



Living Greyhawk Writers' Guidebook

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Introduction

Why this document...

So you want to write a scenario? The art and science of writing a scenario is both rewarding and vexing at the same time. On one hand, you can let your imagination run free and give form to your fancy. You are actually shaping the world for others to experience. But there are rules and guidelines reigning in your creativity. There are also strict formulas and content standards to be followed to maintain the integrity and fairness of the game.

This document will detail the style and structure of Living Greyhawk scenarios. It is hoped that having them all in one place will make them easier to incorporate (and follow) in the creative process. Reading and understanding these guidelines before you start on your masterpiece will help reduce the heartache and sorrow that comes from the editor's quill.

The guidelines are broken into sections detailing the layout, content, submission process and the styles the text should follow. The Layout section will detail the major blocks in each scenario and what they should contain. The content section will explore the details of the encounters. It spells out how combats, traps and all other manner of conflict should be written. It also details how (and when) rewards will be handed out. The submission process listed in here is a rough idea of what you should do to get your scenario published. You will need to contact your local triad for regional details. Finally the style section will detail the type and size of fonts as well as other details to make the scenario look like a scenario.

Another tool that will help you in writing your scenario is the document template file. This file will contain the layout and style your finished scenario should follow. It will make adhering to the guidelines almost effortless. The template is attached as an appendix to this document. It can also be found on the Living Greyhawk website (www.living-greyhawk.com) in the files section.

If this is your first attempt at writing, please read these guidelines from start to finish as well as chapter 4 (Adventures) in the Dungeon Master's Guide. It will prepare you and your writing will be the better for it. If you have already written scenarios please note that some of the rules have changed. You are advised to read this document so that you are familiar with the new items.

Putting it all together

Several factors make up a good RPGA scenario. Striking a balance between role-playing and combat while keeping in the time constraints is your task as author. Crafting a scenario that judges and players love is the reward for your hard work.

Time Constraints

Any RPGA scenario should be written so that it can be played in 3.5 hours. Why three and a half hours? The standard convention time slot is four hours long. The extra half hour gives the players and judge time to finish voting and other paperwork at the end of the slot.

This is enough time to get at most four combat encounters at the lowest levels. As the complexity of these combat encounters increase, the number you can have decreases. Also remember that the number of role-playing encounters will impact the number of combat encounters.

Types of Scenarios

Scenario development comes in the form of a plot, or statement of the course of action you expect will be followed in the adventure. The DMG chapter on adventures explains both types of adventures. They are Site-Based and Event-Based.

Site based adventures are further broken down into static and dynamic. Static adventures do not change. Dynamic adventures on the other hand flow depending on the characters actions.

Event based adventures are also broken down into two sub-types. They are flowchart and timeline. Flowchart adventures focuses on the cause and effect relationship between the encounters. Timeline adventures have things happen at defined points in time.

Choose the type of structure that best fits your idea. Of course, the option of mixing the different type together is always available. In fact, you should try and avoid writing an adventure that relies on only one of these concepts. You may not make this choice consciously; sometimes the plot dictates the style.

The DMG also has a section on what makes bad style. These points are very important as they can tank a scenario before you can say "Deus ex Machina".

Encounters

Encounters are what make a scenario. Whenever the PCs meet with an NPC, fight monsters, solve a riddle, or anything else that requires the characters to make a decision, action or choice is an encounter.

The DMG describes two types of encounters, tailored and status quo. Living Greyhawk uses the status quo type exclusively. The reason is that many different characters will play the scenario at many different times. That makes it impossible to tailor the scenario to a single party.

Encounters should be described fully. Make sure no relevant details of encountered beings are left out (including pertinent statistical information such as hit points, ability scores, etc.) The weapons and equipment

carried by an NPC, along with relevant personality and reaction notes, should be given with the first mention of the individual. Major NPCs should be well-rounded characters with specific motivations. All encounters, NPCs, hazards, rewards, details on the environment, and information required for combat or accomplishing the mission should be detailed sufficiently to allow the DM and players to run through the scenario without trouble.

A good adventure includes encounters that challenge both the players and the characters. Furthermore, the adventure should test the various classes and skills in the party so that no player character feels excluded or superfluous. An adventure that contains nothing but combat encounters is not as interesting or well balanced as one that combines combat encounters, traps, puzzles, and role-playing opportunities.

Consider ways to surprise players with each encounter: cunning ways to use monsters and traps, clever methods to conceal treasure, and so forth. When devising encounters, consider giving PCs multiple ways to succeed. Not all encounters can be won with swords and fireballs, not every monster “fights to the death,” and not every trap or puzzle has only one solution.

Types of Encounters

In breaking down your plot idea into manageable chunks, you should consider that there are six basic types of encounters:

- Combat encounters occur when the characters get in a fight. Whether they fight other people or creatures or animated swords, they are fighting.
- Negotiation encounters occur when the characters have to talk with other beings to move to the next part of the adventure. These are generally referred to as “roleplaying encounters,” but in reality every encounter is a roleplaying encounter. In a negotiation, the characters could be talking to people in a bar, buying equipment, or questioning a dragon to get the key to the treasure vault.
- Environmental challenges also confront the PCs. They pit the characters against hostile natural forces or the environment.
- Judgment calls are situations where the characters have to make a choice, with serious consequences. Dilemma encounters also involve elements of the other three types, but take each to a new level of difficulty. In a dilemma, the player characters have to decide on moral issues, or have to choose between possibly evil consequences. For example, if the characters have to choose between saving the king and saving the kingdom, they have a dilemma.

- Puzzles test the player characters’ thinking ability and knowledge base. They do not test the players’ knowledge base, so including puzzles based on the migratory habits of small aquatic fowl when that kind of info is something the characters wouldn’t have access to would not be a good choice. Further, puzzles should be constructed to fit into the setting you have chosen.
- Investigation encounters involve interacting with NPCs to solve a problem or mystery.

