



## Living Greyhawk Year Three Changes

As Year Two of the campaign draws to a close the Living Greyhawk Campaign is more popular than ever. Our play numbers are higher than even last year's lofty numbers, and they are still increasing. Living Greyhawk has become the most played living campaign in RPGA history, and the Circle believes we have become the standard that all future campaigns will be compared against. The regional system instilled pride in players for their areas of the Flanaess and created roleplaying opportunities for all. The past two and a half years have flown by, with hundreds of scenarios being played by thousands of excited players. The campaign has had some growing pains, but we weathered them all fairly well and came out better for having done so. Now 593 CY is fast approaching, and, as some characters in the campaign near 10<sup>th</sup> level, some changes need to be made in how the campaign works.

The Adventure Certificates were a huge change in how Living Campaigns were run. They achieved some of the goals that were set and missed some others. So the campaign staff endeavored to give the whole system a good hard look to determine what needed to be changed to make the campaign flourish in Year Three and beyond. We came up with what we thought were the weak and strong points to this system and how to correct these shortcomings. To give you a better understanding of the Circle's reasoning, they are included below.

The following lists the things we thought worked in the Adventure Certificate system:

- The ability to purchase items without needing an Activity Center.
- Trying to give players who do not travel or who live in large regions as many opportunities for character diversity and special opportunities as the rest of the campaign has.
- Removal of uneven, argumentative treasure distribution at the end of a scenario.

We also came up with a list of things we wanted to address and fix with the new changes:

- Remove the system of PCs buying anything they want. We believe this would be detrimental to the campaign in the long term.
- Remove the need for Total Equipment Value on the Adventure Certificate.
- Simplify the Adventure Certificate as much as possible to make the barrier of entry into the campaign as low as possible.
- Try to breathe uniqueness into region and PCs once again.

So to achieve these goals the campaign staff has worked up the following changes that will take effect as of January 1<sup>st</sup>, 2003. After the list of changes is a quick section on how to convert your character over to the new system. It is a short process that will make keeping your character up to date much easier in the future. All of these changes will also be in the new Living Greyhawk Campaign Sourcebook available on the [www.living-greyhawk.com](http://www.living-greyhawk.com) website. When coming up with these changes, we kept our new motto in mind: "Do it once and do it right". Some of these changes may seem a bit heavy handed, but the Circle believes it is best to make the changes quickly and move forward rather than make it a drawn out process. We also tried to keep in mind everything that might need to be covered to avoid having to release another major change in the future. So without further ado, here are the changes:

1. Adventure Certificates (AC) will now be referred to as Adventure Records (AR) to prevent confusion with Armor Class (AC).
2. As of January 1<sup>st</sup>, 2003, players may only purchase items from approved sources; they no longer have access to the entire *DUNGEON MASTER'S Guide*. What are the approved sources? Well, Adventure Records and Meta-Organizations are two ways to gain access to new items. Check out the Living Greyhawk Campaign Sourcebook for more details.
3. As of January 1<sup>st</sup>, 2003, all separate influence certificates from non-Regional scenarios and separate item certificates from any scenario leave the campaign. If you have an item certificate from a campaign Year One scenario, list the item on your last Year Two Adventure Certificate, write

"converted" across the cert, and then staple it to that Adventure Certificate. If you have an influence certificate from a non-Regional scenario, list it in the play notes of your last Year Two Adventure Certificate, write "converted" across the cert, and then staple it to that Adventure Certificate. Any separate item or non-regional influence certificates not "converted" on your last Year Two Adventure Certificate are lost when you play your first adventure in 2003. Also, if you have influence certs from regional scenarios, check your region's website or contact your local triad for information on whether your region will be converting these certificates to another format. Non-item, non-influence certificates are not required to be converted (contact your triad with any questions).

4. As of January 1<sup>st</sup>, 2003, the following items may not be purchased or possessed by any character under any circumstance. They were either made available by error or have been deemed too disruptive to Living Greyhawk play by the campaign administration. If you have one or more of these items, please contact your triad to have it corrected as soon as possible (in most cases, you will simply convert them back for the gp and xp spent to acquire them):

- *Command* armor special ability (DotF)
- *Speed* armor special ability (DotF)
- *Potion of shield*
- *Ring of shield*

5. As of January 1<sup>st</sup>, 2003, you may change your character's home region once a calendar year, at the beginning of a campaign/calendar year. If you wish to change your character's home region, note the change on your first Adventure Record of the new year. You must change regions before you play your first event in the new campaign year. If you physically move at some point during the year, and wish to change your character's home region to your new dwelling location, contact your new triad for approval to change your region in the middle of the year.

