one PC benefited from the services (e.g. paying an NPC to cast a spell on one PC).

Campaign Rules

LG uses the D&D core rules. If this document does not discuss a rule or does not provide the details for a rule, consult the core rulebooks (PH, DMG, *and* MM) for more information. LG does not use variant rules unless specifically stated otherwise; sidebars are considered variant rules. If a rule in this document and the core rulebooks conflict, the rule in this document takes precedence. See *Chapter Four* for more details on the rulebooks used in LG.

The Circle and Triads do not make campaign rulings on the core rules nor alter the core rules unless the situation has special consequences in a Living campaign.

Guidelines for Ethical Play

In LG, we expect you to conduct yourself in a manner suitable to group cooperation and enjoyment. Specifically:

- Consider the fun of the whole group when playing. Be considerate of others' enjoyment of the game.
- Play fairly and honestly.
- Follow both the spirit and letter of the rules.
- Respect the decisions of your GM.
- Do not share or seek knowledge of an adventure prior to play.

Chapter Two: Character Creation and Advancement

These guidelines give you the basic information you need to create and play your LG PC. All LG PCs must comply with the most current version of the PH and these guidelines. When new options become available, you may not retroactively change your PC to take advantage of new options or changes to the rules. All new PCs start at 1st level with zero XP. All players must use an official LG character sheet available at www.wizards.com/lg.

Character Creation

1. Abilities

Use the nonstandard, tougher campaign (28 points) point buy method for ability scores (DMG 169).

2. Race

You may choose any race from the PH, gray elf (MM 104), wood elf (MM 104), mountain dwarf (MM 93), tallfellow halfling (MM 149-150), or deep halfling (MM 150). Human PCs should choose one of the subraces of humanity, as explained in Chapter 2 of the LIVING GREYHAWK *Gazetteer*. These subraces include Baklunish, Flan, Oeridian, Olman, Rhennee, Suloise, and Touv. While very few humans are purebred, most do have a dominant ancestry that shows. Touv are detailed in *Appendix 3*. All half-orcs are human/orc crossbreeds.

A PC may begin play at any age, height, or weight allowed for their race by page 109 of the PH. Age adjustments to ability scores are not used in LG.

3. Languages

In addition to languages normally allowed for your race, the following dialects are Open for all PCs: Amedi, Baklunish, Cold Tongue, Flan, Keoish, Lendorian, Nyrondese, Old Oeridian, Olman, Ordai, Rasol, Suloise, Touv, Ulagha, and Velondi. Rhopan is Open for Rhennee, including half-Rhennee/half-elves or half-orcs. The most prevalent of these languages are the human racial languages: Baklunish, Flan, Old Oeridian and Suloise.

Ancient Flan and Flan are the same language; Ur-Flan is a unique language. Ancient Suloise and Suloise are the same language. Ancient Baklunish and Baklunish are the same language. Learning Druidic (for non-druids), Ferral, Lendorian Elven, Rhopan (for non-Rhennee), or Ur-Flan requires campaign documentation.

4. Class

You may choose any base class listed as Open in *Appendix 4*. A cleric or favored soul must serve a specific non-evil deity from the PH or the LG *Deities* document. Deities in the PH that have the Evil domain are considered evil. See the LG *Deities* document for more details on favored weapons, domain choices, and deity backgrounds for the deities in the PH. Note that in LG, St. Cuthbert's alignment is Lawful Good and Wee Jas gives access to the Repose domain instead of the Death domain.

5. Alignment

You must choose a non-evil alignment that meets all requirements for your PC's class. Divine casters that do not require the worship of a specific deity, but that choose to worship a deity, must be within one step of their deity's alignment.

6. Hit Points

At first level, a PC receives maximum hit points for its class. For each additional level, it receives: half the maximum value for its new class + 1 + CON modifier. For example, a PC with an 8 Con adds 2 hit points upon gaining a new level in the Sorcerer class.

7. Skills

Craft, Perform, Profession, and Sleight of Hand: These skills allow your PC to earn extra coin if TUs are spent. See *Chapter Five: Benefits from Nonadventuring Activity* for more details.

Knowledge Skill: You may only choose from Knowledge skills specifically listed in the PH. When your PC takes ranks in Knowledge (local), he must pick a subset. The subset choices are: Core; Sheldomar Valley MR; Velverdyva MR; Iuz's Border States MR; Nyrond & Environ MR; and Splintered Suns MR. While in Keoland, use Knowledge: (local [Sheldomar Valley MR]). All regionals and metaregionals use the Knowledge subset for their metaregion. All cores use Knowledge (local [Core]).

8. Feats

You may choose any feat listed as Open in *Appendix 4* for which your PC meets the requirements. PCs of particular races or regions have access to additional feat options. See **Expanded Feat Options** in *Appendix 4* for more details.

9. Equipment

PCs receive maximum GP for their starting class from the PH Table 7-1. If you wish to leave any equipment at home while adventuring, it must be marked as such on your character sheet. The starting GP for new base classes is listed below. See *Appendix 4* for Open and Closed item access.

- Beguiler (*Player's Handbook 2*) – 240 GP
- Favored Soul (*Complete Divine*) – 200 GP
- Healer (*Miniatures Handbook*) – 160 GP
- Hexblade (*Complete Warrior*) – 240 GP
- Knight (*Player's Handbook 2*) – 240 GP
- Marshal (*Miniatures Handbook*) – 200 GP
- Scout (*Complete Adventurer*) – 200 GP
- Swashbuckler (*Complete Warrior*) – 240 GP
- Warmage (*Complete Arcane*) – 120 GP

10. Home Region

The default home region for your PC is determined by where you live (see the table below). You may choose a different home region for a PC, other than a Core region, but the PC will suffer out-of-region penalties when you use it in the game region assigned to where you live. On January 1st of each year, you may change your PC's home region. If you move in the real world, you may petition the Triad Point-of-Contact (PoC) for your new region to ask permission to change your PC's home region.

Real World Location	LG Region
Everywhere (Core)	Bright Lands Domain of Greyhawk
Austria, Germany	Ahlissa (Adri)
Denmark, Finland, Norway, Sweden	Ahlissa (Naerie)
OK, TX	Bandit Kingdoms
CT, MA, ME, NH, RI, VT	Bissel
Greece	Bone March
CO, MT, NM, WY	County of Urnst
AK, ID, OR, WA,	Duchy of Urnst
Switzerland	Dullstrand
IA, KS, MO, NE	Dyvers
France	Ekbir
MI	Furyondy
DC, DE, MD, VA, WV, and any area of the world not otherwise assigned a region.	Geoff
GA, NC, SC	Gran March
WI	Highfolk
NJ, NY, PA	Keoland
Canada (Manitoba, New Brunswick, Newfoundland) Nova Scotia, Ontario, Prince Edward Island)	Ket
Spain	Lordship of the Isles
AZ, Southern CA, UT	Nyrond
Ireland, UK	Onnwal
Australia (Northern Territory, South Australia, Western Australia), Hong Kong, Guam, Malaysia, New Zealand (North Island), Philippines, Singapore, South Korea, Thailand	Perrenland
FL, Puerto Rico	Principality of Ulek
Australia (ACT, New South Wales, Tasmania, Victoria), Japan, New Zealand (South Island), HI	Ratik
Italy	Sea Barons
MN, ND, SD	Shield Lands
Canada (Alberta, British Columbia, Northwest Territories, Nunavut, Saskatchewan, Yukon Territories)	Sultanate of Zeif
Belgium, Luxembourg, Netherlands	Sunndi
Northern CA, NV	Theocracy of the Pale
Canada (Quebec)	Tusmit
OH	Veluna
IL, IN	Verbobonc
AL, AR, KY, LA, MS, TN	Yeomanry

Greyhawk Ruins

In addition to the regional play information listed above, a new core mini-campaign, scheduled for a one-year arc, begins in 2007. This arc is designed to complement the super-adventure *Expedition to the Ruins of Greyhawk*, set in the Free City itself, the ruins of Castle Greyhawk, and the dungeons below. Details on *Expedition to the Ruins of Greyhawk* can be found here:

http://www.wizards.com/default.asp?x=products/dndacc/109257200

This one-year arc consists of four adventures. These are adventures with a twist, though. Traditionally, Living Greyhawk adventures are one-round or, rarely, two-round affairs. The dungeons below Castle Greyhawk, though, are far too extensive to be detailed in the traditional three or four encounters featured in such adventures. Thus, each *Greyhawk Ruins* adventure will contain as much challenge as four, one-round adventures. Playable in one, two, three, or even four sessions, each adventure explores some of the more easily accessible dungeon levels and other as yet secret locations.

When released, these adventures will become simultaneously available for conventions, game days, retail events, and home play. (Of course, adventures releasing in months with a major convention will premier there first.) All *Greyhawk Ruins* adventures retire on 31 December 2008 giving you plenty of time to play them.

Gaining a Level

When your XP in the **Total XP** box on your AR is enough to gain a new level, you must take that level immediately. When adding a level to your PC, you must follow the level advancement chart (PH 58-59).

Retraining

Upon gaining a new level, you may use any one Retraining option in the *Player's Handbook 2* 192-195, following the rules listed there. The rules option you are gaining must be Open for your PC. Retraining costs 4 TUs and (100 GP x your new level) for any option. These TUs may be paid out of next year's total, if necessary. If a magic item creation feat is lost through Retraining, you must pay extra GP equal to the amount of GP saved by use of the feat.

Level Cap

Upon reaching 16th level, a PC is retired from this campaign and may only play in events specifically designated as high-level adventures.

Chapter Three: Adventure Record & Master Item Logsheet

Adventure Record

After each adventure, you receive an AR, on which you are awarded XP and GP, representing your share of the loot, and other special rewards and access. The AR also tracks TUs, GP, and XP spent during the adventure. It is recommended that you copy or scan your ARs in case something happens to the originals.

This section contains a detailed explanation of the AR system. A sample AR is included, with each component numbered for reference.

1. Player & Character Certification:

On the first line, write the PC's name and classes and levels as they were at the beginning of the adventure. On the second line, write your name and your RPGA number.

2. Play Notes and GM Certification:

The Play Notes section records important events from the adventure and effects that carry over to the next adventure. You record your PC's Home Region in this section. The event line is for the name of the convention, game day, or home game where you played this adventure. After verifying your AR, your GM will certify it on the lines below the Play Notes section.

3. Adventure Record #:

Number each adventure record in sequential order. On your first AR, write "1" in this box.

4. Level of Play:

Circle the average party level (APL) at which the adventure was played. The maximum XP and GP available at that APL are listed. Your PC may often be awarded XP and GP below these maximums, but can never receive more than the maximums within the adventure.

5. Adventure Information

This section details special information specific to the adventure. Common entries include favors earned, descriptions of unique items, curses, or special feat or prestige class access.

6. Items Found During the Adventure

Items found during the adventure are listed in this section of the AR. Depending on the APL you play, you gain the ability to purchase some of these items; this access is in addition to the access listed in *Appendix 4*. For the purposes of counting adventures, count each adventure only once, even if you receive multiple ARs for the adventure, such as for an optional encounter. These items will have a type of access listed in parentheses:

- **Adventure**: May be purchased only after this adventure or the next three adventures.
- **Regional:** May be purchased only after the next three adventures and after regional adventures set in the region(s) that appears on this AR.
- **Metaregional:** May be purchased only after the next three adventures and after regional or metaregional adventures set in the metaregion(s) that appears on this AR.
- **Core:** May be purchased only after the next three adventures and after core, core special, and adapted adventures.
- **Any:** May be purchased on any AR.
- **Cursed:** Cursed items may only be discarded in ways detailed in the item description. Your GM records the removal in the Play Notes. A cursed PC must keep this item on their MIL until it is discarded. You must inform the GM of the cursed item before the beginning of each game. You do not have to pay any cost to own a cursed item, nor can you gain any GP from the loss of it.

7. Starting Time Units

Record the number of TUs remaining for this PC at the beginning of the adventure.

8. Time Unit Cost

Record the cost in TUs for this adventure. Core adventures costs two TUs per round. Regional and Metaregional adventures cost one TU per round for in-region PCs and two TUs per round for out-of-region PCs. Adapted and Core Special adventures have varied TU costs.

9. Additional Time Unit Costs

If you are paying extra TUs during this adventure for any reason, record them here.

10. Time Units Remaining

Subtract the numbers in steps 8 and 9 from step 7, above. Record the remaining TUs here. This will be your starting TUs for your next adventure.

11. Starting XP

Record the number of XP you had before this adventure began here.

12. XP Lost or Spent

If you are losing XP during this adventure for any reason, record the loss here. Compute the subtotal by subtracting the XP lost in this step from the total recorded in step 11, above.

13. XP Gained

Record the XP gained during this adventure here. This number cannot be greater than the max XP possible for the APL you played.

14. Final XP Total

Subtract the number in step 12 from step 11, add the number from step 13, and record the total here. This will be your starting XP for your next adventure.

15. Starting GP

Record the GP your PC had at the start of the adventure. New PCs use the GP remaining after they purchase their starting equipment. LG does not track fractions or any coin less than 1 GP.

16. Lifestyle Costs and other Coin spent

Record your lifestyle choice, multiply the lifestyle cost by the TUs spent, and record the total in the Lifestyle Cost box. Record random expenses, such as bribes, donations, and services, in the Other Coin Spent box. Add your Lifestyle Cost to Other Coin Spent and record the total in the Total Coin Spent box. Record this total in the yellow GP Spent box.

17. GP Gained

Record the GP gained during this adventure in the red GP Gained box. This number cannot be greater than the max GP possible for the APL you played, unless one of the following conditions apply:

1. The PC has campaign documentation allowing additional income.
2. The PC uses the rules for Benefits from Nonadventuring Activity in *Chapter Five*.

18. Items Sold

Record any items sold on the lines provided here. Write the name of the item to the left and the FULL market value of the item to the right. If you sell more than five items, use the back of the AR and make a note to "see the back." Add the value of all items sold and record the total in the box at the bottom of Items Sold. Divide the total by 2 and record this sale value in the green GP Gained box. Record the Lost AR for any relevant items on your MIL.

No item may be sold for more than it was purchased at any time. If your PC has done this, it needs to reverse the profit made immediately.

19. Items Bought

Record any items bought on the lines provided here. Write the name of the item to the left and the FULL market value of the item to the right. If you buy more than five items, use the back of the AR and make a note to "see the back." Add the value of all items bought and record the total in the box at the bottom of Items Bought. Record this same total in the blue GP Spent box. Record any new purchases on your MIL.

20. Final GP Total

Add both GP Gained totals to your Starting GP, subtract both GP Spent totals, and record the result in the Final GP Total box. Subtotal boxes have been provided to make the math simpler.

Hand the completed AR to your GM along with your last AR for verification of your starting totals. Your GM will sign your AR and return it to you and you are done.

Master Item Logsheet

The master item logsheet (MIL) records all pertinent data regarding your non-PH items. You can download a blank MIL from the LG website at www.wizards.com/lg.

In the appropriate area for each item, list each non-PH item, its market value, the AR # where you obtained access (if applicable), the AR # where you purchased the item, and the AR # where you lost the item (if applicable). MILs are numbered in the same way as ARs, starting with '1' and adding one to each subsequent MIL number. After you have completed your first MIL, your GM will validate it in the space provided at the top. Keep your MIL updated and legible. If the validity of an item on your MIL is questionable, your GM may deny you from using it in the adventure.

