

# LIVING GREYHAWK® RULES UPDATE 1: GUIDEBOOK AND METAGAME POLICY

As both the LIVING GREYHAWK and DUNGEONS AND DRAGONS® game expand new character options will be introduced into the campaign. This document, Rules Update 1 (RUP-1), the first in a controlled number of documents that expand on the LIVING GREYHAWK character creation rules, explains how the chief forms of campaign rules expansions—feats, items, both magic and mundane, spells, and prestige classes from the class guidebooks and the LIVING GREYHAWK *Journal*—are introduced into the campaign, through game and metagame possibilities, as well as answering other metagame questions in the LIVING GREYHAWK campaign.

This, like all the RUPs, is a living document and will be periodically updated. All campaign participants must adhere to the most current version of this and future rules updates.

## FEATS

The potential to gain new feats found in the class guidebooks may occur during play. When this occurs, characters acquire a campaign certificate or some form of regional documentation allowing characters the opportunity to acquire the feat (or feats) in question at the next regular opportunity to do so (the appropriate character level advancement). Without both the appropriate documentation and the level advancement necessary to pick up the feat, these feats may not be taken. Also note that these feats are not available to characters during character creation.

If your character takes a feat or feats from one or more of the guidebooks, you must bring a copy of each of those feats with you to every game that you play that character. Furthermore, you must inform the DUNGEON MASTER (DM) prior to game play that you're playing the character who has chosen those feats, and allow him or her access to the documentation for those feats when he or she desires to reference their game mechanics.

## ITEMS: MAGIC AND MUNDANE

The potential to gain items, both magic and mundane, from the class guidebooks may occur during play. When this occurs, you get a campaign certificate, or some form of regional documentation, allowing the character the opportunity to have the item in question, if he or she fulfills any and all requirements listed on that documentation. Without both the appropriate documentation and the ability to fulfill any requirements on that documentation, the items may not be taken. Also note that these items are not available to characters during character creation.

If your character carries equipment or magic items from one or more of the guidebooks, you must bring a copy of each of those items with you to every game that you play

that character. Furthermore, you must inform the DM prior to game play that you're playing the character who carries those items, and allow him or her access to the documentation for those items when he or she desires to reference their game mechanics.

## SPELLS

The potential to gain new spells from the class guidebooks may occur during play. When this occurs you get a campaign certificate, or some form of regional documentation, allowing the character the opportunity to pick the spell (or spells) in question at the next regular chance to do so. Without both the appropriate documentation and the necessary power to pick up the spell, the spell cannot be taken. Also note that these spells are not available to characters during character creation.

If your character has the ability to cast spells from one or more of the guidebooks, you must bring a copy of each of those spells with you to every game that you play that character. Furthermore, you must inform the DM prior to game play that you're playing the character who has the ability to cast those spells and allow him or her access to the documentation for those spells when he or she desires to reference their game mechanics.

## PRESTIGE CLASSES

The set of prestige classes that are available to characters is dependent upon their home region. Each prestige class found in one of the class handbooks or LIVING GREYHAWK *Journal* is designated as either a core, an adaptable, or a special prestige class. Any character in the LIVING GREYHAWK campaign that meets the requirement for a Core prestige class may take that prestige class.

An Adaptable prestige class may or may not be available to characters within a specific region, or the roleplaying notes from that region's Triad may change that prestige class to better fit their region. Consult your home Region's Web site to determine which adaptable prestige classes your character may take.

Characters cannot take Special prestige classes unless a campaign certificate specifically grants them the right to do so. But, these prestige classes are open to Nonplayer Characters (NPCs).

If you decide to give your character one or more levels in a prestige class, and that prestige class is not one of the four you can choose from the D&D DUNGEON MASTER's *Guide* then you must bring a copy of that prestige class with you to every game that you play that character, inform the DM prior to game play that you're playing a prestige class, and allow him or her access to the documentation for that prestige class when he or she desires to review it.

## Core

### **DUNGEON MASTER's Guide**

Dwarven Defender  
Elven Archer  
Loremaster  
Shadowdancer

### **Sword and Fist**

Cavalier  
Devoted Defender  
Duelist  
Ghostwalker  
Gladiator  
Halfling Outrider  
Lasher  
Tribal Protector  
Weapon Master

### **Defenders of the Faith**

Consecrated Harrier  
Contemplative  
Divine Oracle  
Holy Liberator  
Sacred Exorcist  
Sacred Fist  
Templar  
Warpriest

### **Tome and Blood**

Arcane Trickster  
Bladesinger\*  
Candle Caster  
Elemental Savant  
Fatespinner  
Spellsword