The types of encounters you choose, and the order, depend on the plot you have decided on and the nature of the adversary. Encounters allow the PCs to discover information and try to thwart the villain, and allow the adversary to thwart or kill the characters. The Circle recommends that you include two or three combats, a negotiation encounter or two, a trap or disaster or puzzle, and any additional encounters of your choice. Just remember that all-combat adventures are just as un-fun as all-puzzle adventures.

When outlining your encounters, put yourself in the villain’s mind and think of what he or she would do to advance his or her scheme. Consider the response of the environment, and then allow for possible character choices. The encounters must cover all the probable sources of help and hindrance to the PCs, plus advance the villain’s plot. If there is no villain, consider the consequences of the adversary on the PCs, NPCs, and the environment.

Do Your Research

In writing Greyhawk adventures, make sure to do your research. Read the *LIVING GREYHAWK Gazetteer*, and any other sources you can find. Read your nation’s specific gazetteer (available from your Regional Triad), and check the nation’s website for any new information. Don’t make up something for which material has already been developed; the world has more of a continuous feel if the PCs run into the same things portrayed the same way. This is especially true of the local city or town adventure; it is better to use the same taverns than to make up new ones for each adventure, and the same goes for important NPCs and government functionaries.

The PCs are the heroes

This cannot be repeated often enough. *LIVING GREYHAWK* is about the PCs. The “story” of each adventure should be the story of the PCs. They are the ones facing the dangers, looting the tombs and killing the monsters. NPCs do not come by and solve the PCs’ problems. The PCs have to use their own wits and resources to make names for themselves.

Being Hired

Since the PCs are making names for themselves, or getting rich, their motives for adventuring are generally self-centered. Even paladins who are crusading to rid the world of fiends do so because they decided to. In *LIVING GREYHAWK*, PCs do not get "hired" to do things all that often. Adventure finds the PCs suddenly, or the PCs find adventure suddenly. They seldom are brought into the Mayor's office and offered some gold to go risk their lives. The PCs are not sellswords they are heroes. Please avoid having the PCs hired as much as you can.

Even when hired, PCs in *LIVING GREYHAWK* should not be paid in gold, like guards or servants. The most common form of payment for dangerous tasks should be, "and you can keep anything you find in the tomb." Failing that, powerful PCs would rather do favors later than give up gold now. Favors cost nearly nothing, and are very flexible. Plus, if the PC dies before asking for the favor, the NPC does not need to redeem it at all. So using favors to pay PCs is very cost effective.

Wheels Within wheels

In Greyhawk, there is always someone behind the threat you see. It may look like hill giants are rampaging in Geoff, but in fact frost giants, who are being directed by fire giants, who are being directed by drow, are directing them. Powerful beings work through intermediaries, not directly. If a Lord of Greyhawk were in need of some PCs, he would have his aide contact someone who would contact someone who would get the PCs involved, either by hiring them or by enticing them with some treasure to be found there. In some cases, the PCs need not even know they were manipulated into checking out the abandoned tomb or chapel or crypt at the behest of the lord.

The idea that there is always an additional layer of complexity behind every NPC is known as "wheels within wheels." When writing adventure plots, or even story arcs, develop them with an eye to who is behind the apparent action. The orc chief robbing pack trains is not working on his own; there is an orc shaman behind him, or an ogre magi, or a bandit lord. A vampire, who is in the service of a lich, is manipulating the bandit lord. Unraveling the whole mystery of who is masterminding the orc chieftain should take several adventures and seem a lot like peeling an onion: with every layer you just find more onion until you get to the middle.

Names

The World of Greyhawk is a fantasy world. The names of NPCs (or even PCs) keep players rooted in fantasy. Names like Mordenkainen, Ralishaz, Jallarzi, and Nerof immediately indicate that we're no longer dealing with the mundane, real world, but that we've traveled to somewhere special. Names like Fred, Steve, Barbara, Jack, and Billy-Bob are not appropriate names for NPCs in a Greyhawk campaign, as they yank players out of the

fantasy world, and indirectly make the fantastic mundane and pedestrian. This includes changing the spelling but not pronunciation. The names must sound appropriate as well. A good rule of thumb: Never give a Greyhawk NPC a name that might be shared by someone at the table. This goes for first and last names. The Player's Handbook contains dozens of suggestions for demihuman names, as well, and is a valuable resource. HQ reserves the right to reject any names that it feels are not appropriate for the World of Greyhawk, and will require that scenario writers change bad names prior to sanctioning.

Things to Avoid in an LG Scenario

The DMG has a section on bad structure. It was mentioned before but bears mentioning again.

NPCs (or worse yet, Deities) should never save the PCs. If your scenario needs to have an outside force save the day, rewrite it.

Designing encounters to restrict the abilities of a certain class should also be avoided. Stripping a class of one of its abilities weakens that character. Similarly, making the encounter harder than it was designed to be decreases everybody's fun.

Avoid excessively linear plots that force the story toward an inevitable conclusion or "railroad" the actions of the PCs. The adventure should be flexible enough for PCs to make choices and decisions that could affect the outcome of the story. Avoid rigid timelines.

Remember that the PCs are the protagonists and central figures of the adventure. Do not use NPCs to help the player characters excessively. NPCs who step in and eliminate all opposition to the PCs, lead the PC party, and accomplish the PCs' goals for them should never occur. Set up the adventure to challenge the PCs, and let them make it on their own.

Game rules should not be altered for any reasons. Other alterations, such as new monsters and treasures, are permissible but should not be overused.

Avoid designing encounters only because you as author feel that they would be cool. For example, if the villain really would ambush the characters, then put in an ambush. However, the fact that you want a combat about five pages into the adventure and have not thought of a good reason why a combat there would be logical is not a good reason to add an ambush. It is a subtle but important distinction.

Puzzles should not have the potential to end a scenario just because somebody rolled poorly. There should be a way to overcome such bad luck.

Use of modern-world references in a puzzle set in *GREYHAWK*® is not appropriate, but puzzles using elements in published materials about that world would be.

Use of pop culture references should not be included in your scenario. Their only purpose is a cheap laugh and they tend to just cheapen the game. Leave your movie lines and TV quotes at home.