For items that have limited body slots, such as rings or armor, mark what you normally wear with a "*". You are assumed to be wearing these items unless you specifically inform your GM otherwise. If you plan to purchase items at the end of the adventure to exactly replace disposable items used during the adventure, you do not need to mark them off.

When your MIL gets too cluttered and needs to be updated, print a new one and copy everything over. Do not transfer items you no longer possess. Show both your old and new MILs to your GM. After verifying both copies match, your GM will sign the new sheet. Always keep your old MILs.

All items function as described in their original source unless modified by official campaign documentation.

Living Greyhawk

This Record Certifies that

Character Name (1)   *Classes and Levels*

Player Name   RPGA #

has completed

HIG7-99 – Don't Fear the Old One
A Regional adventure set in **Highfolk**

Play Notes:
- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/resurrected
- ☐ Was reincarnated

_____

Home Region _____

Event: _____   **Date:** _____

DM: _____
Signature   RPGA #

(3) *Adventure Record#*

597 CY
A D V E N T U R E

LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 GP

APL 4
max 675 XP; 650 GP

(4)
max 900 XP; 900 GP

APL 8
max 1,125 XP; 1,300 GP

APL 10
max 1,350 XP; 2,300 GP

APL 12
max 1,575 XP; 3,300 GP

⬩ Potion of Mage Armor
When consumed, this potion grants a +4 armor bonus for one hour as per the spell, *mage armor*.
Caster Level: 2nd; *Prerequisites:* Brew Potion, *mage armor*; *Market Price:* 100 GP.

⬩ Ring of the Antler
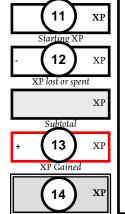This small ring made from the antler of some noble beast continually grants the wearer a +5 competence bonus to Survival Skill checks.
Caster Level: 5th; *Prerequisites:* Forge Ring, creator must have 3 ranks in Survival; *Market Price:* 2,500 GP.

⬩ Lord Tolden's Longsword
This longsword acts as a +2 *frost longsword*. It is engraved with the name of each of the Lords of the Tolden household to bear the blade. This weapon was found by the body of Elrik Tolden, the last of that noble line. If this weapon is ever in the presence of any of the Tolden household, please make sure to note that you have this blade to the DM. This is a standard item.
Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *chill metal* or *ice storm*; *Market Price:* 18,315 GP.

(5)

---

(7) **TU** — *Starting TU*

(8) **TU** — *TU Cost*

(9) **TU** — *Added TU Costs*

(10) **TU REMAINING**

(11) **XP** — *Starting XP*

(12) **XP** — *XP lost or spent*

XP — *Subtotal*

+ (13) **XP** — *XP Gained*

(14) **XP** — **FINAL XP TOTAL**

ITEMS FOUND DURING THE ADVENTURE
*Cross off all items **NOT** found.*

(6)

APL 2
- ❖ Wand of magic missile – 50 charges (Adventure; CL 1; DMG)
- ❖ Potion of mage armor (Adventure; CL 2; see above)
- ❖ Bracers of armor +2 (Any; DMG)

APL 4 (all of APL2 plus the following)
- ❖ +2 longsword (Any; DMG; 8,315 GP)
- ❖ Helm of Comprehending Languages and Reading Magic (Regional; DMG)

APL 6 (all of APLs 2-4 plus the following)
- ❖ Arcane scroll of cloudkill (Adventure; CL 9; DMG)
- ❖ Ring of the antler (Regional; see above)

APL 8-12 (all of APLs 2-6 plus the following)
- ❖ Lord Tolden's longsword (Adventure; see above)

Lifestyle
- ☐ None
- ☐ Standard (12 GP x TU)
- ☐ Rich (50 GP x TU)
- ☐ Luxury (100 GP x TU)

(16)

Lifestyle Cost _____
Other Coin Spent _____
Total Coin Spent

Items Sold
_____
_____
_____
_____ (18)

Total Value of Sold Items _____
Add ½ this value to your GP value

Items Bought
_____
_____
_____
_____ (19)

Total Cost of Bought Items _____
Subtract this value from your GP value

---

(15) **GP** — *Starting GP*

- (16) **GP** — *GP Spent*

GP — *Subtotal*

+ (17) **GP** — *GP Gained*

GP — *Subtotal*

+ (18) **GP** — *GP Gained*

GP — *Subtotal*

- (19) **GP** — *GP Spent*

(20) **GP** — **FINAL GP TOTAL**

Chapter Four: Rulebooks

The rules options in this document are divided into two types of access: Open and Closed. See *Appendix 4* for more details on these classifications. If a rules option is not included in this document, you must have campaign documentation Opening it for your PC.

Owning the Book

You must bring a copy of any rulebooks that contain rules options you are using for your PC. You may bring a photocopy of the rules options, as long as you own the rulebooks. You must inform your GM before the adventure of any rules options from rulebooks other than the core rulebooks.

FAQs and Errata

LG uses the official FAQs and errata for any books that are used in the campaign. These are available online at: http://www.wizards.com/default.asp?x=dnd/rules

Sage Advice and Customer Service

GMs are allowed to use both Sage Advice and Wizards of the Coast Customer Service to help clarify rules; however, these sources are not binding on the campaign.

Reprinted Rules Options

LG uses the most recent printing of rules options from any of the books listed at the beginning of this chapter. If a new book changes an existing rules option, continue to use the previous version until instructed otherwise by official campaign documentation. If the campaign changes to use the printing of a rules option in a new book that you do not own and do not plan to purchase, you may gain an immediate, free use of Retraining for the purpose of replacing the updated rules option.

Feats

Dragon Magazine Feats

Dragon Magazine #315 and #319 contain many feats specifically designed for the Greyhawk world. Many of these feats are Open access for PCs based upon their starting race or home region. Consult **Expanded Feat Options** in *Appendix 4* for a list of these feats.

For every 2 ranks in Knowledge (local) for a specific metaregion you have, you may choose one region within that metaregion to give you the access listed for that region. For example, an Oeridian human with a starting home region of Dyvers has Open access to any of the Dyvers or Human (Oeridian) feats. If he were to put 4 ranks in Knowledge (local – IUZ metaregion), he could choose two regions from the IUZ metaregion and have Open access to feats for those regions as well. Note these choices in the Play Notes section of the AR immediately after you spend the points in Knowledge (local). Ranks in Knowledge (local – Core) cannot give you access to feats from a core region.

- **Blooded:** Add Touv to the list of regions.
- **Elemental Focus and Jinnbond:** These bonuses do not stack.

- **Initiate of the Faerie Mysteries:** The use of the "Passions" ability of this feat is not usable in LG.
- **Jungle Fighter:** Add Touv to the list of regions.
- **Landless Nobility and Celestial Scion (House Cranden):** Replace the first sentence under "Benefits" with the following:

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

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

Class Clarifications

- **Alienist:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Battlesmith:** Owning a dwarvencraft item satisfies the special prerequisite for this class. Using Craft Magic Arms and Armor to enhance a warhammer or suit of armor counts as an item that the battlesmith has created.
- **Beguiler:** All of the Beguiler's spells are Open for the purposes of Beguiler spellcasting.
- **Bladesinger:** Use the version in Complete Warrior.
- **Church Inquisitor:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Consecrated Harrier:** Contact your local Triad.
- **Contemplative:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Cloud Anchorite:** The retreat costs 2 TUs and must be noted in the Play Notes section of your next AR.
- **Darkhagard:** Under class skills, replace Intuit Direction and Knowledge (navigation) with Knowledge (geography) and Survival. Change the Uncanny Swim ability to, "Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim his full speed (as a full-round action) or one half of his speed (as a move action), failure indicating no progress. Furthermore, members of the Darkhagard suffer normal armor check and encumbrance penalties to their Swim checks, rather than the double penalty most swimmers face."
- **Death Delver:** PCs are assumed to have met the special requirement for this prestige class.
- **Deepwarden:** *Stone Warden* is limited by the maximum Dexterity bonus to AC for the type of armor worn.
- **Dragon Disciple:** Without campaign documentation, PCs may only choose from the dragons listed here. PCs must maintain the same alignment for at least 3 levels before taking a level in this class. Once you take a level in this class, you may not voluntarily change alignment.
  - **Lawful Good:** Bronze, Gold, and Silver

- o **Lawful Neutral:** Bronze, Silver
- o **Neutral Good:** Brass
- o **Chaotic Good:** Brass, Copper
- **Dread Pirate:** PCs must choose 'honorable pirate'.
- **Drunken Master:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Dungeon Delver:** Only the 2nd method is valid in normal play. Your GM must decide that the requirement has been met, note it in the Play Notes section of your AR, and signed off. The 1st and 3rd methods must be requested through your local Triad.
- **Elemental Savant:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Green Star Adept:** A sufficient quantity of starmetal must appear as treasure on an AR. The ritual costs 1 TU and 1,000 GP and must be noted in the Play Notes section of your next AR.
- **Healer:** Use the version of *close wounds* as presented in *SpC*; it is now a 2nd level spell. Remove *revivify* from the Healer's spell list. Add the following spells from *SpC* to the Healer's spell list at the designated levels. This does not Open the spells for the Healer; you must still find access to the spells before being able to cast them.
  1st: *Faith healing; healing lorecall; stabilize; vigor, lesser*
  2nd: *Close wounds; vigor, mass lesser*
  3rd: *Positive energy aura; revenance; vigor*
  4th: *Delay death; rejuvenation cocoon; vigor, greater*
  5th: *Dance of the unicorn; stalwart pact; vigorous circle*
  6th: *Energy immunity; restoration, mass*
  7th: *Fortunate fate; renewal pact*
- **Hunter of the Dead:** Meeting this requirement may be noted in the Play Notes section of your AR by your GM.
- **Invisible Blade:** Contact your local Triad.
- **Lord of Tides:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Mage of the Arcane Order:** Contact your local Triad.
- **Mask of Johydee:** Replace the class skills Innuendo and Read Lips with Sense Motive. Replace the spell *change self* with *disguise self*.
- **Menacing Brute:** Use of Resourceful Search does not allow you to keep any item gained after the end of the adventure.
- **Nightsong Enforcer and Infiltrator:** The PC must be affiliated with a thieves' guild or other such organization (instead of the Nightsong Guild). Contact your local Triad regarding this.

- **Rainbow Servant:** Contact your local Triad.
- **Reaping Mauler:** Meeting this requirement may be noted in the Play Notes section of your AR by your GM.
- **Ruathar:** Note the 'Gift of the Elves' on your MIL with a cost of 0 gp.
- **Sacred Exorcist:** This class requires campaign documentation, such as an AR entry or metaorg.
- **Scorpion Heritor:** Meeting this requirement may be noted in the Play Notes section of your AR by your GM.
- **Seeker of the Misty Isle:** Invitation requires campaign documentation or may come from another PC at the table. In the latter case, the invitation must be noted in the Play Notes section of your AR by your GM.
- **Seeker of the Song:** Meeting this requirement may be noted in the Play Notes section of your AR by your GM.
- **Shadowbane Inquisitor and Stalker:** These prestige classes uphold the ideals specified in the text, but are not part of the Order of Illumination, as it does not exist in LG.
- **Silent Ones:** Replace *change self* with *disguise self*.
- **Spellsword:** Meeting this requirement may be noted in the Play Notes section of your AR by your GM.
- **Stonelord:** The ritual requires 5 TUs and 1,000 GP and must be noted in the Play Notes section of your next AR.
- **Tattooed Monk:** The Chameleon tattoo is Closed in LG.
- **Temple Raider:** Contact your local Triad.
- **Veth:** Under requirements, replace Scry 8 ranks with Spellcraft 8 ranks. Under class skills, replace Innuendo, Knowledge (Nyr Dyv), and Scry with Bluff, Sense Motive, Knowledge (geography), and Knowledge (arcana). Remove all mention of the scry ability or scry checks; the base chance of success on the reading is 70% + 1% per caster level, to a maximum of 90%.
- **Warmage:** The warmage's bonus feats are Open for the purposes of this class's bonus feats only.
- **Wayfarer Guide:** Contact your local Triad.
- **Wild Soul:** This class requires campaign documentation, such as an AR entry or metaorg.

Chapter Five: Beyond the Core Rules

Animals & Magical Beasts

For any creatures you bring on an adventure, you must have a complete stat block and list of tricks, if applicable, available for your GM. Unless stated otherwise, animals and magical beasts have the average hit points listed in the MM. For each extra hit die, animals and paladin mounts gain 5 hit points plus their CON modifier.

Tricks

Any creature with an INT of 1 or 2 must be handled using the Handle Animal skill. Purchased animals come with one trick per point of INT. Animal companions come with the maximum number of tricks allowed by their INT. Tricks must be selected from the lists in the PH, CA*d*, RS, and RW. Animals with fewer than their maximum tricks may be trained further. Once per adventure, by spending 1 TU and succeeding on the Handle Animal check, you can teach an animal one extra trick. You may not take 20 on this check.

Magic Items

Animals may only wear barding, neck slots, and cloak slots unless specifically stated otherwise. Your GM may rule that other magical items are appropriate for particular animals.

Animal Companions

You can change your base animal companion each adventure. You may not take a dinosaur animal companion without campaign documentation. Advanced animal companions gain only what is specifically mentioned in the PH.

If your animal companion dies, you may summon a new one before the next adventure. If mistreated, your animal companion leaves you and you may suffer a loss of class abilities, at the GM's discretion.

Familiars

You cannot have an evil familiar. When a familiar dies, the master immediately loses XP, per the rules in the PH. If a familiar is dismissed or dies and is not raised, the master must wait 53 TUs before summoning another. Unused TUs at the end of a year may be spent to meet this requirement.

Paladin Mounts

Small paladins may choose a riding dog as a mount. Advanced paladin mounts gain only what is specifically mentioned in the PH; any such benefits are gained as an animal, not a magical beast. If your paladin mount dies, you must wait 4 TUs or until you gain a new level in the paladin class before calling another. Unused TUs at the end of a year may be spent to meet this requirement.

Animals and the APL

Each PC may bring one animal, plus any creatures that come from class abilities, to help in combat. More creatures may be brought, but cannot be used in combat. If your GM deems that the animal will be a significant benefit in combat, add the animal's CR to your level for the purposes of computing APL.

Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL.

Charity of Friends

If, after receiving your GP for an adventure, your total character worth is below ½ the total for your level on **Table 5-1: Character Wealth by Level** from the DMG 135, you may spend 10 TUs to gain enough GP to bring you to ½ of the value listed on that table. Compute total character worth by adding all coin on hand to the full market value of all equipment owned. Write "Charity of Friends" with a value of "*" in the Items Sold box of your AR. In the green GP Gained box, write the amount of GP needed to bring you to the correct GP total. Your GM must verify both your character worth and how much GP was gained. You do not need to pay upkeep on these TUs.

If you are a wizard and have lost your spellbook(s), you may use Charity of Friends to gain a new copy. Your total character worth, not counting the new spellbook(s), must be no higher than ¼ the total for your level on **Table 5-1: Character Wealth by Level** from the DMG 135. You may sell any equipment or give up GP on hand to bring your total character worth, not counting spellbook(s), down to the prescribed value.

Death

Equipment

The equipment of a dead PC may not be used by other PCs. The only exception allowed, at the GM's discretion, is if the dead PC was carrying an item vital to the plot of the adventure.