### **Song and Silence**

Dungeon Delver  
Temple Raider of Olidamarra  
Thief-Acrobat  
Vigilante  
Virtuoso

### **Masters of the Wild**

Animal Lord  
Bloodhound  
Deepwood Sniper  
Exotic Weaponmaster  
Foe hunter  
Fosaker  
Frenzied Berserker  
Geomancer  
Oozemaster  
Shifter  
Tempest

Tamer of Beasts  
Verdant Lord

## Adaptable

### **Sword and Fist**

Drunken Master  
Master of Chains  
Order of the Bow Initiate  
Red Avenger  
Warmaster

### **Defenders of the Faith**

Church Inquisitor  
Hospitaler  
Hunter of the Dead  
Knight of the Chalice  
Knight of the Middle Circle

### **Tome and Blood**

Alienist  
Dragon Disciple  
Mage of the Arcane Order  
Mindbender  
Wayfarer Guide

### **Song and Silence**

Dread Pirate  
Outlaw of the Crimson Road  
Royal Explorer  
Spymaster

### **Masters of the Wild**

Watch Detective  
King/Queen of the Wild  
Windrider

### **LIVING GREYHAWK Journal**

Darkhagard (appeared in issue #2)  
Veth (appeared in issue #2)

## Special

### **DUNGEON MASTER's Guide**

Assassin  
Blackguard

### **Sword and Fist**

Fist of Hextor  
Knight Protector of the Great Kingdom  
Master Samurai  
Ninja of the Crescent Moon  
Ravager

### **Defenders of the Faith**

Master of Shrouds

**Tome and Blood**

Acolyte of the Skin  
 Blood Magus  
 Pale Master  
 True Necromancer

**Song and Silence**

Fang of Lolth

**Masters of the Wild**

Bane of Infidels  
 Blighter  
 Eye of Gruumsh  
 Hexer

**LIVING GREYHAWK Journal**

Silent Ones (appeared in issue #4)  
 The Glaive of Azharadian (appeared in issue #9/Dragon #293)

\*This class has been revised. The revision appears in the web enhancement section for *Tome and Blood* found on the Wizards of the Coast Website ([www.wizards.com](http://www.wizards.com)). The LIVING GREYHAWK campaign uses this revision, not the prestige class that appears in *Tome and Blood*.

rarely, global) organizations that PCs may belong to. PCs must fulfill the requirements for the meta-game organization and must provide either regional documentation or a campaign certificate to DMs to show the benefits they gain during play by being members of that organization.

**Region:** The real world has been divided into local regions, and each local region is assigned a specific nation in the LIVING GREYHAWK setting. Living Greyhawk Regions are administered by Regional Triads (often simply referred to as Triads). The regional split, and contact information can be found on the RPGA Network Web site ([www.wizards.com/rpga](http://www.wizards.com/rpga)).

**Regional Triad:** The committee of no more than three people who administer a particular region in the LIVING GREYHAWK campaign. A Triad is usually reached via their Point of Contact member (POC). POCs e-mail address can be found on the RPGA Network Web site ([www.wizards.com/rpga](http://www.wizards.com/rpga)).

**Regional Documentation:** Usually a regional certificate, but includes any other form of region-sanctioned documentation that outlines regional requirements for meta-game organizations, or other official regional details. It should clearly state on whatever form of documentation a particular region is official, and a list of regional documentation should appear on the region's Web site.

## DEFINITIONS

**Campaign Certificate:** An official certificate issued by the global campaign staff. The cracked shield devices of the region denote these certificates. The shield device on those shields sports the coat-of-arms of the region that the certificate was issued (or the City of Greyhawk shield device as a default), and will have no overlay text across the shield.

**Class Guidebook:** One of five DUNGEON & DRAGONS accessories published by Wizards of the Coast between the Winter of 2000, and Spring of 2002. They are titled: *Sword and Fist: A Guidebook to Fighters and Monks*, *Defenders of the Faith: A Guidebook to Clerics and Paladins*, *Tome and Blood: A Guidebook to Wizards and Sorcerers*, *Song and Silence: A Guidebook to Bards and Rogues*, and *Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers*.

**During Play:** At any point after the character's creation and the start of its first adventure. From that point on the character is considered "in play" when it is being played at an RPGA sanctioned LIVING GREYHAWK event until it either dies or it gains 230,000 experience points, at which point it is considered out of play. Be aware that a character may be in play, but not immediately controlled by its player. Imprisonment, some spell effects and other factors may take the control of a character out the player's hands and into the hands of either the DM or the campaign staff.

**Meta-game organization:** Regional (and sometimes, but only