Deities, while an important part of the Flaness, will never make an appearance in a Living Greyhawk scenario. All the gods have a hands-off policy that they all follow.

Finally, clichés should also be avoided. They have a nasty tendency to disrupt the suspension of disbelief. Obvious ploys such as the bad guy turning out to be the person who hires the PCs or the clueless city watch needs help just make the player groan. Try to be original.

Conclusion

In the end the best way to know what goes into a scenario is to write one. It is a challenge that will prove exceedingly rewarding. If you haven't written anything outside of school, I suggest contacting an established author and talk to them. Remember that they were in the same boat as you once upon a time. Ask them questions. I am sure that most authors would love to go on at great lengths about what goes into the writing process.

Scenario Layout

All scenarios written for Living Greyhawk will have the same layout. This layout is described below as well as in the template document. This uniformity helps the people who will be editing and running the scenario find just what they need.

Title Page

The title page includes the title of the adventure, the names of all authors, a brief blurb and appropriate legal text.

The Scenario Code is displayed in the upper left corner. Your local triad will help you in determining the scenario code.

The version number will help keep different revision identifiable. Sometimes a serious or game effecting error will be discovered and the scenario needs editing. An errata sheet by the triads will often handle minor errors.

The blurb should give players a brief idea about what the hook of the scenario will be. It also contains a paragraph of legal information that will be added at during editing.

Boilerplate Information

This section contains general information that goes in all scenarios. It also has guidelines for the judge letting her know how to officiate the game. These guideline include judge preparation, scoring, how to determine levels of play, time units and upkeep costs and other tips for running a scenario. Even though the template has a complete set of text, it will be reinserted during the editing process to ensure that the latest version is there.

Adventure Background

The background provides the DM with a clear and brief summary of events leading up to the adventure, including any pertinent historical details and villainous machinations. The author should also include some background for the local area for judges unfamiliar with the local setting.

Since scenarios are often part of a series this is a place to give a summary of what has lead the PCs to this point.

Adventure Summary

This section provides a lucid and concise summary of the adventure for the DM, including a general timeline that tells the DM how the adventure should play out. Surprises and “plot twists” should be outlined here, as well as during the course of the adventure. Optionally, this section might also include extra adventure hooks and other suggestions to help motivate players.

Player Introduction

This section provides read-aloud text for the players to help them begin the adventure and begin the story. It should also include text that will set the mood and tone of the adventure.

The introduction should also include at least one hook that will motivate the characters to want to play. It is ultimately the responsibility of the players to make their characters playable, but some help from the author can go a long way toward making all characters feel that they chose to participate in the adventure. Be careful to avoid hooks that presuppose characters actions or feelings or those that give the characters no choice. Also don't use any of the plot hooks listed in the “Things to avoid” section.

Encounters

The adventure consisting of a series of planned encounters. The encounters are usually arranged based on events, locations, or a combination of these two techniques.

Encounters need to be numbered and have a title. This makes it easier to find in the scenario. Having the scenarios listed in a linear fashion also helps in referencing it on the fly.

Each encounter can include any or all of the following sections: Read-aloud Text, General Description, Trap(s), Treasure, Creature(s) or NPC(s), Tactics, and Development. Do not include sections that are unnecessary for a given encounter. For instance, an area devoid of traps does not require a Trap section.

Read-aloud Text: Usually set off in by being bold and in italics (see Publishing Formats later in this document). The read-aloud text will be read aloud to the players at an opportune time. It also provides the DM with a description of items in the room. Read-aloud text provides a concise description of the encounter area; it does not make any reference to the viewer. Avoid phrases like “you see,” “as you enter the room,” “you feel,” “you think,” or similar phrases that assume any action or thought whatsoever on the players' parts. Avoid long descriptions of NPC actions or conversations. Be very careful when having events happen in read-aloud text that the PCs cannot affect; these should be extremely rare and justified by common sense. At all costs, avoid the evil villain five-minute exposition of his plan. Read-aloud text never forces actions on players.

General Description: This section provides the DM with information on interesting features, NPCs, traps, and other specifics of the encounter that relate to the read-aloud text. This information follows immediately after the read-aloud text and is not set off in any special way.

Simple encounters can get by with just the general description. However, a particularly complex encounter might require more structure. Either way, be concise as possible. Long columns of text make it hard for the judge to find information rapidly.

This is information for the judge. Important information should be set off so that the judge can pick it out readily.

Trap(s): This section describes in detail any traps (magical or mundane) that are triggered in the encounter. (See D&D Specific Formats below for the proper way to format trap statistics.)

Creature(s) or NPC(s): Any non-player character (NPC) or monster that the PCs might encounter is described here. This section provides a physical description of the monster, as well as general motivations and some background. The only statistics that should appear in this section are an abbreviated form (Monster name, EL, monster type, number, hit points, and equipment) and a reference to the Monster Manual for standard monsters or an appendix for all others. Unique monsters and NPCs should also be placed in an appendix at the end of the adventure.

Tactics: If the actions or tactics of the NPCs or monsters are too complex to handily fit into the General Description, they should be described in this section.

NPC Knowledge and Gather Information Checks: If any of the NPC possesses knowledge that would be useful for the players it is listed here. It is also possible that some knowledge can be obtained from the street. This information should also be listed with the DC needed to obtain it. Any information that is critical to the success of the scenario needs to be indicated as such so the judge doesn't miss it.

Treasure: Any treasure that the PCs can find during the encounter is described here, above and beyond possessions noted in the monster stats, if any. Special items, such as new magic items, should be listed here; however, the full presentation of a new magic item or other special item should be placed at the back of the adventure into the treasure summary.

Development: Sometimes the PCs' actions can have unusual ramifications or impact on later encounters. These changes and developments should be described here.

Conclusion

This section describes the possible consequences resulting from the adventure's success or failure, including rewards and punishments. It generally allows the characters to return to the starting location and summarizes all of the outcomes of the adventure. There may be different sections of read-aloud text that will be used depending on PCs actions and results. It is

important to use this section to bring a sense of completeness to the adventure.