Experience Gained

If a PC is returned to life immediately after the death, the PC receives XP and GP as normal. If returned to life at the end of the adventure, the PC receives XP and GP up to the point of the PC's death. If the return to life causes the PC to lose a level, use their new XP total, after raising, for the starting XP on the AR. Add the awarded XP to this new total.

Raising the Dead

The player of the dead PC has sole control over whether their PC would accept being raised from the dead. Any such return to life must be resolved during the adventure in which the death occurred; else the PC is permanently dead; in this case, the GM should void all the PC's ARs. The PC may use any of his own surviving wealth or favors or receive help from other PCs or cohorts in the form of GP or favors in order to pay for the spellcasting needed.

There are two ways to pay for *raise dead* or *resurrection*. First, you may pay the cost as listed on the chart under NPC-*Performed Spellcasting*, later in this chapter. Second, if you cannot afford the spells, you may pay all the GP you have and spend time working the rest off. You must spend 5 TUs and a minimum of 2,500 GP for *raise dead* or 10 TUs and a minimum of 5,000 GP for *resurrection*. You may sell equipment or receive contributions from other PCs at the

table to help pay for either method. You do not need to pay upkeep on these TUs and the TUs may be paid out of next year's total. You may then use *Charity of Friends*, if applicable.

Appeals

When possible, you should have an appeals GM for PC deaths, preferably a Grand Master or higher RPGA GM who is not running an adventure during any slot that he or she is designated Appeals GM. If a player believes that his or her PC's death was due to a GM's mistaken call, he may ask for a second opinion from the Appeals GM. The player and the GM are each given five uninterrupted minutes in which to explain their point of view. Thereafter, the Appeals GM makes a final decision. If there is no Appeals GM, the Senior GM for the event fills in as the Appeals GM.

Diseases

If your PC contracts a disease and the adventure takes less time than the incubation period, you must succeed at one saving throw for the disease at the end of the adventure. You may still heal ability damage between adventures, such as from adventurer's standard upkeep, but any special effects of the disease remain and are recorded in the Play Notes section of your AR. You suffer these penalties until the conditions for the disease's removal and/or the removal of the special effects are met.

When playing a multi-round adventure, you do not heal ability damage from effects such as adventurer's standard upkeep until after all adventure rounds.

Evil Acts & Attacking Other PCs

Evil alignments are forbidden in LG. Evil acts are not forbidden; however, by committing evil acts your PC risks becoming evil. If your PC ever becomes evil, your PC immediately becomes an NPC and can never again be played as a PC.

If you voluntarily attack another PC with the intent to do serious or permanent harm, without the other player's permission, your PC's alignment is automatically shifted to evil. You are allowed to defend yourself if necessary, such as if another PC is dominated, but you may not use lethal force unless unavoidable, at the GM's discretion. This is a severe penalty and should be used with caution.

As a GM, if you deem that a PC is about to commit an evil act, warn them as such. If you feel their actions are significantly evil, either due to severity or quantity, note the actions on the PC's AR, along with any surrounding or extenuating circumstances. Contact your local Triad and inform them of the event(s); for areas without a region, contact the Circle. For out of region players, contact both Triads. The Triad(s) will review the situation and determine if the actions warrant shifting the PC's alignment to evil. If they feel that such a shift is warranted, they will consult their Circle member(s) for confirmation of the decision. If the Circle member(s) agrees with the decision, the PC's alignment is shifted to evil, it becomes an NPC, and can never again be played as a PC.

Experience Penalties

Any percentage penalty to XP gained is accompanied by an equal percentage penalty to GP gained. For example, a PC suffering a 40% loss of XP from multiclassing also suffers a 40% loss of GP gained. Similarly, PCs more than two levels away from the APL played suffer a 50% loss to both XP and GP gained. Multiclass XP penalties are limited to 50%; if you would normally lose more than 50%, you instead lose 50%. In the event of multiple penalties, apply multiclass penalties last.

Leadership

Cohort Inclusion

Cohorts may be used only if there are four or five players participating in the adventure. A table must contain at least four players and no more than six PCs. A cohort may only participate in an adventure if there is an open slot at the session and no other RPGA member wishes to participate. If too many players wish to bring cohorts, one or more of players must leave their cohorts at home. If the players cannot agree, the GM is free to rule that no cohorts are allowed. A cohort counts as a PC in every respect.

Cohorts are normally controlled by the player. Use of cohorts should not disrupt the table, either by monopolizing roleplay or GM time, or by being played unrealistically. If the GM feels that the cohort is being controlled in an unrealistic manner, she may take over control of the cohort.

Leadership Score

The modifiers for cohorts under "Leader's Reputation" (DMG 106) can be used only with special campaign documentation.

Designing Your Cohort

Cohorts are designed and restricted exactly like LG PCs, with the following exceptions:

Ability Scores: Unless specified otherwise, cohorts use the elite array for ability scores.

Level: Your cohort starts at the maximum level allowable based on the rules in the DMG 106. He begins play with the minimum XP possible for his level.

Gold: Use **Table 4-23: NPC Gear Value** in the DMG 127 to determine your cohort's starting GP.

Feats: Cohorts may not take or use Leadership or magic item creation feats.

Equipment: Your cohort shares your item access. Cohorts cannot have more than 10% of their total wealth in consumable items.

Region: Your cohort must have the same home region as your PC at all times.

Advancement

Cohorts use ARs and TUs, just like normal LG PCs. They receive 50% of the XP and GP awarded in an adventure, but do not take penalties for being more than two levels below the APL at which the adventure is played. XP gained can cause your cohort to level, but not if it would place him less than two levels below your PC's level.

Each time your PC levels, recalculate your leadership score and reset your cohort's level and total character worth accordingly. If the cohort's current total character worth is greater than his new total character wealth, he must lose

enough GP or equipment to bring him to the new value. If he gains GP from this adjustment, the GP can be used only on permanent magic items.

Death and Dismissal

Cohorts may be raised from the dead as normal, though the cohort's GP and equipment cannot be used to pay for the spell. If you choose to not raise your cohort when you are able and the GM believes the cohort would want to be raised, or if the GM believes you caused the death of your cohort, she should note it in the Play Notes section of your AR and you suffer a –2 penalty to your Leadership score from that point forward. If you wish, you may dismiss your cohort, but doing so incurs a -1 Aloofness penalty to your leadership score. If you dismiss your cohort or cannot or do not raise a cohort from the dead, you must spend 500 GP and 4 TUs searching for a new cohort.

Level Loss and Cohorts

If your PC's level ever falls below 6th or less than two above your cohort's minimum ECL, your cohort abandons you.

Item Use

Cohorts only loan their items to a PC in the direst of circumstances. A GM is free to override any exchange that treats the cohort as a magic item factory and not the trusted ally they are meant to be. At the end of the adventure, all the cohort's wealth and items revert back to the cohort.

Followers

Followers are not used in most LG events, although some special events may allow their use. Followers use the same creation rules as cohorts, except they may purchase equipment only from the PH and may not loan or be loaned equipment.

Lost on another Plane

If, for any reason, your PC is stuck on a plane other than the Prime Material without a means of return, you must spend 6 TUs and 1,000 GP to return home. Until this is paid, the PC is removed from play. Alternatively, a special mission may be requested to resolve this situation.

Lycanthropy

If afflicted with lycanthropy, you must inform your GM at the beginning of each adventure. If the adventure does not specify the phase of the moon, the GM rolls a d10 before play starts; on a '1', there is a full moon during the adventure.

After each change, the PC must attempt a DC 15 Wisdom check; if the PC succeeds or is notified by an ally that witnesses the change, the PC is aware of their affliction. Once a PC is aware of their affliction, they must attempt to have it removed. If the affliction is not removed after the PC becomes aware of it, the next change shifts their alignment to that of the were-creature and they immediately and permanently become NPCs. See MM 178 for details on curing lycanthropy.

Any town of decent size (2,000+ people) has belladonna for sale (5 GP). A Survival check (DC 14) allows PCs to find some. The PC may find a 12th level cleric to cast *remove disease* or *heal* by spending 1 TU and 360 or 720gp,

respectively. Each attempt to cure lycanthropy by casting *remove curse* or *break enchantment* costs 4 TUs and 150 or 450 GP, respectively. If the accompanying DC 20 Will save fails, the process must be repeated, costing another 4 TUs and 150 or 450 GP. Other PCs at the table may contribute to the GP costs. If you run out of GP, you perform menial tasks in place of the GP cost, but must still pay the TU cost. If you run out of TUs for the year, you continue the process, spending TUs from your next year's total.

Magic Items

Craft Magic Items (CMI)

You can craft any item for which you meet the crafting prerequisites and which either appears in A*ppendix 4: Open Items* or you have ever had access to purchase in the Items Found section of any AR. In addition to standard XP and GP costs, you must also spend TUs. Every five days of crafting costs your PC 1 TU. You may only spend 1 TU crafting per adventure, unless you are crafting a single item that requires more than five days; you may spend as many TUs as are required to craft such a single item. When crafting a single item that requires multiple TUs, any unused days that remain after completion of the item are wasted. Item creation occurs before the adventure starts. You must complete a CMI logsheet prior to play. A blank logsheet is available at www.wizards.com/lg. Staple this logsheet to your adventure record once signed by the GM; add the items to your MIL. If your CMI logsheet is not completed before the adventure, your GM is free to not allow you to craft any items before that adventure.

- You cannot create any item that bestows a negative level upon its bearer if they are good.
- Charged items are always created with full charges.
- Costly components, such as a masterwork suit of armor for magical armor, are not included in the time requirements or the normal CMI XP and GP cost calculations. Component costs are added on top of the CMI calculations.
- You can scribe scrolls, craft wands, and brew potions for spells you can cast.
- For enchantments with options, such as *bane* weapons, you gain access to only the specific options you find in an adventure.
- You can craft weapon and armor enchantments if you have had access to purchase any item that has those enchantments from the Items Found section of any AR.
- A*lter self, permanency*, and *polymorph* may be learned or cast only for use with Craft Wondrous Item. This is the only use for which these spells are not Closed.

You may use CMI to upgrade an item if you meet the prerequisites to craft the upgraded item and it either appears in A*ppendix 4: Open Items* or you have ever had access to purchase in the Items Found section of any AR. Upgrade costs when using CMI are calculated just like creation of new magic items, using the difference in market price of the starting item and the upgraded item. See U*pgrading Magic Items*, below.

Repairing Magic Items

Magical armor, weapons, rings, and wondrous items may be repaired, assuming all pieces are recovered. Repairs may be made only after the adventure in which the item was destroyed or the next three adventures. Follow the rules for CMI, but pay half the normal costs. PCs may repair another PC's item; the repairer pays the XP and TU cost; any PC at the table may contribute to the GP cost. If the adventure contains a town with a caster of sufficient level to repair the item, an NPC may be used to repair the item. The PC pays the half the item's market value for the repair.

Upgrading Magic Items

Any PC may upgrade the abilities of some magic items, by hiring an NPC or by using the CMI rules, if they own the lesser item and have access to purchase the greater item. If the difference between two magic items is merely an improvement in the basic abilities of the item, it is considered an upgrade. Upgrades cost the difference in market value between the starting item and the upgraded item. Examples of upgrades include: increases in the enhancement bonuses of weapons and armor, *acid resistance* to *improved acid resistance*, *+1 longsword* to *+1 frost longsword*, *flaming* to *flaming burst*, *spell resistance 13* to *15*, *light* to *moderate fortification*, *ring of energy resistance* (*minor* to *major*), *bracers of armor +2* to *+4*, *vest of resistance +1* to *+2*, and *gloves of dexterity +2* to *+4*.

Only standard items may be upgraded and the upgraded item must be a standard item. Standard items include: weapons and armor made of any material and using only enchantments from published sources; and rings, rods, and wondrous items with multiple strengths from published sources. If there is any ambiguity about how to calculate the upgrade cost, the item is likely nonstandard. Named and unique items are typically nonstandard. Examples of standard items include: *+3 slick light fortification mithral chain shirt*, *+1 flaming sacred adamantine great falchion*, *ring of swimming*, *metamagic rod of extend*, and *bracers of armor +1*. Examples of nonstandard items include: *rhino hide*, *nine lives stealer*, *ring of jumping and swimming*, *rod of wonder*, and *bracers of lesser archery and armor +1*.

Spells

Coldfire

Ounces of coldfire must be found in an adventure and listed on the AR in order for a PC to purchase this component.

Experience Costs for Spells

During any adventure, a player may spend a total of 50 x APL XP per round of the adventure on spells. This may be divided however the player wishes between characters he controls, but the total cannot exceed this number. Alternatively, the player may choose to cast one spell that exceeds this number, but no others with an XP cost.

Geometers

Spellglyphs work like creating scrolls except their cost is only the spell level x 25 GP. A geometer can create a spellglyph of any spell known.

Learning New Arcane Spells

At the end of any adventure, wizards may attempt to add to their spellbooks as many new arcane spells as they have wizard caster levels, as long as they have a source for those new spells, such as a spellbook from another PC in the session. Adding these spells does not cost additional TUs. New spells must be Open access for your PC. The two spells a wizard receives for level advancement do not count toward this limit.

If a spellbook is listed in an adventure and recovered, but not on the AR, spells can be copied only immediately after that adventure. If a spellbook is on the AR and you purchase it, spells can be copied at a later date. Scrolls that are found in an adventure are copyable during the course of the adventure (removing their GP value from the party treasure), but cannot be copied after the adventure unless they are purchased from the AR.

Mastering Spellbooks

At the end of any adventure, you may attempt to master a spellbook, per the rules in CA*r*. The GM witnesses the skill check and notes the result in the Play Notes section of your AR. Only one skill check of this kind may be attempted per adventure played. You must spend 2 TUs mastering the spellbook, regardless of size.

NPC-Performed Spellcasting

You may find NPCs to cast spells for you, depending on the size of the town(s) in the adventure. If a higher-level spellcaster is listed in the adventure, she may be used, at the GM's discretion. Regional rules may exist for regionals and override the rules presented here. Without campaign documentation, only the following spells are available.

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

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

[1] Without campaign documentation, NPCs will only cast this spell without an XP cost.

[2] See the section on *Death*, in this chapter, for details.

Spell Clarifications

If a spell increases your size and another spell tries to increase your size again, that portion of the spell fails; the rest of the spell functions normally.

The rules for the spells below are retroactive.

Beget Bogun: This spell costs 1 TU and 25 XP. If mistreated, the bogun will vanish and the druid may suffer a loss of class abilities, at the GM's discretion.

Clone: You may only clone yourself and must spend 12 TUs and 1,000 GP to do so. Note your clone on your MIL. At the beginning of each campaign year, you must spend 6 TUs preserving your clones, or they are lost. You must inform your GM, at the start of each adventure, of the existence and location of your clone. If, upon death, you are unable to rejoin the party, the adventure is over for you and you gain XP and GP up to the point of your death. If your gear is not recovered, you must invoke the Charity of Friends Clause earlier in this chapter. When a clone is used, your GM notes it in the Play Notes section of your AR.

Drawmij's instant summons: You may only summon one of your own items. Your GM notes in the Play Notes section of the AR which item has an arcane mark.

Fabricate: Your GM consults the chart listed under the Craft skill in the PH and determines the Craft DC needed, if any. The created item remains only for the duration of the adventure. The created item may not be sold to increase the amount of GP earned during the adventure.