6. As of January 1<sup>st</sup>, 2003, the Magic Item Creation (MIC) rules have changed. The MIC document has also been integrated into the Living Greyhawk Campaign Sourcebook. You may now make items using the following base guidelines (the complete rules can be found in the Living Greyhawk Campaign Sourcebook):

- Any potions from Table 8-18 in the *DUNGEON MASTER'S Guide*.
- Any scrolls of spells that you know. You may use metamagic feats when scribing these scrolls.

- Any wands of spells that you know. You may use Meta-Magic feats when creating these wands (max 4<sup>th</sup> level spell per the Craft Wand Feat).
- Any item that an Adventure Record grants you the right to purchase (as long as you meet the applicable prerequisites).
- Any item that a Meta-Organization to which you belong grants you access to.

7. As of January 1<sup>st</sup>, 2003, the concept of Signature Items is removed from the campaign. You keep your Signature Items as they were when you converted the items and added them as standard items on your Master Item Logsheet (see below), but they are no longer called Signature Items. Methods for improving items will be made available in scenarios and other regional sources. See the Living Greyhawk Campaign Sourcebook for details.
8. Items owned will no longer be recorded on every Adventure Record. They will now be recorded on the Master Item Logsheet (MIL). This list will contain everything you own and will be updated as you gain or lose items. It will only need to be rewritten when it gets too cluttered (you run out of space to add new items or it becomes difficult to clearly read the items on the sheet). See the Living Greyhawk Campaign Sourcebook for more on the MIL.
9. Allowable items are now purchased and created at the table, before or after the event (or during the event when applicable). The expenditure of xp and gp is always handled after the event is finished, even if the item is made/purchased before or during the event; the paperwork is always done at the end of the event.
10. You must have your character sheet, MIL, and most recent AR ready to hand to the judge for review at the beginning of play. She may not ask for it, but players unprepared to hand it over may be asked to skip that slot in order to get their paperwork finished. You also must keep all previous ACs and ARs with your current paperwork in case more detailed inspection is requested.

## Character Conversion for 593 CY

So you have digested all those changes already? Good. Now you must be asking yourself what do I need to do to my character to get him ready for the new system. Well actually it is very easy to get your character ready. Just follow these 6 simple steps and you will be all set for play in 2003.

1. Print a copy of the Master Item Logsheet. You can find one in this document. We have also created some different versions at the [www.living-greyhawk.com](http://www.living-greyhawk.com) website that you can use.
2. Gather all of your Adventure Certificates from Year Two. Put them in chronological order from oldest to newest. On your first Adventure Certificate from Year Two put the number one in the upper right corner. Continue through your stack until you have numbered each one sequentially. In Year Three and beyond all Adventure Records will have a space to write this number.
3. Gather your certs from Year One scenarios (CY 591) and your last Adventure Certificate from Year Two (CY 592). Make sure your complete list of equipment is on your last CY 592 Adventure Certificate. Add to this any item certificates from CY 591 that have not previously been added to your list. Staple the old item certs to your Adventure Certificate. This should result in you having a complete list of all your items on your last CY 592 Adventure Certificate and on your basic equipment list, if you kept your list of mundane equipment from the *Player's Handbook* on a separate page.
4. List all items on your last CY 592 Adventure Certificate on the Master Item Logsheet, in the appropriate places. List the number of charges remaining for charged items.
5. Each item has a space called "Found AR#." This space is for the number of the Adventure Record (in Year Three) where you acquired the item. For all items you just wrote on your Master Item Logsheet, put "Year Two" in that space. Thus, all items acquired before January 1st, 2003, should be noted as having been found in CY 592.
6. You must keep your last CY 592 Adventure Certificate with your first Master Item Logsheet, as supporting documentation for your items. Have your first judge review your conversion and sign off on your Master Item List

Done. It is just that easy. You now have one sheet with all your items on it and you do not have to rewrite them constantly. We have also included a sample of the new Year Three Adventure Record. More details on it can be found in the Living Greyhawk Campaign Sourcebook.