Experience Point Summary

This section details all of the available experience in the adventure broken down by APL and specifies the reason it should be given out. Unless there is a highly unusual situation, all PCs should be awarded the same amount of experience.

Treasure Summary

This section describes all the treasure available to PCs in the adventure and where it came from in the scenario. Be sure to include any unique or magical items that the PCs may choose to acquire. If an item is not included in this section, it will not be given to any PC. Please see the section Rewards which details appropriate rewards for the LIVING GREYHAWK setting.

The text for any item should appear in the treasure summary with the item itself. For example:

Ring of the Evergreens: This ring was a gift from a dryad community in the Phostwood. It provides a +2 circumstance bonus to Charisma related skill checks when dealing with creatures or NPCs that speak sylvan.

Appendices

These should appear at the end of the adventure and encapsulate all of the following: maps for the judge or player, handouts for the PCs, monster statistics or other information that isn't critical for the running of the scenario. Another thing that must go into an appendix are new rule items. These can be new magic items or monsters but they can also be rules used from other Wizards of the Coast publications.

Critical Event Summaries

Your triad may ask you to include a summary questionnaire at the end of the scenario. These questionnaires allow the triad to track the PCs actions and possible affect on Living Greyhawk.

Writing for Living Greyhawk

APL guidelines

Every group of characters in Living Greyhawk will be different. Some will be low level and others higher levels. The Average Party Level (APL) determines this power level. Encounters in scenarios are scaled to provide a challenge to the party of PCs going through it regardless of their relative strength. This will allow a single scenario to be both challenging and entertaining to a wider audience.

At the beginning of each event, the DM calculates the APL of all the characters involved and rounds it off to the nearest whole number (adding one to this for parties of six players). If the number is odd, the players may choose to go up or down to the nearest even number. That APL number determines the challenges the players will face as they run through the event.

Scenarios are written to provide different encounters at a range of APLs. Regional scenarios can go up to APL 12. Metaregional scenarios and Cores can run the entire range of APLs. Be sure to ask your local Triad which APLs your scenario should cover as it can affect your scenario greatly. Care should be taken when determining how many APLs a scenario will cover. If it covers too many, the encounters can lose a sense of believability. If it covers too few, it limits who can play in it. A good target number is 3 or 4 APLs.

EL and CR guidelines

Encounters are quantified with an Encounter Level (EL). This level is calculated from the Challenge Rating (CR) of whatever makes up the encounter. The rules for calculating ELs using CRs are listed in the DMG. Writers should be very familiar with them. In fact, you should probably put a bookmark there because you will be referencing it often.

Each APL has a maximum number of ELs it can support. These are listed in the APL Challenge & Reward Chart under the "Max EL" column. These ELs should be spread out through the entire scenario. Using too many ELs in one encounter will result in an overpowering encounter. If the ELs in an encounter match the APL, the encounter will be challenging. Going from 1 to 4 above the APL will result in a very difficult encounter.

The first column of the table in the sidebar is the APL, as mentioned above this only occurs in even numbers. The second column is the maximum number of Encounter Levels (ELs) worth of challenge a scenario can contain.

Each EL is worth 30xp. The third column is the maximum amount of XP that can be gained from overcoming ELs (Max EL * 30xp). The Max RP XP column denotes the maximum amount of XP that can be given for story awards and roleplaying purposes. Adding the Max EL and Max RP experience totals gives us the next value, the Max Total XP for the scenario at that APL. Finally, the last value on the chart represents the maximum amount of GP that each PC can receive at the end of the event. It is important to remember that these are maximum values. You can use values that are smaller

APL Challenge & Reward Chart

APL	Max EL	Max EL XP	Max RP XP	Max Total XP*	Max GP*
2	12	360	90	450	400
4	18	540	135	675	600
6	24	720	180	900	800
8	30	900	225	1125	1250
10	36	1080	270	1350	2100
12	42	1260	315	1575	3000
14	48	1440	360	1800	6000
16	54	1620	405	2025	9000
18	60	1800	450	2250	15400
20	66	1980	495	2475	23500

* - Per Character

than those listed here.

More on XP

Note that The Circle will allow XP rewards for overcoming challenges involving adversaries and this XP may come from the EL total. For example, PCs who manage to negotiate a deal with a band of ogres instead of fighting them still earn the XP for defeating the Ogres. Please note that XP awards given in this way must be detailed in the scenario (the event must state that the ogres can be negotiated with) and it must be difficult (involving skill checks, bribes, etc). XP should not be given in this manner for simply avoiding the ogres or not encountering them at all.

Treasure

It is also important to note that the amount of GP awarded per PC is directly tied to the amount of loot recovered during the event. For the actual GP value of all the loot per APL simply multiply the max GP value by six. This is the amount in raw GP that can be included in the scenario.

Calculating GP Rewards

Treasure falls into three categories: Loot, Magic and Coin. Loot describes the stuff that can be recovered from the bad guys or that is found lying around (e.g., leather armor,

short swords, or even a bag of marbles). Magic Items are just magical loot. They have a separate category since they have to be listed on the AR separately. Coins are loose gold, silver, copper or platinum pieces that the characters find. Gems and Jewelry are also considered coin for determining treasure type.

Listing the separate types when writing how much treasure and encounter has makes it easier for the judges to total it at the end. Use the letters 'L' (loot), 'M' (Magic) and 'C' (coin) to describe the treasure. The treasure summary should also have treasure listed as L, M, or C.

When calculating how much gold is in a scenario, any equipment found only counts as half value (including magic items). For example, an APL 2 event can contain 2,400 GP ($400 * 6$) worth of treasure. This might take the form of 4 potions of bull's strength ($300 * 4 * .5 = 600$) and 1,800 GP or it might be simply 2,400 GP.

In the scenario, the gp value listed is its "book" value. This is the price a PC must pay to get the item. At the end of the scenario, the magic items are added up with the coin value. This number is then divided by 6. This gets the per character share of the treasure.

Using the example above, the potions of Bull Strength are listed as 300gp each. If the party found them all the total gp would be 2,400gp ($300gp * 4 / 2 + 1,800gp$). This is then divided by 6 to get the 400gp per character total. The character can use that money to buy one of the potions of Bull's Strength!