Gate: You must specify at the time of casting which option you are using: *planar travel* or *calling creatures*. For *planar travel*, the GM may veto any planar choice that is outside the scope of the adventure. For *calling creatures*, without campaign documentation, a unique creature may be summoned only if it is a PC at the table or an NPC in the adventure, either of which must currently be on another plane. If calling a type of creature, the caster may choose any outsider from the MM. The called creature must be given an immediate task; it will not perform contractual service without campaign documentation.

Leomund's secret chest: You must inform your GM at the beginning of each adventure that you have an active *Leomund's secret chest* and show her a list of what is stored in the chest. The foci for this spell must be recorded on your MIL before the spell is cast. The spell lasts for 8 TUs after the adventure in which it is cast.

Limited wish: You must have access to a spell in order to duplicate its effects.

Miracle: Of the listed options, *miracle* can: duplicate spells (you must have access to the spell being duplicated), undo harmful effects, or move you and your allies. *Miracle* may also remove injuries and afflictions or undo misfortune, as described under *wish*. A request that is out of line with the caster's deity's nature is refused.

Planar ally (lesser, normal, and greater): The ally must have the same alignment as your god (elementals automatically have the same alignment) and be listed in the MM (no appendices or templates). You may not call a named creature without campaign documentation. The bargaining process with the creature takes 1d8 rounds minus the Intelligence bonus of the caster (minimum 1

round). You must choose the task during the bargaining and determine how long it will take. The GM is free to increase or decrease this time at her discretion. The GM then determines if the task is non-hazardous, normal, hazardous, suicidal, or strongly aligned with the deity's ethos. After the price is determined by the GM, the caster must either accept the agreement and pay the gift or refuse and end the spell. The XP is lost regardless of the outcome of the spell. Players at the table may help cover the cost of this spell.

Plane shift: You are assumed to have a planar fork for the Prime Material Plane. You must obtain access before purchasing any other planar forks.

Polymorph: LG uses the errata to polymorphing spells and effects. Because of this, the spells *alter self*, *polymorph*, *polymorph any object*, and *shapechange* and the prestige class Master of Many Forms are Closed.

Reincarnate: No modifiers to the roll are allowed, nor are rerolls. The GM and at least one player other than the deceased must witness the roll. If the result is a creature other than a dwarf, human, halfling, gnome, half-elf, half-orc, or elf, the PC becomes an NPC and can never again be played as a PC in LG. Sex may be determined randomly, as the player's discretion. R*eincarnate* may only be cast on humanoid PCs or cohorts.

If you no longer qualify for a racial feat because of a change in race, select another feat that is Open to your PC and for which you meet the prerequisites. If you no longer qualify for a racial prestige class, including those tied to the worship of a deity you no longer qualify to venerate, you cannot advance any further in the racial prestige class, but you retain levels you already gained. If you are a divine caster, you may continue to worship your deity and receive divine spells and other abilities associated with the worship of that deity.

- If the roll is a "100", the PC retains its current race.
- If the result is a dwarf, roll again to determine subrace:
  01-70: Hill dwarf
  71-100: Mountain dwarf
- If the result is an elf, roll again to determine subrace:
  01-70: High elf
  71-90: Wood elf
  91-100: Grey elf
- If the result is a halfling, roll again to determine subrace:
  01-60: Lightfoot halfling
  61-85: Stout halfling
  86-100: Tallfellow halfling
- If the result is a human, roll again to determine heritage:
  01-55: Mixed heritage (roll twice on this chart to determine; if this result is rolled again, discard it)
  56-65: Flan
  66-75: Oeridian
  76-85: Baklunish
  86-95: Suel
  96-97: Rhennee
  98-99: Olman
  100: Touv

Wish: Of the listed options, *wish* can: duplicate spells (you must have access to the spell being duplicated), remove injuries and afflictions, revive the dead, transport travelers, or undo misfortune.

Item Clarifications

Equipment does not automatically resize unless specifically stated otherwise by the effect. If you change size and the effect does not state what happens to your items, only items in the following slots continue to function normally: cloak, amulet/brooch, and weapons. All other items either fall off or are absorbed into your new form and cease to function.

Caster's shield: When purchased, this item does not have a scroll scribed upon it. Use the CMI rules for scribing a scroll onto the shield. Note the scroll on your MIL and cross it off when used.

Spell Storing: All such items start each adventure empty.

Benefits from Nonadventuring Activity

After any adventure, you may attempt to make money over the cap by immediately spending 1 TU and making a check using one of the following skills: Craft, Perform, Profession, Sleight of Hand, or Tumble. You may only spend 1 TU per adventure this way. You do not have to pay lifestyle costs for a TU spent in this way. You must declare what DC you are trying to meet or exceed before making the skill roll. If you succeed at the check, you gain the listed coin. You may not take 20.

When using Sleight of Hand, if you fail the check by 5 or more, you must succeed at a Bluff check of equal DC or be imprisoned for 4 additional TUs.

DC 15: 2d6 GP	**DC 35:** 1d10 PP
DC 20: 2d10 GP	**DC 40:** 2d6 PP
DC 25: 1d6 PP	**DC 45:** 2d8 PP
DC 30: 1d8 PP	**DC 50:** 2d10 PP

Out-of-Game Benefit Rules

Each player may use one of the benefits listed below for every four levels (round up) that their PC possesses (cohorts have no bearing on this calculation). For example, the player of a 3rd-level PC may use one benefit, while the player of a 9th-level PC may use three.

No button or card may be used more than once in any adventure, regardless of the number of rounds. You must select your benefits to be used and show them to the GM before the start of the adventure. Benefits may be loaned to other players at the table at the beginning of the session. Benefits are not destroyed when used and can be used again in future sessions. No more than one benefit can be used to affect a single roll, except where the benefit specifically allows for such use.

Currently Sanctioned Benefits

The following benefits are approved for use in LG play. All uses must be declared before the roll is made, unless stated otherwise. Benefits may not be used to affect an ally's action, unless stated otherwise.

- **All Living Greyhawk Campaign Cards**
- **Ember, Krusk, Lidda**, and **Tordek Buttons:** The bonuses from these buttons must be declared before the roll is made. They can affect an ally's roll.
- **Arcane Influx**
- **Arcane Transmogrification**
- **Back to the Wall**
- **Bane of My Enemies**
- **Blessed Relief**
- **Call of the Wild**
- **Careful Retreat**
- **Desperate Maneuver**
- **Divine Salvation**
- **Dol Arrah's Sacrifice**
- **Extra Deflection:** Any action point option is invalid.
- **Fast Talker:** Any action point option is invalid.
- **Feign Surprise**
- **Force of Personality**
- **Hero's Strike**
- **Holy Flood**
- **Kaapow**
- **I Have That:** The item must be paid for at the end of the event. This card cannot be used to gain a vial of *alchemical sleep gas*, a vial of *disappearing ink*, or a *scent breaker bag*.
- **I've Got Just the Potion:** The potion gained may be worth no more than 50 GP and must be listed on Table 7-17 of the DMG. If you do not use the potion before the adventure ends, it disappears.
- **Let's Try That Again**
- **Missed Me**: Any action point option is invalid.
- **Natural Survivor**
- **Not Done Yet**
- **Not this Time**
- **Power of the Hero**
- **Right Scroll for the Job:** You must use this scroll immediately after playing this card or it reverts back to its original spell. You may only exchange for a scroll that has an equal or lower cost than the original scroll.
- **Rooftop Elite**
- **Second Wind**
- **Spry Approach**
- **Surprise Set**
- **Swift Response**
- **Triumph of Hoof and Fletching**
- **Twist the Blade:** Any action point option is invalid.
- **Wink and a Smile**

Chapter Six: Running a LIVING GREYHAWK Event

Before the Game

GMing a LIVING GREYHAWK event requires a familiarity with the D&D core rules, LGCS, Dispel Confusion articles, RPGA General Rules, and RPGA Penalty Guidelines. All LG GMs must pass the Herald-Level GM Test on the RPGA website. It is important to note that as a GM in a LIVING campaign, you have less flexibility with plot and rules than in a home campaign, as LIVING campaigns strive to provide consistent play environments. As a LIVING campaign GM, you must follow the plot and campaign rules as closely as possible.

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

It is imperative that you thoroughly and carefully read the adventure before running it. Failure to examine it before the game usually ensures you will have problems. When you receive the adventure, read the adventure twice, making notes about potential problems, such as unfamiliar rules, tricky roleplaying encounters, or unclear sections. If maps are not provided for tactical areas, draw these ahead of time. It may also help you to run mock battles, rehearse roleplay encounters, or develop a flow chart for the adventure.

When you are at the table, ensure that you have the adventure, any handouts, maps, appendices, your notes, ARs, and the RPGA tracking sheet. Calculate APL according to the instructions on page 3 of this document. Find out if the PCs have any special rules options or effects to declare before starting the adventure and what lifestyle each PC is buying. Make sure you are familiar with all rules options that may come up during the game.

During the Game

As the GM, you have many duties. You must play the part of all the NPCs, rule on all the PCs' actions, describe everything the PCs see, maintain control of the table, follow the details of the adventure whenever possible, and invent details when they are not given. Most importantly, follow the spirit and letter of the rules and adventure at all times.

It may help you to ask the players to use "table tents" displaying important PC information. As the GM, try to avoid extraneous commentary and *never* complain about the adventure to the players, as that decreases the likelihood of the players enjoying the adventure. Try to tailor the adventure for the specific PCs at the table, when possible, taking care to modify encounter descriptions for younger or more sensitive audiences.

Remember that the PCs are the stars of the story and should be the driving force in the adventure. Give them flexibility to choose their path, when possible, while at the same time keeping them within the scope of the adventure. This is a game and players are supposed to have fun. Always keep that in mind. Do not go out of your way to punish or kill PCs, particularly in regards to permanent death. PC death will occur at times, even permanent death, but it should not be your goal. At the same time, do not try to make it easy for the players. Part of the game is in the challenge, and knowing that you will always win is not challenging.

The Circle expects and depends on GMs to make adjudications when necessary. Not all situations are covered by the rules or the adventure, and you will be required to make calls many times. Just remember to apply the spirit and letter of the rules to the best of your ability. Some players will want to argue with your decisions. Be amenable to concise, polite questioning, but do not tolerate belligerent or incessant arguments, as these slow down the game and make things less fun for everyone. In a home game, you are the final say on all decisions. At a game day or convention, if absolutely necessary, you or a player may appeal to the Senior GM or the Appeals GM. They will attempt to resolve the situation fairly and quickly. Appeals should be the exception, not to be used in all disagreements.

After the Game

When the game ends, players complete the RPGA table tracking form while the GM calculates XP and GP rewards from the charts at the end of the adventure. On each AR, fill in the rewards the PC earned. Cross out anything that the PC did not earn. Hand the ARs to the players. While they complete their ARs, collect the RPGA table tracking form and return it to the coordinator. When you have verified that an AR has been completed properly, sign it and return it to the player. If you have time, review players' complete paperwork (past ARs, MILs, etc.) after a game.

Troubleshooting

If a player's documentation is incorrect or invalid, sit down with the player and audit the PC. Key elements to check are magic items on the MIL, GP and XP totals, and the acquisition of non-Open rules options. If you find a minor problem, help the player correct it. If a player's MIL is incomprehensible, you may ask the player to fill out a new one. If you find items on the MIL lacking correct documentation, remove those items from the MIL.

If suspect cheating or significant discrepancies are discovered, notify the Senior GM or Triad immediately. This PC is out of play until the issue is resolved. If a player is removed from the game, he receives an AR with the rewards earned up until that point. You may deny the PC rewards if they were gained through cheating.

Report any RPGA violations to the Triad.

Guidelines for Ethical GMing

In LG, we expect you to conduct yourself in a manner suitable to group cooperation and enjoyment. Specifically:

- You are not playing against the players. Presenting a fun D&D experience is your top priority.
- All players should be treated equally, by you and by other players.
- Act professionally; you represent the RPGA and the campaign to your players.
- Abide by the expectations that apply to the players.

Appendix 1: LIVING GREYHAWK FAQ

Q: How much do *strand of prayer beads* and *scroll of reincarnate* cost?

A: A *strand of prayer beads* [*standard*] costs 45,800 GP. A *scroll of reincarnate* costs 1,700 GP. If you have paid the incorrect price, you must pay the additional GP or sell the item back for full purchase price on your next AR.

Q: What happens if I lose my ARs?

If it is a small number of ARs, try to have them replaced by the event coordinator as soon as possible. For a larger loss, contact your Triad immediately. They will determine your XP and GP totals. You are encouraged to keep copies of all your ARs in case of such a loss.

Q: How are playtests of an adventure handled?

A: All results of a playtest are considered effective as of the date of release of the adventure. You receive rewards based on the APL played and your PC's level when the playtest occurred. TUs must be paid during the year the adventure is released. The GM should write "Playtest" and the date of the playtest in the Play Notes section of the AR. Any positive or negative effects occur when the adventure is released. You may not rearrange ARs to improve the results.

Q: Can I spend TUs from my next year's total?

A: You may not spend TUs from next year unless you are forced to spend a specific number of TUs by an adventure beyond what the adventure would normally cost or have campaign documentation allowing you to do so.

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

A: You lose the last class level gained.

Q: Can centaurs carry someone on their back?

A: Centaurs are vehemently opposed to being ridden in the traditional sense, but they will carry an unconscious, dead, or incapacitated PC on their back. Under no other circumstances will a centaur carry a creature on its back.

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

A: No. Regional (or metaregional) adventures must be run by a GM from that region (or metaregion). The only exceptions to this ruling are conventions that may use GMs from other regions in their judge pool.

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

A: No. As long as the component is not listed in this document as requiring notation or campaign documentation, you merely need to pay the cost in GP.

Q: When using metamagic rods, how do I determine if the rod works on a modified spell?

A: Use the modified spell level to determine if a metamagic rod can be used with the modified spell. An *empowered fireball* could not be modified by a lesser metamagic rod.

Q: Does a cleric with access to a domain get access to all the spells in that domain as well?

A: If a cleric has a domain that has spells that are not normally accessible to that PC, they receive access to those spells as domain spells only.

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

A: Yes.

Q: Can I use the new uses for skills as presented in the Complete and Races series of books?

A: Yes, subject to GM approval. You must provide the book to show the rule to your GM.

Q: Does a wizard begin play with cantrips from all rulebooks in his spellbook?

A: No. A wizard starts with only the cantrips from the PH.

Q: How do the rules from *CAd* for bardic music with masterwork instruments work in LG?

A: You must obtain access to these special uses for certain instruments from campaign documentation.

Q: Is warhorse a valid animal companion?

A: Not without campaign documentation. "Horse (light or heavy)" does not include warhorse.

Q: How does *harm* work with Massive Damage?

A: The D&D FAQ lists two possible answers to the *harm* question. LG uses "No Instant Death from *harm*".

Q: I made a mistake on my last adventure record. How do I fix it?

A: For small mistakes, inform your next GM of the mistake and what is needed to fix it and have him signoff on it. If it is something serious that you are worried might cause further problems then contact your local Triad.

Q: When I spend TUs when do I have to pay lifestyle?

A: You must pay lifestyle on all TUs unless specifically stated otherwise.

Q: How do I resolve centaur rules questions not specific to the Living Greyhawk campaign?

A: In all cases except those mentioned here and in the B*light on Bright Sands Sourcebook*, centaurs conform to the rules given in RW. Chapters 4 to 7 of the MM may give you additional clarifications to your questions.

Q: What happens to a centaur's equipment when their size increases from Medium to Large at 6th level?