## Commonly Asked Questions

**Q:** Why do older players get to keep items I can no longer buy? That is not very fair.

**A:** We thought long and hard on this one. We wanted to change how items were gained in the campaign but at the same time we did not want to take away too much from the older players. One of the old rules of this campaign was no grandfathering. So we came to a compromise. Anything an older player has in his possession that is not module specific will show up in scenarios in the future. So while that 10<sup>th</sup> level Fighter might have a nice suit of *+3 full plate* that you cannot buy you should find it by the time you reach 10<sup>th</sup> level. We believe it adds back history to your items. Now when you wield your *+2 frostbrand* you will remember the evil necromancer you beat to get it and not the generic store you spent some gold at.

**Q:** You have neutered my item creation feats. I cannot make the items I want to make now.

**A:** This was a highly debated topic when we did up these new rules. With us removing the ability to buy any item out of the *DMG*, it also altered the magic item creation rules. We decided that creating potions, scrolls, and wands is based on what spells the creator knows so limiting them in this fashion made sense. It also made sense that just because you learned the Craft Wondrous Item feat you did not gain the knowledge of how to create every magic item that existed. So by making the rule that you can create what you can purchase we made it so once you have seen an item in an adventure you can create that item. You can also gain access to new things to make through Meta-Organizations. So your local wizards guild may open up even more items for your character to craft.

**Q:** Why are all old Year One certs going away?

**A:** They are a holdover from the old system and are no longer needed. They just continue to confuse newer players and add complexity to the system. The Master Item Logsheet contains everything your character owns. It is easy for the DM and yourself to see exactly what your character has in a short amount of time.

**Q:** Why didn't you bring back trading?

**A:** Trading was removed in Year Two because with the ability to buy anything, it negated any need for it. Its removal also prevented the gathering of all the good items on one PC or players leaving the campaign and giving all their stuff to lower level PCs. While we have reduced the availability of items in Year Three, thereby increasing the urge to trade, we have decided not to reinstate trading. It creates more problems than it solves. It adds complexity to the system and creates imbalances in character wealth as the campaign moves forward.

**Q:** Why did you remove Signature Items?

**A:** In the buy anything system of Year Two, signature items filled a needed hole of being able to upgrade items into something better. With the ability to buy anything gone in Year Three, the ability to upgrade into anything went away with it. So that left us with a quandary on what to do with Signature Items. We decided that if the ability to upgrade items were made available in scenarios then the need for Signature Items was unnecessary. This also allows us to put out different enhancements in different regions. So the ability of *bane (giants)* might be more common in Geoff than say Veluna.

**Q:** What happens to certified special items that change in power via use or via increase in the user's character level (such as the *Sword of the Rogue*)? Does conversion lock their abilities at the level at which they were converted?

**A:** All special items act exactly as they did before conversion. A *Sword of the Rogue*, once converted, continues to change in ability as per the text on the original item certificate. Follow all rules provided for a certified special item on the certificate that granted you the item.

**Q:** How will treasure distribution be handled in Year Three?

**A:** Treasure distribution occurs the same in Year Three as in Year Two. Anything found in the scenario is converted to a gp value and divided equally among the PCs (values in scenarios give the per PC amounts already). Any items found in the scenario that are available for purchase will be listed at the bottom of the Adventure Record (on an APL basis) and can be purchased at the full gp price.

**Q:** How will the Leadership feat interact with Magic Item Creation? What are the complete rules for Magic Item Creation?

**A:** Details on how the Leadership feat interacts with Magic Item Creation and other specific details on topic of Magic Item Creation will be available in the Living Greyhawk Campaign Sourcebook. This document lists the basics of what can be made via MIC feats.

**Q:** What items can be purchased without an Adventure Record?

**A:** See the Living Greyhawk Campaign Sourcebook for details.

**Q:** Where do I list/track my non-magical items?

**A:** All items that don't belong on the MIL should be recorded on your character sheet.

**Q:** Will I be able to get magical versions of the weapons and armor that my PC uses even if they aren't the most common types (such as full plate, longswords, etc.)?