Magic Item regulations

Each event can give access to a number of items found in the DMG or other sources (such as builder books) as well as new items. When designing events, keep in mind that items found in the PHB, and any DMG item under 500gp will not be listed on the final Adventure Record (as they are already available for purchase).

Authors should avoid giving out the following items to any APL lower than 10:

- Bag of Tricks (all types)
- Bead of Karma
- Boots of Speed
- Gloves of Storing
- Heward's Handy Haversack
- Rhino Hide Armor
- Ring of Animal Friendship

The following items should not be given out at this time

- Armor of Speed (from Defenders of the Faith)
- Armor of Command (from Defenders of the Faith)

- Anything that grants the shield spell (except scrolls, wands and spellbooks)

Example:

Thorunk the dazzling, thankful for the PCs rescuing of his cat Scorchy has agreed to add flaming or flame burst to any magical weapons for the listed price. (Availability: regional) he also has a few rings of minor elemental resistance: Fire that he will sell anybody in the party at a fair price. (Availability: scenario).

If you want to include an item that is not in the one of the three core books you must include its full text in an appendix. This includes any items from the class guidebooks.

New magic items should be designed following the rules found in Tome and Blood as opposed to those found in the DMG. All new magic items are subject to Circle approval.

Other Rewards

Beyond simple items, Adventure Records can also be used to give out any of the following:

- Influence with one or more individuals or organizations. The triad that controls the individual or organization must approve the distribution of this influence. In addition, this influence may take the form of favors to be used for a specific purpose during the later part of a series.
- Access to feats, spells, or other options approved for the Living Greyhawk campaign from the Class Guidebooks.
- Curses and Cursed items. These are assigned to a character involuntarily. In the case of items, these cost the character nothing in terms of GP. However, the PC can gain nothing by their sale once they are free of the item.
- The ability to gain an unusual cohort, animal companion, familiar, bonded mount or other character option not normally available.
- Unusual items with little or no value that can be used in future scenarios as plot hooks or part of some greater item. These items must be purchased like any other but can be of no value. If free, their ownership should be determined during play of the scenario. If part of some larger item, the cost now can be deducted from the cost of the whole at a later date.
- Spellbooks can also be given out. Their value is determined by taken the total spell levels in the book and multiplying by 10gp. For example, say a spellbook had 5 1st level spells, 3 2nd level spells and 1 3rd level spell. That would be a total of 14 total spell levels ($5 + 6 + 3$). The value would then be 140gp.

- The ability to enhance items that the character already possesses. This enhancement must be clearly spelled out. Examples might include the ability to add the Keen weapon ability to any already magical weapon. The adventure record must state that the character must pay the cost difference between the market value of the original weapon and the market value of the new keen weapon. This ability should not be used to create items not found in the DMG or other Class Guidebooks (in other words, no boots of striding and springing and haste).
- The ability to create new magic items. Although not available for purchase, some items might be made available for creation only.

Treasure Availability

As noted above, some rewards have an "availability" associated with them. This is used to indicate when a PC can purchase the item. Items cannot be purchased after special missions or interactive events.

- Scenario – The item may only be purchased in the scenario. If they do not buy it immediately, they will never be able to purchase it unless it shows up in a later scenario.
- Regional – The item is located in the player's home region so they can get it after any regional play.
- Metaregional – Like regional, this is located in the player's metaregion. It can be purchased after any metaregional scenario.
- Any – The item can be purchased after any regular (Regional, Metaregional or Core) scenario.

Non-Sanctioned Scenarios

Triads have the ability to create events that do not require The Circle to sanction them. This section refers to interactive events and special missions. Although they allow for a great deal of flexibility, these events do have limits, as outlined below.

Interactive Scenarios (Mini Missions)

This refers to any event that is played through a mix of metagame activities, mini missions, live action roleplaying, and tabletop roleplaying. The concept behind each is outlined below.

Metagame activities often refer to the ability to sign up for regional metagame organizations. This may involve a small adventure of some sort and an application. Mini missions usually involve the plot of the interactive and play out like short scenarios. Live action roleplaying refers to the players actually wandering about the gaming area and interacting with one another.

While no aspect of these events requires The Circle to sanction them, there are a number of guidelines that

must be followed. Failure to follow these guidelines will result in the revocation of Interactive privileges.

- Interactives can only occur at RPGA sanctioned conventions unless approved by The Circle.
- Interactives must charge a TU cost if they give out any XP or GP to the characters.
- For each TU spent on the interactive, the characters may earn up to one half the GP and XP that they would for a standard sanctioned event. For the APL of each character, always drop to the next even APL if the character's level is odd. How this XP and GP are earned is up to the author of the event.
- Interactives can give access to magic items or feats the way normal (Regional, Metaregional or Core) scenarios can. However, The Circle must approve this beforehand. An interactive cannot give access to rules items not found in a published source approved for the campaign.

Typical interactives have featured major battles, festival days, covert operations, and various competitions. Interactives should not be the sole driving force behind a region's plotline but they could be used to facilitate aspects of that plot or highlight major events. Since these usually run only once, it is a good idea to save most of the major plot points for regional scenarios.

Special Missions

Special missions allow players to engage in an activity of their choosing that is important to their character. These events are requested by the player and written by their Triad if approved. While these events present the ultimate level of player control they also have a good number of requirements and restrictions as noted below.

- Any given PLAYER (not character) can only participate in one special mission per calendar year.
- The local Triad must approve all event concepts. There is no appeal in this decision.
- Special Missions cost a minimum of 1 TU for all characters involved.
- For each TU spent on the special mission, the characters may earn up to one half the GP and XP that they would for a standard sanctioned event (as noted on the chart above). How this XP and GP is earned is up to the author of the event.
- Special Missions cannot grant access to magic items or feats the way a normal sanctioned event can.
- Special Missions cannot be used to resolve major plot issues or affect the plot in any appreciable way.