A: Their equipment resizes to fit the new size category. You must immediately pay the difference in cost between the old size and new size items or sell the items.

Q: One of my feats, spells, classes, or items was changed, clarified, or Closed. Can I replace it?

A: If a rules option is Closed, you will be allowed to change it immediately for free, using the rules for Retraining or Rebuilding in the PH2. If a rules option is changed or clarified, you may be given the same option, at the Circle's discretion. You may also be given the option to replace related rules options, such as prerequisites, at the Circle's discretion. Items are handled similarly; if restricted, you

will be allowed to sell it for the full value you paid for it (*e.g.* half market value for crafted items). If an item is clarified or changed, you may be allowed the same option, at the Circle's discretion.

Q: If my deity's favored weapon is exotic and I have the War domain, do I gain that exotic weapon proficiency?

A: No. If a deity's favored weapon has both a martial and exotic version you do gain the martial version, such as with the bastard sword or the dwarven waraxe.

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

A: No. You only gain access to what is specifically listed on the table.

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

A: Without campaign documentation, you may only purchase items that are specifically listed. You may not purchase items at different caster levels.

Q: If we did not finish an encounter or an item was lost, consumed, or not found, do we still get access to it on the AR?

A: You must find and recover an item to get access on the AR.

Q: How do I determine the value of an item that grows in power?

A: If the item grows in power and stays at that higher power regardless of owner, then its value is equal to its current enchantment. If the item reverts to its initial stage if the owner changes, then its value is the original value.

Q: What can we do with GP that we find above the maximum reward?

A: You can use this GP during and at the end of the adventure to pay for various services, such as a room in the inn, NPC spellcasting, or bribing a local guard. You cannot use the GP to gain an item or pay for anything outside of the adventure.

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

A: No. Unless the item or effect is a constant 24-hour long effect you cannot use it during magic item creation.

Q: If I gain access to an item, what size is it? Is it normal or masterwork quality?

A: All items in the Items Found box of an AR are of an appropriate size for your PC, unless explicitly stated otherwise (small for halflings, medium for dwarves, large for centaurs). Their quality is what is specifically listed in the Items Found section of the AR.

Items gained through metaorgs or favors may be of any size from Tiny to Large, unless specifically stated otherwise. Their quality may be either normal or masterwork.

Q: Can I use two *beads of karma* to increase my caster level by 8?

A: No. While unnamed bonuses generally stack, duplicate bonuses from the same source do not.

Appendix 2: Contacts

Official LIVING GREYHAWK campaign website: www.wizards.com/lg
Official LIVING GREYHAWK discussion forum: http://boards1.wizards.com/forumdisplay.php?f=464
Unofficial LIVING GREYHAWK campaign discussion board: http://groups.yahoo.com/group/Living Greyhawk
Unofficial LIVING GREYHAWK DMs' support: http://groups.yahoo.com/group/LGDMs
Unofficial LIVING GREYHAWK writers' discussion: http://groups.yahoo.com/group/lgwriters
Unofficial RPGA gamemaster help board: http://groups.yahoo.com/group/rpga gamemasters

Core Campaign Administration

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

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

Metaregion One – The Sheldomar Valley

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

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

Region	Website Address	Discussion Group	Point of Contact
Bissel	http://www.viceandvillainy.org/Bissel	http://groups.yahoo.com/group/bissel	Jay Babcock jay@viceandvillainy.org
Geoff	http://www.gyruff.org	http://groups.yahoo.com/group/living-geoff	Sean Hillman smh.lvg@gmail.com
Gran March	http://granmarch.sheldomar-valley.org	http://groups.yahoo.com/group/GranMarch	John Freeman pjf@cetlink.net
Keoland	http://keoland.sheldomar-valley.org	http://groups.yahoo.com/group/keoland	David Guerrieri keoland-poc@comcast.net
Principality of Ulek	http://pou.sheldomar-valley.org	http://groups.yahoo.com/group/pou-discussion/	Paul Braman poutriad@gmail.com
Yeomanry	http://www.yeomanry.net	http://groups.yahoo.com/group/yeomanry	Beverly Eldred poc@yeomanry.net

Metaregion Two – Tuflik, Fals, and Velverdyva Trade Route

Circle Representative: **Tim Sech** (timsech@hotmail.com)
Metaregion Representative: **Steve Baker** (aramoftheblack@yahoo.ca)

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

Region	Website Address	Discussion Group	Point of Contact
Dyvers	http://www.living-dyvers.net	http://groups.yahoo.com/group/dyvers	Michael Mockus rchangel_michael@yahoo.com
Ekbir	http://www.ekbir.org	http://fr.groups.yahoo.com/group/lg-ekbir	Gael Richard Triadeekb@numericable.fr
Ket	http://www.lg-ket.net	http://groups.yahoo.com/group/ket	Chris Wachal ket_poc@yahoogroups.com
Tusmit	http://tusmit.org	http://groups.yahoo.com/group/lg-tusmit	Daniel Mayrand poc@tusmit.org
Veluna	http://www.veluna.net	http://groups.yahoo.com/group/Veluna-lw	Lynn Register poc@veluna.net
Verbobonc	http://www.verbobonc.net	http://groups.yahoo.com/group/Verbobonc	Rob Silva verboboncwebmaster@gmail.com
Zeif	http://www.zeif.ca	http://groups.yahoo.com/group/zeif	Andreas Zimmerman moonlance@shaw.ca

Metaregion Three – Iuz's Border States

Circle Representative: **Britt Frey** (circle@iuzlg.com)
Metaregion Representative: **Jeffery A. Dobberpuhl** (metarep@iuzlg.com)

Connecting the Bandit Kingdoms, Furyondy, Highfolk, Perrenland and the Shield Lands is a web of evil. At the center of the web, spinning plans and plots, obvious and subtle, is the bloated demon-god, Iuz. Only seven years ago, his reach was deep into nearly all of the regions; but now, with his attentions focused on extraplanar goals, many of these border states have managed to reclaim some of what they had lost to the Old One. Mere mortals are not the only ones taking advantage of his otherworldly distractions; another insidious creature has risen in the area, awakening ancient evils and cults long thought destroyed. One group, the Oathsworn Slayers, has focused their attention on this new evil. Others, such as the Drinkers of the Cup of Midnight, still worry about the machinations of Old Wicked, for if his foray into the Abyss succeeds, he will one day return to Oerth far more powerful than before.

Iuz's Border States contain some of the last vestiges of the ancient Flan culture that once dominated the North. In many areas, the Flan culture still holds sway, modern Flan intermingling with vestiges of the ancient Ur-Flan empire. Iuz's Border States are home to the majority of the Old Faith Druids, an insular group dedicated to balance and the worship of the old Flan gods.

Region	Website Address	Discussion Group	Point of Contact
Bandit Kingdoms	http://bdk.iuzlg.com	http://discussion.bdk.iuzlg.com	Susan Threadgill contact.bdk@iuzlg.com
Furyondy	http://fur.iuzlg.com	http://discussion.fur.iuzlg.com	Chris Hoffman contact.fur@iuzlg.com
Highfolk	http://hig.iuzlg.com	http://discussion.hig.iuzlg.com	Todd Ammerman contact.hig@iuzlg.com
Perrenland	http://per.iuzlg.com	http://discussion.per.iuzlg.com	Bruce Paris contact.per@iuzlg.com
Shield Lands	http://shl.iuzlg.com	http://discussion.shl.iuzlg.com	Paul Kulbitski contact.shl@iuzlg.com

Metaregion Four – Nyrond and Her Environs

Circle Representative: **Colleen Simpson** (simpson.colleen@gmail.com)
Metaregion Representative: **Mark Somers** (mark.somers@netspeed.com.au)

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

Region	Website Address	Discussion Group	Point of Contact
County of Urnst	http://www.countyofurnst.com	http://groups.yahoo.com/group/CountyofUrnst	D'Anne Rooney cou.poc@gmail.com
Duchy of Urnst	http://www.duchyurnst.org	http://groups.yahoo.com/group/duchyofurnst	Robert Altomare comixguru@yahoo.com
Nyrond	http://www.nyrond.org	http://groups.yahoo.com/group/Nyrond-lw	Rene Ayala triad@nyrond.org
Ratik	http://ratik.rpga-apac.com	http://groups.yahoo.com/group/ratik	James Dempsey ratik-triad@rpga-apac.com
Theocracy of the Pale	http://www.theocracyofthepale.com	http://groups.yahoo.com/group/ThePale	Shelton Yee poc@theocracyofthepale.com

Metaregion Five – Splintered Suns and Scarlet Signs

Circle Representative: **Pieter Sleijpen** (madfox@planet.nl)
Metaregion Representative: **Pierre van Rooden** (gomez@gryphonhill.com)

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

Region	Website Address	Discussion Group	Point of Contact
Ahlissa (Adri)	http://www.livinggreyhawk.de	http://de.groups.yahoo.com/group/Living_Adri	Dr. Rainer Nagel GH_Adri@web.de
Ahlissa (Naerie)	http://www.thesplinteredsun.info/naerie/	http://groups.yahoo.com/group/naerieLG	Paul Bendall paul.bendall@telia.com
Bone March	None	http://groups.yahoo.com/group/bonemarchlg	None
Lordship of the Isles	http://www.thesplinteredsun.info/lordship/	http://groups.yahoo.com/group/lordshipLG	None
Onnwal	http://www.onnwal.org.uk	http://groups.yahoo.com/group/living-onnwal	T.B.D. poc@onnwal.org.uk
Sea Barons	http://www.seabarons.it/Inglese/maining.html	http://it.groups.yahoo.com/group/seabarons	None
Sunndi	http://www.sunndi.org	http://groups.yahoo.com/group/sunndi	Bas Vermeulen poc@sunndi.org
Dullstrand	http://dullstrand.hors-la-loi.ch	http://groups.yahoo.com/group/living_dullstrand	Martin Jennings poc@hors-la-loi.ch

Appendix 3: Glossary

Adapted Adventures: Adapted adventures are adventures published by *Wizards of the Coast* that have been adapted to LG. Adapted adventures can be played anywhere in the real world.

Adventure Record (AR): After each adventure, you receive an AR, on which you are awarded XP and GP, representing your share of the loot, and other special rewards and access. The AR also tracks TUs, GP, and XP spent during the adventure. It is recommended that you copy or scan your ARs in case something happens to the originals.

Average Party Level (APL): LG adventures are written for ranges of average party levels (APLs). APLs determine the level of challenges you face and rewards you receive. If you are more than two levels away from the APL at which the adventure is being played, you suffer a 50% penalty to GP and XP gained in the adventure. If you are more than three levels higher than the APL at which the adventure is being played, you cannot participate.

Base Class: Also known as a standard class, this is any 20-level character class. Examples include the fighter from the PH and the favored soul from CD.

Campaign Documentation: This is official documentation issued by the campaign staff. This is usually in the form of an AR or metaorg certificate, but may also be a special certificate of some other form. A GM's signature must appear on any AR or certificate for it to be valid.

Campaign Year: A campaign year in LIVING GREYHAWK runs from January 1st to December 31st. Each campaign year has a GREYHAWK year assigned to it as well. For example, the year 2003 corresponds to 593 CY in LG. When one year passes in the real world, one year passes in the game as well.

Circle, The: Each metaregion in the LIVING GREYHAWK campaign is overseen by a Circle member. These five, along with the Core Circle member, are collectively known as the Circle. The Circle is the top of the hierarchy in the campaign and all Triad members report to one of these members. The Circle is responsible for managing the rules for the campaign, creating all official campaign documents, overseeing plotlines, managing Triad members, sanctioning all LG adventures, resolving conflicts, and many other tasks. The Circle represents the campaign on a global scale and reports to RPGA Content Manager at Wizards of the Coast.

Core Adventures: Cores take place in the nonregional areas of the game world: the City of Greyhawk, the Nyr Dyv, the Duchy of Tenh, the Underdark, etc. Cores can be played by any PC, anywhere in the world. Cores advance campaign-wide plots.

Core Rulebook: These are the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). They are the primary books for Dungeons & Dragons v3.5.

Core Special Adventures: These adventures can take place in almost any location on Oerth. They often run at only the larger, national conventions. Core specials give greater detail to and address pivotal points of a larger core plotline and are usually combat intensive, delve-style adventures.

Master Item Logsheet (MIL): This records all pertinent data regarding your non-PH items. You can download a blank MIL from the LG website at www.wizards.com/lg.

Metaregional Representative (metarep): Each Circle member is assisted by a metarep that helps direct the metaregional adventure plotline, reviews submitted metaregional adventures, and assists the Circle member with any other duties as needed. The metarep is the acting Circle member in an emergency situation.

Metaregional Adventures: Metaregionals advance larger plots and introduce NPCs important to the entire metaregion. Metaregionals may be run only in the real-world regions that make up the metaregion.

Region: The campaign world of LG is divided into several nations and political states. These nations are mapped onto sections of the real world. Each region possesses a regional flavor that sets it apart from other regions. Your PC must have a home region. Regions are grouped into one of five metaregions based upon shared themes.

Regional Adventures: Regionals advance plots and introduce NPCs important to that region. Regionals may be run only in their corresponding real-world region.

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

Time Units (TUs): Time Units (TUs) represent the how much your PC can do in a year. At the beginning of each calendar year, your PC receives 52 TUs to spend, unless something from the previous year has reduced this starting total. The most common way to spend TUs is by adventuring, but you might also spend them joining organizations or creating magical items for yourself. When you are out of TUs, you cannot play that PC again until the next year.

Touv: The Touv are detailed in *The Scarlet Brotherhood*. They typically have dark brown or black skin; blue or brown eyes, with black eyes being rare; straight or wavy hair; rounded facial features; and a maximum height of 5'10". While most Touv males do not have facial hair, certain subgroups can grow narrow beards on their chins. Women's figures are often rounded and lush. The Touv reside almost exclusively in Hepmonaland. They speak Touv, a complex language that is a polyglot of tribal tongues containing many words that mean the same thing.

Triad: Each region is managed by a trio of volunteers called the Triad. They are responsible for almost everything that happens in their region. The Triad oversees the regional plotlines, writes or edits the region's adventures, designs in-character organizations called metaorgs that your PC can join, supports regional gamedays and conventions, and answers questions from the players. Most Triads also maintain a regional website and Yahoo! group for the players in their region to organize games and distribute important regional information.

Appendix 4: Access

The rules options in this document are divided into two types of access. If a rules option is not included in this document, you must have campaign documentation Opening it for your PC.

- **Open:** A PC may take advantage of Open rules items if it meets all the prerequisites. If you gain campaign documentation granting you access to a new rules option, that effectively Opens that rules option for that PC.

- **Closed:** A PC may not take advantage of any rules item listed as Closed, ever.

All base classes, prestige classes, feats, spells, and domains from the core rulebooks (PH, DMG, MM) are considered Open unless specifically noted otherwise in this appendix. In addition to the core rulebooks, rules options from many other books are available to players, as listed in this appendix. These additional rules options come from the following sources:

- *Complete Adventurer* (CAd)
- *Complete Arcane* (CAr)
- *Complete Divine* (CD)
- *Complete Mage* (CM)
- *Complete Scoundrel* (CS)
- *Complete Warrior* (CW)

- *Dragon Magazine #315/#319* Greyhawk feat articles (D315 and D319)
- *Frostburn* (Fr)
- *Miniatures Handbook* (MH)
- *Player's Handbook 2* (PH2)
- *Races of Destiny* (RD)

- *Races of the Dragon* (RDr)
- *Races of Stone* (RS)
- *Races of the Wild* (RW)
- *Sandstorm* (Sa)
- *Spell Compendium* (SpC)
- *Stormwrack* (Sto)

Open Items

All items may be of any size from Tiny to Large and of either normal or masterwork quality.