**A:** Yes. Not only will specific magic items be available via Adventure Records and meta-organizations, but upgrades will also be available by similar means. For example, you might participate in a scenario that ends with your PC being rewarded with a +2 armor upgrade (you can pay the difference in price to improve your armor to +1 or +2 magical armor). Details will be available in the Living Greyhawk Campaign Sourcebook and in the places (scenarios and meta-organizations) where these upgrades are made available.

**Q:** How do I convert my PC if I've already played my last scenario for 2002? How do I convert my PC if I haven't played any scenarios since Year One (and thus don't possess an Adventure Certificate)?

**A:** It doesn't matter if you've played your last scenario in 2002 already. Conversion takes place after you play your last scenario in 2002 (after the judge has already signed the last Adventure Certificate). You take all the converted

certificates and attach them to your last Adventure Certificate (as per the rules in this document). If you never converted your PC from Year One, you have two options. You can undertake the Year Two conversion process and then immediately convert again to the Year Three format. Or you can carefully document your transformation from Year One format straight to Year Three format on a blank sheet of paper. As long as a judge can clearly determine the source of all entries on your first Adventure Record and MIL, there is no problem with using this method.





This Document Certifies that



Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/resurrected
- Was reincarnated



Adventure Record #

593 CY

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Played by \_\_\_\_\_

Player

RPGA #

Has Completed Don't Fear the Old One A Regional Adventure Set in Highfolk

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

APL 2 max 450xp; 400gp

APL 4 max 675xp; 600gp

APL 6 max 900xp; 800gp

APL 8 max 1,125xp; 1,250gp

APL 10 max 1,350xp; 2,100gp

APL 12 max 1,575xp; 3,000gp

Potion of Mage Armor

When consumed, this potion grants a +4 armor bonus for one hour as per the spell, mage armor.

Caster Level: 1st; Prerequisites: Brew Potion, mage armor; Market Price: 50 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 Wilderness Lore Skill checks.

Caster Level: 5th; Prerequisites: Forge Ring, creator must have 3 ranks of the Wilderness Lore skill; Market Price: 500 gp.

Rod of Lesser Silence

The user can cast up to three spells per day without verbal components as though using the Silent spell feat. This does not increase the level of the spell and cannot be used on spells above third level.

Caster Level: 17th; Prerequisites: Craft Rod, Silent Spell; Market Price: 5,400 gp.

From Tome and Blood, a Guidebook to Wizards and Sorcerers, page 76.

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 near 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 tell the DM you possess it.

Caster Level: 8th; Prerequisites: Craft magic arms and armor, chill metal or ice storm, Market Price: 18,315gp.

TU

Starting TU

1 OR 2 TU

TU Cost

- TU

Additional TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Wand of magic missiles - 50 chargers (Adventure; 1st lvl caster; 750 gp; DMG)
- ❖ Potion of mage armor (Adventure; 1st lvl caster; 50 gp; see above)
- ❖ Bracers of armor +1 (Any; 1,000 gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Potion of haste (Adventure; 5th lvl caster; 750 gp; DMG)
- ❖ +1 Longsword (Any; 2,315 gp; DMG)
- ❖ Helm of comprehend Languages (Regional; 2,600 gp; DMG)

APL 6 (all of APLs 2-4 plus the following)

- ❖ +2 Longsword (Any; 8,315 gp; DMG)
- ❖ Scroll of cloudkill (Adventure; 9th lvl caster; 1,125 gp; DMG)
- ❖ Ring of the Antler (Regional; see above)

APL 8 (all of APLs 2-6 plus the following)

- ❖ Lord Tolden's Longsword (Adventure; see above)
- ❖ Rod of Lesser Silence (Adventure; see above)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL TOTAL

Lifestyle

- None
- Standard (12 gp x TU = \_\_\_\_\_)
- Rich (50 gp x TU = \_\_\_\_\_)
- Luxury (100 gp x TU = \_\_\_\_\_)

Lifestyle Cost \_\_\_\_\_

Other Coin Spent \_\_\_\_\_

Total Coin Spent \_\_\_\_\_

GP

Starting GP

- GP

GP Lost

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL TOTAL

Items Sold

Total Cost of Sold Items \_\_\_\_\_

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items \_\_\_\_\_

Subtract this value from your gp value