Typical Special Missions include gathering the remains of a friend for proper burial, accomplishing some character goal, find an advanced paladin's mount, or to

gain access to some elite order. Special Missions should not be used to kill major villains, get magic items, or otherwise disrupt the campaign.

Introductory Scenarios

Introductory scenarios are intended to bring a new player into the campaign. Each scenario should have a rich sampling of the region. This can mean exposure to the ongoing plot lines or meta-organizations. Major plot points and other issues that impact the region as a whole should not be put into these scenarios.

- Introductory Events are not sanctioned by The Circle and like other non-sanctioned events; they are not reported to the RPGA. Triads may produce up to four of these events per calendar year (and no more than eight available at any one time).
- Introductory Events are for newer characters only. Only 1st level PCs may play these events.
- Introductory Events are only written to accommodate APL 2. As such, they can give out no more than 450xp and 400gp.
- Triads will receive a blank AR for use with Introductory Events. Introductory Events cannot give access the way standard scenarios can.
- Introductory scenarios cost 1 TU for in region PCs and 2 for out of region PCs.
- MIC is not permitted after an Introductory Event.

Scenario submission

This section will explain the steps involved in getting a scenario submitted. The scenario starts with the triads, then goes to the circle and then finally HQ.

Regional Scenarios

The first step is contacting the triad with your idea. They will discuss it with you. Do not be discouraged if they turn you down. There are a limited number of slots and they may have already determined how those slots are going to be used. If your idea is for a metaregional or core scenario, they will pass it along to the Circle.

Once you and the triad have determined what the scenario will contain, you need to write an outline. This outline will describe each encounter. If it is a role-playing encounter, the NPCs and possible developments should be explained. A combat encounter should have the ELs of the bad guys listed per APL. Your triad and you will work together on the outline to make sure everyone agrees what the scenario will be.

Once the outline has been finished, it is time to start writing. After you have committed it all to paper you have to submit it for editing. The triad will review and edit the scenario. They may have some changes for you to make and then resubmit. The editing process should be an iterative process that will result in a scenario everybody can be proud of.

You also need to play test your scenario before it is finalized. Find a group of players and run them through the scenario. Play tests need to be run as is and the players accept the risks involved in doing so. Once the scenario is completed and an AR has been issued, the players will get the rewards listed on that. This means that if a reward is edited out after the play test the players do not get the item. Ask your triad about play testing in your area as they might have special rules you need to follow.

After triad editing, the scenario will be sent to the Circle. This will start another round of editing. Once this round has been passed, the scenario will be converted into a PDF file and sent to HQ.

That is it. You have submitted a scenario for the Living Greyhawk campaign.

Metaregional & Core Scenarios

Submitting a metaregional or Core is pretty much the same except that instead of working with your local triad, you will work with your Circle member. He (or she) will be responsible for the initial editing.

Scheduling

The timing of scenario delivery for review and sanctioning is critical to the success of the Living Greyhawk campaign. As such the schedule below is vital to our success. All scenarios must follow this schedule unless the Circle member in charge of reviewing that scenario approves the deviation.

T-12 Months to Scenario Premiere

Scenario's premiere must be scheduled. Contact your local triad to get this done. Nothing more than a working title, your name, and premiere date is needed at this time.

T-6 Months to Scenario Premiere

An outline of the scenario is due to the Triad. This outline should include a plot synopsis including encounter outlines and any new rules information.

T-4 Months to Scenario Premiere

First complete draft of the scenario is due to the Triad. Over the next few weeks, the Triad will review the scenario and work with the author to edit it. You also need to run the play test in this step.

T-3 Months to Scenario Premiere

The revised draft of the scenario is due to the Circle reviewer. Over the next month, all the parties will have the opportunity to make final changes and adjustments to the scenario.

T-1 Month to Scenario Premiere

The final version of the scenario is created along with the Adventure Record for the scenario. From this point onward only minor corrections will be permitted. At this point the scenario can be used for slot zero purposes.

T-0 Months to Scenario Premiere

The scenario premieres as planned.

DMG Prestige Classes					
Asn	Assassin	BkG	Blackguard	AA	Arcane Archer
LM	Lore master	DD	Dwarven Defender	ShD	ShadowDancer

Sword and Fist Prestige Classes					
Cav	Cavalier	Dvdf	Devoted Defender	Drnmstr	Drunken Master
Dlst	Duelist	Fist	Fist of Hextor	Gstwlkr	Ghostwalker
Gldtr	Gladiator	HlfOut	Halfing Outrider	KPotGK	Knight Protector
Lshr	Lasher	MstrChn	Master of Chains	MstrSmr	Master Samurai
NotCM	Ninja of the Crescent Moon	OotBI	Order of the Bow Initiate	Rvgr	Ravager
RdVngr	Red Avenger	TrblPrct	Tribal Protector	WrMstr	War Master
WpnMstr	Weapon Master				

Masters of the Wild Prestige Classes					
NmlLrd	Animal Lord	BnoNfdls	Bane of Infidels	Blgtr	Blighters
Bldhnd	Bloodhound	DpwdSnpr	Deepwood Sniper	Xwpmstr	Exotic Weapon Master
EyeGrmsh	Eye of Gnuumish	FHntr	Foe Hunter	Frskr	Forsaker
FrnzBsrkr	Frenzied Berserker	Gmnrc	Geomancer	Hxr	Hexer
K/QotW	King/Queen of the Wild	Zmstr	Oozemaster	Shftr	Shifter
TmrBsts	Tamer of Beasts	Tmpst	Tempest	VrdtLrd	Verdant Lord
WtchDtctv	Watch Detective	WndRdr	Wind Rider		

Song and Silence Prestige Classes					
DrdPrt	Dread Pirate	DngnDlvr	Dungeon Delver	FngLlth	Fang of Lolth
OotCR	Outlaw of the Crimson Road	RylXplr	Royal Explorer	SpyMstr	Spymaster
TroO	Temple Raider of Olidammara	ThfAcrbt	Thief-Acrobat	Vglnt	Vigilante
Vrts	Virtuoso				