Anything in the PH from the following tables:
- Table 7-3: Trade Goods
- Table 7-5: Weapons
- Table 7-6: Armor and Shields, including small, medium, and large nonhumanoid armor and barding.
- Table 7-8: Goods and Services; see *Chapter Five* for details on NPC spellcasting.

The following items and materials:
- Any DMG item of an Open spell with a market price of 750 GP or less from Tables 7-17, 7-23, 7-24, and 7-26.
- *+1 to +5 enhancement bonuses for weapons, armor, and shields*
- *Amulet of health +2 to +6* (DMG)
- *Amulet of mighty fists +1 to +5* (DMG)
- *Amulet of natural armor +1 to +5* (DMG)
- *Belt of giant strength +4 to +6* (DMG)
- *Boccob's blessed book* (DMG)
- *Bracers of armor +1 to +8* (DMG)
- *Cloak of charisma +2 to +6* (DMG)

- *Cloak of resistance +1 to +5* (DMG)
- *Gauntlets of ogre power* (DMG)
- *Gloves of dexterity +2 to +6* (DMG)
- *Headband of intellect +2 to +6* (DMG)
- *Heward's handy haversack* (DMG)
- *Periapt of wisdom +2 to +6* (DMG)
- *Ring of protection +1 to +5* (DMG)
- *Vest of resistance +1 to +5* (CAr)
- *Alchemical silver* (DMG)
- *Cold iron* (DMG)

Items from the following sources:
- *Complete Adventurer* Table 4-1
- *Complete Warrior* Table 4-6
- *Frostburn* Table 4-1
- *Races of the Dragon* Colored Metal (no cost)
- *Races of Stone* Tables 7-1 and 7-2
- *Races of the Wild* Table 7-1
- *Sandstorm* Tables 4-1 and 4-2
- *Stormwrack* Tables 5-4 and 5-5

Closed Items

Potion of shield

Ring of shield

Nightstick

Open Base Classes

Beguiler (PH2)	Hexblade (CW)	Scout (CAd)
Favored Soul (CD)	Knight (PH2)	Swashbuckler (CW)
Healer (MH)	Marshal (MH)	Warmage (CAr)

Closed Base Classes

† These classes are available for author use.

Archivist (HH) †	Expert (DMG) †	Spirit Shaman (CD) †
Adept (DMG) †	Ninja (CAd)	Warlock (CAr) †
Aristocrat (DMG) †	Samurai (CW)	Warrior (DMG) †
Commoner (DMG) †	Shugenja (CD)	Wu Jen (CAr)
Dread Necromancer (HH) †	Spellthief (CAd) †	

Expanded Feat Options

These feats are from the Greyhawk Feats articles appearing in *Dragon* #315 and #319. Paizo Publishing has copies available for download at www.paizo.com. Human PCs with mixed heritage (such as a Suel/Oeridian) must choose one race from which to draw these feats.

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

Open Feats

Ability Focus (MM)
Able Sniper (RW)
Acidic Splatter (CM)
Acrobatic Strike (PH2)
Active Shield Defense (PH2)
Adaptable Flanker (PH2)
Advantageous Avoidance (CS)
Aerial Reflexes (RW)
Aerial Superiority (RW)
Agile Athlete (RW)
Agile Shield Fighter (PH2)
Alacritous Cogitation (CM)
Ancestral Knowledge (RS)
Anvil of Thunder (CW)
Appraise Magic Value (CA*d*)
Aquatic Breath (CM)
Arcane Accompaniment (PH2)
Arcane Consumption (PH2)
Arcane Defense (CA*r*)
Arcane Disciple (CD)
Arcane Flourish (PH2)
Arcane Mastery (CA*r*)
Arcane Preparation (CA*r*)
Arcane Strike (CW)
Arcane Toughness (PH2)
Armor Specialization (PH2)
Arterial Strike (CW)
Ascetic Hunter (CA*d*)
Ascetic Knight (CA*d*)
Ascetic Mage (CA*d*)
Ascetic Rogue (CA*d*)
Augment Healing
Awesome Blow (MM)
Axespike (RS)
Axiomatic Strike (CW)
Battle Caster (CA*r*)
Battle Casting (RW)
Battle Dancer (PH2)
Battle Hardened (RS)
Battlecaster Defense (CM)
Battlecaster Offense (CM)
Bear Fang (CW)
Better Lucky than Good (CS)
Blade of Force (CM)
Blistering Spell (PH2)
Blood-Spiked Charger (PH2)
Boar's Ferocity (CD)
Bonded Familiar (PH2)
Born Flyer (RW)
Born of the Three Thunders (CA*r*)
Borne Aloft (CM)
Bounding Assault (PH2)
Brachiation (CA*d*)
Brutal Strike (PH2)
Brutal Throw (CA*d*)
Burrow Friend (RS)
Captivating Melody (CM)
Cavalry Charger (CW)
Celestial Sorcerer Aura (PH2)
Celestial Sorcerer Heritage (PH2)
Celestial Sorcerer Lance (PH2)
Celestial Sorcerer Lore (PH2)
Celestial Sorcerer Wings (PH2)
Centaur Trample (RW)
Chain Spell (CA*r*)
Channeled Rage (RD)
Chant of Fortitude (CA*d*)
Chant of the Long Road (CS)

Cheetah's Speed (CD)
Chord of Distraction (CS)
City Slicker (RD)
Clap of Thunder (CM)
Clever Wrestling (CW)
Climb Like an Ape (CA*d*)
Close-Quarters Fighting (CW)
Cloudy Conjuration (CM)
Clutch of Earth (CM)
Combat Acrobat (PH2)
Combat Awareness (PH2)
Combat Brute (CW)
Combat Cloak Expert (PH2)
Combat Defense (PH2)
Combat Familiar (PH2)
Combat Focus (PH2)
Combat Intuition (CA*d*)
Combat Panache (PH2)
Combat Stability (PH2)
Combat Strike (PH2)
Combat Tactician (PH2)
Combat Vigor (PH2)
Cometary Collision (PH2)
Communicator (CA*r*)
Complementary Insight (RD)
Concussion Attack (CS)
Confound the Big Folk (RW)
Consecrate Spell (CD)
Cooperative Spell (CA*r*)
Coordinated Strike (RW)
Cougar's Vision (CA*d*)
Crescent Moon (CW)
Crossbow Sniper (PH2)
Crowd Tactics (RD)
Crushing Strike (PH2)
Cunning Evasion (PH2)
Dampen Spell (PH2)
Danger Sense (CA*d*)
Daredevil Athlete (CS)
Daring Outlaw (CS)
Daring Warrior (CS)
Dash (CW)
Deadeye Shot (PH2)
Deadly Defense (CS)
Deafening Strike (CS)
Death Blow (CA*d*)
Defensive Archery (RW)
Defensive Strike (CW)
Defensive Sweep (PH2)
Defensive Throw (CW)
Deft Opportunist (CA*d*)
Deft Strike (CA*d*)
Delay Potion (CM)
Delay Spell (CA*r*)
Destructive Rage (CW)
Devoted Inquisitor (CA*d*)
Devoted Performer (CA*d*)
Devoted Tracker (CA*d*)
Dimensional Reach (CM)
Disciple of the Sun (CD)
Disemboweling Strike (CS)
Disguise Spell (CA*d*)
Dive for Cover (CA*d*)
Diverse Background (RD)
Divine Armor (PH2)
Divine Cleansing (CW)
Divine Damage Reduction (RS)
Divine Fortune (PH2)

Divine Justice (PH2)
Divine Might (CW)
Divine Resistance (CW)
Divine Shield (CW)
Divine Spellshield (RS)
Divine Vigor (CW)
Divine Ward (PH2)
Diving Charge (RW)
Domain Focus (CD)
Domain Spontaneity (CD)
Double Wand Wielder (CA*r*)
Draconic Breath (RD*r*)
Draconic Claw (RD*r*)
Draconic Flight (RD*r*)
Draconic Heritage (RD*r*) [MM Dragons Only]
Draconic Legacy (RD*r*)
Draconic Power (RD*r*)
Draconic Presence (RD*r*)
Draconic Resistance (RD*r*)
Draconic Skin (RD*r*)
Driving Attack (PH2)
Drowning Glance (CM)
Dual Strike (CA*d*)
Dumb Luck (CS)
Dwarven Armor Proficiency (RS)
Eagle Claw Attack (CW)
Eagle's Wings (CD)
Earth Adept (RS)
Earth Fist (RS)
Earth Master (RS)
Earth Sense (RS)
Earth Spell (RS)
Earth's Warding (RS)
Earthbound Spell (PH2)
Earth's Embrace (CW)
Einhander (PH2)
Eldritch Erosion (CS)
Elemental Healing (CD)
Elemental Smiting (CD)
Elephant's Hide (CD)
Elf Dilettante (RW)
Elusive Target (CW)
Elven Spell Lore (PH2)
Empower Turning (CD)
Empower Spell-like Ability (MM)
Enchanting Song (RS)
Energy Abjuration (CM)
Energy Admixture (CA*r*)
Energy Gestalt (CM)
Energy Substitution (CA*r*)
Epic of the Lost King (CS)
Exotic Armor Proficiency (RS)
Exotic Shield Proficiency (RS)
Expeditious Dodge (RW)
Expert Tactician (CA*d*)
Explosive Spell (CA*r*)
Extend Rage (CW)
Extra Edge (CA*r*)
Extra Music (CA*d*)
Extra Rage (CW)
Extra Slot (CA*r*)
Extra Smiting (CW)
Extra Spell (CA*r*)
Extra Stunning (CW)
Extra Wild Shape (CD)
Extraordinary Concentration (CA*d*)
Extraordinary Spell Aim (CA*d*)

Eyes in the Back of Your Head (CW)
Face Changer (CM)
Fast Wild Shape (CD)
Faster Healing (CW)
Favored Magic Foe (CM)
Favored Power Attack (CW)
Fearsome Necromancy (CM)
Fey Heritage (CM)
Fey Power (CM)
Fey Presence (CM)
Fey Skin (CM)
Fiendish Heritage (CM)
Fiendish Presence (CM)
Fiendish Resistance (CM)
Fiery Burst (CM)
Fiery Fist (PH2)
Fiery Ki Defense (PH2)
Fists of Iron (CW)
Flash Frost Spell
Flay (PH2)
Fleet of Foot (CW)
Flick of the Wrist (RW)
Fling Ally (RS)
Fling Enemy (RS)
Flyby Attack (MM)
Flying Kick (CW)
Focused Mind (RW)
Force of Personality (CA*d*)
Formation Expert (CW)
Fortify Spell (CA*r*)
Fortuitous Strike (CS)
Freezing the Lifeblood (CW)
Giantbane (CW)
Glorious Weapons (CD)
Gnome Foe Killer (RS)
Goad (CA*d*)
Good Karma (CS)
Greater Heavy Armor Optimization (RS)
Greater Kiai Shout (CW)
Greater Resiliency (CW)
Greater Two-Weapon Defense (CW)
Green Ear (CA*d*)
Grenadier (PH2)
Grizzly's Claws (CD)
Hammer's Edge (CW)
Hamstring (CW)
Hawk's Vision (CA*d*)
Head Shot (CS)
Healer's Luck (CS)
Hear the Unseen (CA*d*)
Heavy Armor Optimization (RS)
Heighten Spell-Like Ability (CA*r*)
High Sword Low Axe (CW)
Hindering Opportunist (PH2)
Hold the Line (CW)
Hover (MM)
Hurricane Breath (CM)
Imbued Summoning (PH2)
Impeding Attack (CS)
Improved Buckler Defense (CW)
Improved Combat Expertise (CW)
Improved Diversion (CA*d*)
Improved Familiar (CS, CW, DMG)
Improved Favored Enemy (CW)
Improved Flight (CA*d*)
Improved Mounted Archery (CW)
Improved Multiattack
Improved Natural Armor (MM)
Improved Natural Attack (MM)
Improved Rapid Shot (CW)

Improved Rock Hurling (RS)
Improved Skirmish (CS)
Improved Smiting (CD)
Improved Swimming (CA*d*)
Improved Toughness (CW)
Improved Two-Weapon Defense (CW)
Improved Weapon Familiarity (CW & RS)
Indomitable Soul (PH2)
Infernal Sorcerer Eyes (PH2)
Infernal Sorcerer Heritage (PH2)
Infernal Sorcerer Howl (PH2)
Infernal Sorcerer Resistance (PH2)
Innate Spell (CA*r*)
Insightful (CA*r*)
Inspire Spellpower (RS)
Instantaneous Rage (CW)
Intimidating Rage (CW)
Intimidating Strike (PH2)
Invisible Needle (CM)
Ironskin Chant (CA*d*)
Jack of All Trades (CA*d*)
Karmic Strike (CW)
Keen-Eared Scout (PH2)
Ki Blast (PH2)
Kiai Shout (CW)
Knockback (RS)
Leap of the Heavens (PH2)
Lightfeet (RW)
Lightning Mace (CW)
Lingering Song (CA*d*)
Lion's Pounce (CD)
Lucky Break (CS)
Lucky Catch (CS)
Lucky Fingers (CS)
Lucky Start (CS)
Lunging Strike (PH2)
Lurking Familiar (PH2)
Lyric Spell (CA*d*)
Mad Alchemist (PH2)
Mad Foam Rager (PH2)
Magic Device Attunement (CM)
Magic Disruption (CM)
Magic Sensitive (CM)
Magic of the Land (RW)
Magical Fortune (CS)
Make Your Own Luck (CS)
Master Manipulator (PH2)
Maximize Spell-Like Ability (CA*r*)
Melee Evasion (PH2)
Melee Weapon Mastery (PH2)
Melodic Casting (CM)
Menacing Demeanor (RD)
Merciful Strike (CS)
Metamagic School Focus (CM)
Metamagic Song (RS)
Miser's Fortune (CS)
Misleading Song (RS)
Metamagic Spell Trigger (CM)
Mobile Spellcasting (CA*d*)
Metamagic Vigor (CM)
Minor Shapeshift (CM)
Monkey Grip (CW)
Moradin's Smile (RS)
Mountain Warrior (RS)
Multiattack (MM)
Multiweapon Fighting (MM)
Mystic Backlash (CM)
Natural Trickster (RS)
Necropolis Born (CA*r*)