Defenders of the Faith Prestige Classes					
Chrch	Church Inquisitor	Conscrtcd	Consecrated Harrier	Cntmplt	Contemplative
DvnRcl	Divine Oracle	Hllbrtr	Holy Liberator	Hsptr	Hospitaler
HotD	Hunter of the Dead	KotC	Knight of the Chalice	KotMC	Knight of the Middle Circle
MstrShrd	Master of Shrouds	ScrdXcrst	Sacred Exorcist	ScrdFst	Sacred Fist
Tmplr	Templar	Wrprst	War Priest		

Tome and Blood Prestige Classes					
AotS	Acolyte of the Skin	Alnst	Alienist	ArnTstr	Arcane Trickster
BldSngr	Bladesinger	BldMgs	Blood Magus	CndlCstr	Candle Caster
DgnDspl	Dragon Disciple	LmtlSvnt	Elemental Savant	Ftspnr	Fatespinner
MotAO	Mage of the Arcane Order	MndBndr	Mind Bender	PlMstr	Pale Master
Spsw	Spellsworn	TNecro	True Necromancer	WyfrGd	Wayfarer Guide

Living Greyhawk Journal Prestige Classes					
DkHgd	Darkhagard	Vrh	Verh	KotCs	Knights of the Chase
MoJ	Mask of Johydee	SO	Silent Ones	GoA	The Glaive of Azharadian
KotWD	Knights of the Watch/Dispatch				

NPC Classes					
Nob	Noble	Exp	Expert	Adp	Adept
War	Warrior	Com	Commoner		

PC Classes					
Ftr	Fighter	Bbn	Barbarian	Clr	Cleric
Drd	Druid	Pal	Paladin	Rog	Rogue
Rgr	Ranger	Brd	Bard	Wiz	Wizard
Mnk	Monk	Sor	Sorcerer		

Format and Writing Styles

All LIVING GREYHAWK events will be submitted in the Microsoft Word document format. The template file is already in this format. You are free to develop the scenario in whatever word processor you have. Please use the template. The editors do not really want to spend the time necessary to make the scenario conform to these styles.

The scenarios will use the Arial font. Please avoid using other fonts in the main body of the adventure. Different fonts may be used in player handouts, but they may be changed in editing if they do not transfer well to PDF files.

All pages have 1" margins. The title page is single column. The main text is two columns, with 0.25" spacing between equal width columns. Handouts are generally single column, unless it makes sense for them to look otherwise.

Style sheets are required for formatting. They make formatting very fast. These are included in the template. It also allows the editor to make a small change in the style definition and affect the entire document.

The styles used in scenarios are as follows:

- Normal – Arial 10 pt, align justified, line spacing single, tab at 0.25", Widow/orphan control on.
- Read Aloud Text – Normal + bold, italic. It may also be boxed.
- Heading 1 – Normal + Arial 16 pt bold, align centered, keep with next, space after 3 pt.
- Heading 2 – Normal + Arial 12 pt bold, align left, single underline, keep with next, space after 3 pt.
- Heading 3 – Normal + Font 11, bold, keep with next.
- Footer – Normal + tabs at 3.25" (center tab) and 6.5" (right tab), line above 1 pt.
- LG Experience List: Normal + tab at 3.13 (right tab), hanging indent 0.125", right indent 0.4".

Sections in the document

Section breaks and page breaks should be used sparingly. They should be placed in the following locations:

- A section break goes after the legal text on the title page. This is a Next-Page section break.
- A section break goes after the text of the scenario and before any handouts or maps. This is a Next-Page section break.
- A section break goes before the title page for second and third rounds when these occur.
- Page breaks go between handouts.

- Continuous-Page section breaks only go in where you want to have a single column header and a two-column page of info.

Footer

The footer should be as in the template file sent with this file. The name of scenario is written in the lower left, "page #" is written in lower right. If the scenario is multiple rounds, the round # is in the middle.

General Writing Style Issues

The following sections are information scenario designers should be aware of prior to writing an adventure.

Tense

Text should be written in the present tense. Wherever possible, avoid using the future tense "will" or "shall" to describe NPC or monster actions. For example, do not say, "If the characters open the door, the golem will attack." Instead say, "If the characters open the door, the golem attacks."

Numbers

Numerals should be used for any measurement of distance expressed in feet (or meters) or any smaller unit. The spelled out form of the number should be used for any expression of distance longer than yards (or meters), except when the expression is a specific large number. These are correct: 750 miles, fifteen miles, 15 feet. Do not use ' or " to denote measurement units; use feet or inches instead. You can abbreviate feet as "ft.", inches as "in." and meters as "m".

Numerals should be used for any measurement of time expressed in hours or any smaller unit. The spelled-out form of a number should be used for any expression of time longer than hours, except when the expression is a specific large number. These are correct: 648 years, forty-eight years, forty-eight days, 48 hours, 48 minutes.

Numerals should be used for any measurement of weight expressed in pounds (or kilograms) or any smaller unit. The spelled-out form of a number should be used for any expression of weight larger than pounds (or kilograms), except when the expression is a specific large number. These are correct: twenty tons, 20 lbs.

Numerals are always used for geometric angles (e.g., 45 degrees) and expressions of temperature (e.g., 21°C), ability scores, skill ranks, skill points, creature statistics, amounts of currency, level references ("1st level," not "first level"), experience points, bonuses and penalties, dice designators (but use d%, not d100), multipliers, number of charges (in the context of a magic item that has charges), and number of times per day or other unit of time in a stat block (written as 2/day, 3/day, etc.).

Hyphenation

Always hyphenate class and spell levels when they precede a noun (4th-level rogue, 1st-level spell). Hyphenate compound adjectives before nouns (the red-haired, 18-foot-tall fire giant). Do not hyphenate before the suffix like except after double-l endings (e.g., snakelike, spell-like).

D&D Writing Style Issues

The following sections are information scenario designers should be aware of prior to writing an adventure. However, be sure to strictly follow the following sections: Trap Presentation and Stat Blocks.