Net and Trident (CW)
Night Haunt (CA*r*)
Nonlethal Substitution (CA*r*)
Oaken Resilience (CD)
Obscure Lore (CA*d*)
Obtain Familiar (CA*r*)
Open Minded (CA*d*)
Oversized Two-Weapon Fighting (CA*d*)
Overwhelming Assault (PH2)
Pain Touch (CW)
Penetrating Shot (PH2)
Persistent Attacker (CS)
Phalanx Fighting (CW)
Pierce the Darkness (RS)
Piercing Evocation (CM)
Piercing Sight (RS)
Pin Shield (CW)
Plunging Shot (RW)
Power Critical (CW)
Power Throw (CA*d*)
Practiced Spellcaster (CA*r* & CD)
Profane Boost (CD)
Prone Attack (CW)
Quick Reconnoiter (CA*d*)
Quick Staff (CW)
Quicken Spell-like Ability (MM)
Quicken Turning (CD)
Rampaging Bull Rush (RS)
Ranged Disarm (CW)
Ranged Pin (CW)
Ranged Recall (CM)
Ranged Spell Specialization (CA*r*)
Ranged Sunder (CW)
Ranged Weapon Mastery (PH2)
Rapid Blitz (PH2)
Rapid Metamagic (CM)
Rapid Spell (CD)
Rapid Stunning (CW)
Raptor School (CW)
Razing Strike (CA*d*)
Reach Spell (CD)
Reckless Rage (RS)
Reckless Wand Wielder (CA*r*)
Repeat Spell (CA*r*)
Retributive Spell (CM)
Ritual Blessing (PH2)
Ritual Blood Bonds (PH2)
Rock Hurling (RS)
Roofwalker (RD)
Roots of the Mountain (RS)
Roundabout Kick (CW)
Sacred Boost (CD)
Sacred Healing (CD)
Sacred Radiance (PH2)
Sacred Vengeance (CW)
Sanctum Spell (CA*r*)
Savage Grapple (CA*d*)
Savvy Rogue (CS)
Sculpt Spell (CA*r*)
Serpent's Venom (CD)
Shadow Striker (PH2)
Shadow Veil (CM)
Shared Fury (RW)
Sharp-Shooting (CW)
Shield Charge (CW)
Shield Slam (CW)
Shield Sling (PH2)
Shield Specialization (PH2)
Shield Ward (PH2)
Shielded Axe (RS)

Shielded Casting (RS)
Shock Trooper (CW)
Short Haft (PH2)
Sickening Grasp (CM)
Slashing Flurry (PH2)
Sly Fortune (CS)
Smatterings (RD)
Smiting Spell (PH2)
Snatch (MM)
Sociable Personality (RD)
Somatic Weaponry (CM)
Soul of the North (C*ar*)
Sound of Silence (CS)
Spectral Skirmisher (PH2)
Spell Focus (chaos, evil, good, law) (CD)
Spell Hand (CA*r*)
Spell-Linked Familiar (PH2)
Spellrazor (RS)
Spinning Halberd (CW)
Split Ray (CA*r*)
Spontaneous Healer (CD)
Spontaneous Summoner (CD)
Spontaneous Wounder (CD)
Staggering Strike (CA*d*)
Stalwart Defense (PH2)
Steady Concentration (RS)
Steady Mountaineer (RS)
Stone Form (RS)
Stone Rage (RS)

Stoneback (RS)
Storm Bolt (CM)
Subsonics (CA*d*)
Sun School (CW)
Sunlight Eyes (CM)
Survivor's Luck (CS)
Swarmfighting (CW)
Swift Ambusher (CS)
Swift Hunter (CS)
Swim like a Fish (CD)
Tactile Trapsmith (CA*d*)
Telling Blow (PH2)
Tempting Fate (CS)
Third Time's the Charm (CS)
Throat Punch (CS)
Three Mountains (CW)
Throw Anything (CW)
Titan Fighting (RS)
Touch of Distraction (CM)
Touch Spell Specialization (CA*r*)
Toughening Transmutation (CM)
Transdimensional Spell (CA*r* & CD)
Trivial Knowledge (RS)
True Believer (CD)
Tumbling Feint (PH2)
Tunnel Fighting (RS)
Tunnel Riding (RS)
Turtle Dart (RS)
Twin Spell (CA*r*)

Two-Weapon Pounce (PH2)
Two-Weapon Rend (PH2)
Unbelievable Luck (CS)
Underfoot Combat (RW)
Unsettling Enchantment (CM)
Urban Stealth (RD)
Urban Tracking (RD)
Vatic Gaze (PH2)
Versatile Performer (CA*d*)
Versatile Unarmed Strike (PH2)
Vexing Flanker (PH2)
Victor's Luck (CS)
Wanderer's Diplomacy (PH2)
Wandstrike (CA*r*)
Warning Shout (CS)
Water Splitting Stone (PH2)
Weakening Touch (CW)
Weapon Supremacy (PH2)
Wind-guided Arrows (CM)
Winged Warrior (RW)
Wingover (MM)
Winter's Blast (CM)
Wolfpack (RW)
Wolverine's Rage (CD)
Woodland Archer (RW)
Yondalla's Sense (RW)
Zen Archery (CW)

Closed Feats

† These feats are available for author use.

Able Learner (RD)
Arcane Thesis (PH2)
Archivist of Nature (HH) †
Atlan's Mark (D315) †
Blessed by Tem-Et-Nu (S*a*)
Blood Calls to Blood (HH) †
Breathing Link (S*to*) †
Celestial Scion (D315) [House Naelax only] †
Chosen of Iborighu (F*r*)
Collegiate Wizard (CA*r*)
Companion Spellbond (PH2)
Control Shape (MM)
Corrupt Arcana (HH)
Corrupt Spell (CD) †
Corrupt Spell Focus (HH)
Courageous Rally (HB) †
Craft Construct (MM) †
Craft Contingent Spell (CA*r*) †
Craft Skull Talisman (F*r*) †
Dalla Thaun's Luck (RW)
Debilitating Spell (HH)
Debilitating Strike (HH)
Deep Vision (RS)
Deflective Armor (RS)
Deformity (Skin) (HH) †
Deformity (Tall) (HH) †
Deformity (Teeth) (HH) †
Deformity (Tongue) (HH) †
Dimensional Jaunt (CM)
Divine Metamagic (CD)

Divine Spell Power (CD)
Draconic Archivist (HH)
Dread Tyranny (RD) †
Earth Power (RS)
Eldritch Corruption (HH)
Energize Armor (RS)
Extra Invocation (CA*r*) †
Extra Spell Secret (CA*r*)
Fade Into Violence (PH2) †
Fey Legacy (CM)
Fiendish Legacy (CM)
Fiendish Power (CM) †
Fiendsign (D315) †
Focused Shield (RS)
Forbidden Lore (HH)
Frozen Wild Shape (F*r*)
Guardian Spirit (CA*r*)
Human Heritage (RD)
Improved Cohort (HB)
Improved Frosty Touch (F*r*)
Insightful Divination (CM)
Inspirational Leadership (HB) †
Invest Armor (RS)
Judged by Aurifar (S*a*)
Landwalker (S*to*) †
Leap Attack (CA*d*)
Lunatic Insight (HH)
Mad Faith (HH)
Mage Slayer (CA*r*)
Mark of Hleid (F*r*)
Natural Leader (HB) †

Persistent Spell (CA*r*)
Pierce Magical Concealment (CA*r*)
Pierce Magical Protection (CA*r*)
Pious Defense (CD)
Pious Soul (CD)
Pious Spellsurge (CD)
Precocious Apprentice (CA*r*)
Primitive Caster (F*r*) †
Profane Aura (PH2)
Pure Soul (HH)
Rapid Swimming (S*to*) †
Residual Magic (CM)
Resourceful Buyer (RD)
Robilar's Gambit (PH2)
Sacred Purification (PH2)
Shielded Manifesting (RS)
Steadfast Determination (PH2)
Summon Elemental (CM)
Surge of Malevolence (HH)
Tainted Fury (HH)
Touch of Taint (HH)
Touchstone (S*a*) †
Troll Blooded (D319)
Trophy Collector (PH2) †
Veteran Knowledge (HB) †
Wastri's Blessing (D315) †
Water Adaptation (S*to*) †
Whispered Secrets (RD) †
Willing Deformity (HH) †

Open Domains

Celerity (*SpC*)
City (RD)
Cold (*SpC*)
Community (*SpC*)
Competition (*SpC*)
Courage (*SpC*)
Creation (*SpC*)
Destiny (RD)
Domination (*SpC*)
Dragon (*SpC*)
Dream (*SpC*)
Force (*SpC*)
Glory (*SpC*)
Greed (*SpC*)

Hunger (*SpC*)
Inquisition (*SpC*)
Liberation (*SpC*)
Madness (*SpC*)
Mind (*SpC*)
Mysticism (*SpC*)
Nobility (*SpC*)
Ocean (*SpC*)
Oracle (*SpC*)
Pact (*SpC*)
Pestilence (*SpC*)
Purification (*SpC*)
Repose (*Sa*) [Replace 7th-level spell with *finger of death*]

Rune (*SpC*) [Replace 5th-level spell with *symbol of sleep*]
Sand (*Sa*) [Replace 6th-level spell with *sandstorm*]
Seafolk (*Sto*)
Sky (RW)
Storm (*SpC*)
Summer (*Sa*)
Summoner (*SpC*)
Thirst (*Sa*)
Tyranny (*SpC*)
Windstorm (*SpC*)
Winter (Fr)

Closed Domains

† These domains are available for author use.

Abyss (*SpC*) †
Arborea (*SpC*) †
Baator (*SpC*) †
Balance (*SpC*)
Cavern (*SpC*)
Celestia (*SpC*) †
Charm (*SpC*)
Craft (*SpC*)
Darkness (*SpC*)
Deathbound (*SpC*)
Drow (*SpC*)
Dwarf (*SpC*)
Elf (*SpC*)
Elysium (*SpC*) †
Envy (*SpC*)
Family (*SpC*)

Fate (*SpC*)
Gluttony (*SpC*)
Gnome (*SpC*)
Hades (*SpC*) †
Halfling (*SpC*)
Hatred (*SpC*)
Illusion (*SpC*)
Limbo (*SpC*) †
Lust (*SpC*)
Mechanus (*SpC*) †
Mentalism (*SpC*)
Metal (*SpC*)
Moon (*SpC*)
Orc (*SpC*)
Planning (*SpC*)
Portal (*SpC*)

Pride (*SpC*)
Renewal (*SpC*)
Retribution (*SpC*)
Scalykind (*SpC*)
Slime (*SpC*)
Sloth (*SpC*)
Spell (*SpC*)
Spider (*SpC*)
Suffering (*SpC*)
Time (*SpC*)
Trade (*SpC*)
Undeath (*SpC*)
Wealth (*SpC*)
Wrath (*SpC*)

Open Spells

Absorption (*SpC*)
Accelerated Movement (*SpC*)
Accuracy (CAr)
Aerial Alacrity (RW)
Aiming at the Target (*SpC*)
Allegro (*SpC*)
Anger of the Noonday Sun (*SpC*)
Animate City (RD)
Animate Fire (*SpC*)
Animate Water (*SpC*)
Animate Wood (*SpC*)
Anticipate Teleportation (*SpC*)
Anticipate Teleportation, Greater (*SpC*)
Arc of Lightning (*SpC*)
Arrow Mind (*SpC*)
Arrow of Bone (*SpC*)
Arrow Storm (*SpC*)
Aspect of the Icy Hunter (CM)
Augment Familiar (*SpC*)
Backbiter (*SpC*)
Balancing Lorecall (*SpC*)
Bands of Steel (*SpC*)
Beast Claws (*SpC*)
Beget Bogun (*SpC*)
Bestow Curse, Greater (*SpC*)
Binding Winds (*SpC*)
Blackfire (*SpC*)
Blade Storm (*SpC*)

Blades of Fire (*SpC*)
Bladeweave (*SpC*) [Replaces *bladesong*]
Blast of Flame (*SpC*)
Blast of Force (*SpC*)
Blessed Aim (*SpC*)
Blessing of Bahamut (*SpC*)
Blink, Greater (*SpC*)
Blistering Radiance (*SpC*)
Bloodhound (*SpC*)
Body of the Sun (*SpC*)
Bolt of Glory (*SpC*)
Bolts of Bedevilment (*SpC*)
Bottle of Smoke (*SpC*)
Brain Spider (*SpC*)
Brambles (*SpC*)
Branch to Branch (*SpC*)
Briar Web (*SpC*)
Brilliant Aura (*SpC*)
Brilliant Blade (*SpC*)
Burning Blood (*SpC*)
Cacophonic Shield (*SpC*)
Camouflage (*SpC*)
Camouflage, Mass (*SpC*)
Castigate (*SpC*)
Chain of Eyes (*SpC*)
Charm Person, Mass (RD)
Choose Destiny (RD)
City Lights (RD)

City Stride (RD)
City's Might (RD)
Cloak of Bravery (*SpC*)
Cloak of Bravery, Greater (*SpC*)
Cloak of the Sea (*SpC*)
Cloudburst (*SpC*)
Cloud-Walkers (*SpC*)
Cometfall (*SpC*)
Commune with City (RD)
Contagious Touch (*SpC*)
Corpse Candle (*SpC*)
Creeping Cold (*SpC*)
Creeping Cold, Greater (*SpC*)
Critical Strike (*SpC*)
Crown of Glory (*SpC*)
Crumble (*SpC*)
Curse of Ill Fortune (*SpC*)
Curse of Ill Fortune, Mass (*SpC*)
Cursed Blade (*SpC*)
Dance of the Unicorn (*SpC*)
Darkvision, Mass (*SpC*)
Death Pact (*SpC*)
Decomposition (*SpC*)
Defenestrating Sphere (*SpC*)
Deific Vengeance (*SpC*)
Delay Death (*SpC*)
Detect Favored Enemy (*SpC*)
Dirge of Discord (*SpC*)

Discern Bloodline (RD)
Discern Shapechanger (SpC)
Dispelling Screen (SpC)
Dispelling Screen, Greater (SpC)
Dissonant Chord (SpC)
Distort Speech (SpC)
Distracting Assailant (SpC)
Divine Agility (SpC)
Divine Sacrifice (SpC)
Doomtide (SpC)
Dragon Breath (SpC)
Dreaded Form of the Eye Tyrant (CM)
Dream Sight (SpC)
Duelward (SpC)
Dust to Dust (RW)
Earth Hammer (RS)
Earth Glide (RS)
Earthen Grasp (SpC)
Easy Climb (SpC)
Easy Trail (SpC)
Embrace the Wild (SpC)
Emerald Flame Fist (SpC)
Enduring Flight (RW)
Energy Immunity (SpC)
Energy Vortex (SpC)
Enhance Familiar (SpC)
Entangling Staff (SpC)
Enveloping Cocoon (SpC)
Exacting Shot (SpC)
Expeditious Retreat, Swift (SpC)
Eye of Stone (RS)
Familiar Pocket (SpC)
Fireburst (SpC)
Fireburst, Greater (SpC)
Fires of Purity (SpC)
Fist of Stone (SpC)
Flame of Faith (SpC)
Flensing (SpC)
Fly, Mass (SpC)
Fly, Swift (SpC)
Focusing Chant (SpC)
Foebane (SpC)
Forestfold (SpC)
Form of the Threefold Beast (CM)
Fortify Familiar (SpC)
Freezing Fog (SpC)
Friendly Face (RD)
Ghostform (SpC)
Golden Barding (SpC)
Golem Strike (SpC)
Grave Strike (SpC)
Guided Shot (SpC)
Hail of Stone (SpC)
Harmonic Chorus (SpC)
Harmonize (RS)
Harmonize, Greater (RS)
Haste, Swift (SpC)
Hawkeye (SpC)
Healing Lorecall (SpC)
Healthful Rest (SpC)
Heart of Stone (SpC)
Herald's Call (SpC)
Hidden Lodge (SpC)
Hindsight (SpC)

Hound of Doom (CW)
Hymn of Praise (SpC)
Ice Knife (SpC)
Implacable Pursuer (SpC)
Improvisation (SpC)
Infernal Threnody (SpC)
Infestation of Maggots (SpC)
Insidious Rhythm (SpC)
Insightful Feint (SpC)
Insignia of Alarm (RD)
Insignia of Blessing (RD)
Insignia of Healing (RD)
Insignia of Warding (RD)
Inspirational Boost (SpC)
Instant Locksmith (SpC)
Instant Search (SpC)
Invisibility, Superior (SpC)
Invisibility, Swift (SpC)
Iron Silence (SpC)
Joyful Noise (SpC)
Languor (SpC)
Lion's Roar (SpC)
Listening Coin (SpC)
Listening Lorecall (SpC)
Locate City (RD)
Low-Light Vision (SpC)
Maddening Scream (SpC)
Maelstrom (SpC)
Mage Armor, Greater (SpC)
Mark of the Hunter (SpC)
Master's Touch (SpC)
Mastery of the Sky (RW)
Miasma (SpC)
Mindless Rage (SpC)
Monstrous Thrall (SpC)
Murderous Mist (SpC)
Nature's Avatar (SpC)
Nature's Favor (SpC)
Naturewatch (SpC)
Nightstalker's Transformation (SpC)
Nimbus of Light (SpC)
Obedient Avalanche (SpC)
Omen of Peril (SpC)
Orb of Acid (SpC)
Orb of Acid, Lesser (SpC)
Orb of Cold (SpC)
Orb of Cold, Lesser (SpC)
Orb of Electricity (SpC)
Orb of Electricity, Lesser (SpC)
Orb of Fire (SpC)
Orb of Fire, Lesser (SpC)
Orb of Force (SpC)
Orb of Sound (SpC)
Orb of Sound, Lesser (SpC)
Pavilion of Grandeur (SpC)
Phantasmal Assailants (SpC)
Phantasmal Decoy (SpC)
Phantasmal Disorientation (SpC)
Phantom Bear (SpC)
Phantom Guardians (RD)
Phantom Stag (SpC)
Phantom Threat (SpC)
Phantom Wolf (SpC)
Plague of Rats (SpC)

Poison Thorns (SpC)
Poison Vines (SpC)
Prismatic Ray (SpC)
Probe Thoughts (SpC)
Programmed Amnesia (SpC)
Protégé (SpC)
Proud Arrogance (RD)
Quill Blast (SpC)
Raptor's Sight (RW)
Reaving Dispel (SpC)
Reciprocal Gyre (SpC)
Recitation (SpC)
Refusal (SpC)
Rejuvenation Cocoon (SpC)
Repair Critical Damage (SpC)
Repair Light Damage (SpC)
Repair Minor Damage (SpC)
Repair Moderate Damage (SpC)
Repair Serious Damage (SpC)
Renewal Pact (SpC)
Resonating Bolt (SpC)
Resurgence (SpC)
Resurgence, Mass (SpC)
Returning Weapon (RW)
Revenance (SpC)
Righteous Wrath of the Faithful (SpC)
Ring of Blades (SpC)
Rooftop Strider (RD)
Sacred Haven (SpC)
Sandblast (SpC)
Scent (SpC)
Scholar's Touch (RD)
Scourge (SpC)
Servant Horde (SpC)
Shadow Binding (SpC)
Shadow Form (SpC)
Shadow Guardians (RD)
Shadow Landscape (SpC)
Shape of the Hellspawned Stalker (CM)
Sign of Sealing (SpC)
Sign of Sealing, Greater (SpC)
Skyline Runner (RD)
Sniper's Shot (SpC)
Sonic Weapon (SpC)
Sonic Whip (SpC)
Spectral Weapon (SpC)
Speechlink (SpC)
Spell Resistance, Mass (SpC)
Spikes (SpC)
Spiritual Chariot (SpC)
Spiritwall (SpC)
Stalwart Pact (SpC)
Standing Wave (SpC)
Stone Fist (RS)
Stony Grasp (SpC)
Storm of Elemental Fury (SpC)
Storm Tower (SpC)
Stormrage (SpC)
Subvert Planar Essence (SpC)
Summon Devoted Roc (RW)
Summon Dire Hawk (RW)
Summon Elemental Monolith (SpC)
Swim (SpC)
Sword of Darkness (SpC)

Sword of Deception (*SpC*)
Tactical Precision (*SpC*)
Telepathic Bond, Lesser (*SpC*)
Thornskin (*SpC*)
Tidal Surge (*SpC*)
Tortoise Shell (*SpC*)
Touch of Madness (*SpC*)
Train Animal (*SpC*)
Transfix (*SpC*)
Transmute Rock to Lava (*SpC*)
Traveler's Mount (*SpC*)
Trollshape (PH2)
True Creation (*SpC*)
True Domination (*SpC*)
Unbinding (*SpC*)
Unluck (*SpC*)
Unseen Servant, Mass (RD)

Unyielding Form of Inevitable Death (CM)
Unyielding Roots (*SpC*)
Urban Shield (RD)
Valiant Fury (*SpC*)
Vigor (*SpC*)
Vigor, Greater (*SpC*)
Vigor, Lesser (*SpC*)
Vigor, Mass Lesser (*SpC*)
Vigorous Circle (*SpC*)
Vine Strike (*SpC*)
Visage of the Deity (*SpC*)
Visage of the Deity, Greater (*SpC*)
Visage of the Deity, Lesser (*SpC*)
Vitriolic Sphere (*SpC*)
Wail of Doom (*SpC*)
Walk the Mountain's Path (RS)
Wall of Gloom (*SpC*)

War Cry (*SpC*)
Warp Destiny (RD)
Waterspout (*SpC*)
Wave of Grief (*SpC*)
Weapon of the Deity (*SpC*)
Weather Eye (*SpC*)
Whirling Blade (*SpC*)
Whirlwind, Greater (*SpC*)
Winding Alleys (RD)
Winged Mount (*SpC*)
Withering Palm (*SpC*)
Wood Rot (*SpC*)
Wood Wose (*SpC*)
Woodland Veil (RW)
Wrack (*SpC*)
Wracking Touch (*SpC*)
Zeal (*SpC*)
Zealot Pact (*SpC*)

Closed Spells

† These spells are available for author use.

Absorb Weapon (*SpC*) †
Alter Self (PH)
Apparition (CAr)
Arcane Turmoil (CM)
Awaken (PH)
Awaken Sand (Sa) [If from a domain, replace it with *sandstorm*]
Awaken, Mass (*SpC*)
Bite of the Werebear (*SpC*)
Bite of the Wereboar (*SpC*)
Bite of the Wererat (*SpC*)
Bite of the Weretiger (*SpC*)
Bite of the Werewolf (*SpC*)
Black Sand (Sa) [If from a domain, replace it with *scimitar of sand.*] †
Body of War (*SpC*)
Body Outside Body (CAr)
Call Forth the Beast (HH)
Chain of Sorrow (HH)
Cloud Chariot (CAr)
Cobra's Breath (CAr)
Commune with Greater Spirit (CAr)
Commune with Lesser Spirit (CAr)
Consumptive Field (*SpC*)
Consumptive Field, Greater (*SpC*)
Corporeal Instability (*SpC*)
Creeping Darkness (CAr)
Crisis of Confidence (HB)
Critical Strike (CM) †
Crystalline Memories (CM)
Curse of Lycanthropy (*SpC*) †
Cutting Hand (*SpC*)
Dancing Blade (CAr)
Decapitating Scarf (CAr)
Demonhide (*SpC*) †
Destruction (PH) [If from a domain, replace it with *finger of death*]
Detect Taint (HH)
Divine Insight (*SpC*) †
Earthbolt (CAr)
Effulgent Epuration (*SpC*)
Elemental Burst (CAr)

Elemental Ward (CAr)
Entangling Scarf (CAr)
Favor of the Martyr (*SpC*)
Fiendform (*SpC*) †
Fiery Eyes (CAr)
Finding the Center (CAr)
Fire Breath (CAr)
Fire Shuriken (*SpC*) †
Fire Wings (CAr)
Ghost Light (CAr)
Giant Size (CAr)
Grace (*SpC*)
Hand of the Faithful (*SpC*)
Heart Ripper (*SpC*) †
Ice Assassin (Fr) †
Ice Blast (CAr)
Imbue Familiar with Spell Ability (*SpC*)
Instant Refuge (*SpC*)
Internal Fire (CAr)
Iron Scarf (CAr)
Kiss of the Toad (CAr)
Last Breath (*SpC*)
Life's Grace (*SpC*)
Lightning Blade (CAr)
Magic Miasma (*SpC*)
Magnetism (CAr)
Mantle of the Fiery Spirit (Sa)
Mantle of the Icy Soul (Fr)
Master's Lament (HH)
Melt (CAr)
Metal Skin (CAr)
Minute Form (CAr)
Mordenkainen's Disjunction (PH) [If from a domain, replace it with *miracle*]
Nightshield (*SpC*)
Otyugh Swarm (*SpC*) †
Pain (CAr)
Permanency (PH)
Planar Binding (PH) [If from a domain, replace it with *symbol of sleep*]
Planar Binding, Greater (PH)
Planar Binding, Lesser (PH)

Poison Needles (CAr)
Polymorph (PH)
Polymorph Any Object (PH) [If from a domain, replace it with *mindblank*]
Protection from Charm (CAr)
Rain of Needles (CAr)
Ray of Stupidity (*SpC*)
Reanimation (CAr)
Reaving Aura (CM)
Resist Energy, Mass (*SpC*)
Resist Taint (HH)
Revivify (*SpC*)
Scales of the Lizard (CAr)
Secret Signs (CAr)
Shapechange (PH)
Shivering Touch (Fr)
Shivering Touch, Lesser (Fr)
Simulacrum (PH) †
Slime Wave (*SpC*) †
Slipsand (Sa) †
Smoke Ladder (CAr)
Snake Darts (CAr)
Sniper's Eye (*SpC*) †
Spell Matrix (*SpC*)
Spell Matrix, Greater (*SpC*)
Spell Matrix, Lesser (*SpC*)
Sphere of Ultimate Destruction (*SpC*) †
Spirit Binding (CAr)
Spirit Binding, Greater (CAr)
Spirit Binding, Lesser (CAr)
Spirit Needle (CAr)
Spirit Self (CAr)
Steam Breath (CAr)
Summoning Wind (CAr)
Suspended Silence (*SpC*)
Synostodweomer (*SpC*)
Terra Cotta Lion (CAr)
Terra Cotta Warrior (CAr)
Triadspell (*SpC*)
Vile Death (HH) †
Water to Poison (CAr)
Wraithstrike (*SpC*)

Open Prestige Classes

Animal Lord (CA*d*)
Arcane Hierophant (RW)
Argent Savant (CA*r*)
Battlesmith (RS)
Bear Warrior (CW)
Beastmaster (CA*d*)
Blade Bravo (RS)
Bladesinger (CW)
Bloodhound (CA*d*)
Cavalier (CW)
Champion of Corellon Larethian (RW)
Church Inquisitor (CD)
Cloaked Dancer (CS)
Combat Trapsmith (CS)
Consecrated Harrier (CD)
Contemplative (CD)
Cragtop Archer (RS)
Dark Hunter (CW)
Darkwood Stalker (CW)
Deepwarden (RS)
Dervish (CW)
Divine Crusader (CD)
Divine Oracle (CD)
Divine Prankster (RS)
Dungeon Delver (CA*d*)
Earth Dreamer (RS)
Elemental Savant (CA*r*)
Enlightened Fist (CA*r*)
Exemplar (CA*d*)
Exotic Weapon Master (CW)
Fatespinner (CA*r*)

Fochlucan Lyrist (CA*d*)
Fortune's Friend (CS)
Geomancer (CD)
Geometer (CA*r*)
Gnome Giant-Slayer (CW)
Gray Guard (CS)
Halfling Outrider (CW)
Highland Stalker (CA*d*)
Holy Liberator (CD)
Holy Scourge (CM)
Hospitaler (CD)
Hunter of the Dead (CW)
Initiate of the Sevenfold Veil (CA*r*)
Invisible Blade (CW)
Justiciar (CW)
Knight of the Chalice (CW)
Knight Protector (CW)
Lyric Thaumaturge (CM)
Master of the Unseen Hand (CW)
Master Thrower (CW)
Menacing Brute (RD)
Mindspy (CW)
Mountebank (CS)
Nature's Warrior (CW)
Nightmare Spinner (CM)
Occult Slayer (CW)
Ollam (CA*d*)
Order of the Bow Initiate (CW)
Outcast Champion (RD)
Pious Templar (CD)
Radiant Servant of Pelor (CD)

Rage Mage (CW)
Rainbow Servant (CD)
Reaping Mauler (CW)
Sacred Exorcist (CD)
Sacred Fist (CD)
Seeker of the Misty Isle (CD)
Seeker of the Song (CA*r*)
Shadowcraft Mage (RS)
Shining Blade of Heironeous (CD)
Streetfighter (CA*d*)
Spellsword (CW)
Spellwarp Sniper (CS)
Stonelord (CW)
Stormlord (CD)
Sublime Chord (CA*r*)
Tattooed Monk (CW)
Tempest (CA*d*)
Temple Raider of Olidammara (CD)
Thief-Acrobat (CA*d*)
Unseen Seer (CM)
Vigilante (CA*d*)
Virtuoso (CA*d*)
War Chanter (CW)
Warpriest (CD)
Warshaper (CW)
Whisperknife (RW)
Wild Plains Outrider (CA*d*)
Wild Soul (CM)
Wildrunner (RW)

Closed Prestige Classes

† These classes are available for author use.

Abjurant Champion (CM)
Acolyte of the Skin (CA*r*) †
Black Flame Zealot (CD) †
Blighter (CD) †
Blood Magus (CA*r*) †
Corrupt Avenger (HH)
Cryokineticist (F*r*)
Dawncaller (RS) †
Disciple of Thrym (F*r*) †
Effigy Master (CA*r*) †
Entropomancer (CD) †
Evangelist (CD) †
Eye of Gruumsh (CW) †
Fiend-Blooded (HH) †
Frenzied Berserker (CW)
Ghost-Faced Killer (CA*d*)
Goliath Liberator (RS) †
Hulking Hurler (CW)
Iron Mind (RS)
Kensai (CW)

Knight of the Iron Glacier (F*r*)
Knight of the Pearl (S*to*)
Legendary Leader (HB) †
Loredelver (RD) †
Luckstealer (RW)
Maester (CA*d*) †
Magical Trickster (CS)
Malconvoker (CS)
Master of Many Forms (CA*d*)
Master Specialist (CM)
Master Transmogrifist (CA*r*)
Peregrine Runner (RS) †
Primeval (F*r*) †
Purifier of the Hallowed Doctrine (HH)
Purple Dragon Knight (CW)
Ravager (CW) †
Red Wizard (DMG)
Rimefire Witch (F*r*)
Ronin (CW)
Runesmith (RS)

Sand Shaper (S*a*)
Scar Enforcer (RD) †
Scion of Tem-Et-Nu (S*a*)
Shadow Sentinel (RD) †
Shadowmind (CA*d*)
Skypledged (RW) †
Stonedeath Assassin (RS) †
Stonespeaker Guardian (RS) †
Stormtalon (RW) †
Tainted Scholar (HH)
Thaumaturgist (DMG) †
Thayan Knight (CW)
Ultimate Magus (CM)
Urban Soul (RD)
Ur-Priest (CD) †
Void Disciple (CD)
War Hulk (MH) †
Warchief (MH) †
Winterhaunt of Iborighu (F*r*)