Capitalization

Capitalize abilities (Strength, Dexterity, etc.), skill names (Craft, Search, Decipher Script, etc.), feat names (Whirlwind Attack, Quicken Spell, etc.), Cleric domains (Good, War, etc.), wizard schools (Transmutation, Necromancy, etc.), names of languages (e.g.: Common), sizes (Small, Medium, etc.) and saving throw categories (Fortitude, Reflex, Will). The term "Dungeon Master" and the abbreviation "DM" are always capitalized, while the various D&D hardbound books are capitalized and italicized (e.g., *Player's Handbook*, *Monster Manual*). Never abbreviate the names of D&D handbooks.

In *LIVING GREYHAWK*, the terms Influence, Influence Points, Regional Triad, Triad, The Circle and Circle of Six are always capitalized.

Monsters (orc, gnom), character classes (fighter), alignments (neutral good), spells (magic missile), magic items (ring of the ram), and weapons that do not include proper nouns (longsword) are all lower case.

Abbreviations

Abbreviations usually use all capital letters and no periods (DM, NPC, HD, XP). The abbreviations for hit points and coins use lower case letters and no periods (hp, gp, sp). Note that the abbreviation for "electrum piece" is ep, and the abbreviation for experience points is XP.

Ability scores are abbreviated as follows: Str (Strength), Dex (Dexterity), Con (Constitution), Int (Intelligence), Wis (Wisdom), Cha (Charisma). Class abbreviations are detailed in the above tables.

Damage

Use the phrase "points of damage" when giving damage in numbers or ranges. Always use a die range when giving damage, and always include a numeral before the type of die, even if there is only one. For example: "The skeleton inflicts 1d3 points of damage with each claw" is correct. Do not use "d3 points of damage," "1d3 damage," or "1d3 hp damage." Ability damage uses the appropriate ability score abbreviation. For example: "The character suffers 1d6+1 Str damage from the poison."

Miscellaneous

The names of magic items and spells should be italicized or underlined. List all pluses before the description of the item (+3 longsword is correct; longsword +3 is wrong).

The following terms are each single words: *longsword*, *greatsword*, *greatclub*, *greataxe*, *waraxe*, *longbow*, *longspear*, *shortspear*, *halfspear*, *warhammer*, *shortbow*, *crossbow*, *breastplate*, *chainmail*, *spellbook*, *spellcaster*, *spellcasting*, and *trapdoor*.

D&D Trap Presentation

Traps have DC values the judge needs in order to adjudicate the PCs' application of their various skills. They also have a CR value that is used to determine the EL and therefore the experience to be award for each trap. Whenever a trap is encountered, the following specific information also should be available in a standard format, as shown in the following examples:

Arrow trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search (DC 20), Disable Device (DC 20).

Poisoned needle trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle); poison (blue whinnies, Fort save [DC 14] resists, 1 Con/Unconsciousness); Search (DC 22); Disable Device (DC 17).

Covered Pit Trap: CR 2; mechanical; location trigger; repair resets; Reflex save (DC 20) avoids; 20 ft' deep (2d6, fall); Search (DC 21); Disable Device (DC 20). Note: It takes 80 pounds of pressure to activate door.

Bestow Curse Trap: CR 4; magic device; touch trigger (detect chaos); automatic resets; spell effect (bestow curse, 5th level Cleric, Will save [DC 14] negates); Search (DC 28); Disable Device (DC 28)

Creatures and NPCs

When D&D creatures and NPCs are described under Creatures, the entry should contain a full-length stat block indicating all information about a creature. Note that values that derive from other stats should indicate the appropriate root value, as shown below.

The stat blocks should be collected in an appendix. Each APL should have all the stat blocks for the scenario listed in a separate appendix. This allows a judge to reference a single appendix for all her monstrous needs.

Hit Points

There are two methods that can be employed to calculate the starting hit points of a combatant. Either method is acceptable. The main goal is to ensure that the opposition

does not have a disadvantage by skimping on their hit points.

The first method is calculated at 75% of the maximum available. In other words, multiply the number of hit dice by the type of hit dice (d10, d12, etc) and then add any bonuses to get the maximum hit points. Multiply that number by .75 and then round up to get the creatures hit points. For example, an 8th level cleric with a 14 CON would have 60 [(8*8 + 16) * .75] hit points.

The second method is taking the median value for the type of hit die (eg: d8 would be 4, d10 would be 5, and d6 would be 3) plus one multiplied by the number of hit dice. Then add in any other hit points from things like a high constitution. For example, an 8th level cleric with a 14 CON would have 56 [8 * (4 + 1) + 16] hit points.

Special Abilities or Qualities

Some creatures or NPCs will have special abilities or qualities. These will be listed in the stat block as well. Each of these needs to be accompanied by a two letter code describing the nature of the ability or quality. These are classified as Extraordinary (Ex), Supernatural (Su), or Spell-like (Sp).

Creating New Creatures

Use standard methods. Add a complete write-up of the newly created creature in an appendix. That will allow the judge to understand your creation and run them properly.

Non-classed Creatures

Since these are detailed in the monster manual, all you need to do is include the hit points and reference the book.

Non-classed creature's name (#): hp #; See Monster Manual.

Examples

Zombies (3): hp 9 (each); See Monster Manual

Classed Creature

Some creatures can have PC or NPC classes stacked on them. At this point they need to be detailed. As mentioned above the stat block goes into an appendix based on APL. In the encounter itself, use the abbreviated form used in Non-Classed Creatures but reference the appendix instead.

Classed creature's name, gender and race and Class and level: CR #; Size & template (# ft. tall); HD #d# + Class #d#; hp #; Init # (IN modifiers); Spd #; AC # (AC modifiers); Atks +# melee (damage, attack type), +# ranged (damage, attack type); Face/Reach list if other than 5 ft. x 5 ft./5 ft.; SA short descriptions of special attacks, complex attacks go below under Special Abilities;

SQ Short descriptions of special defenses, complex Qualities go below under Special Qualities; SR spell resistance value; AL alignment; SV Fort +#, Ref +#, Will +#; Str #, Dex #, Con #, Int #, Wis #, Cha #.

Skills and Feats: list skills and values; list feats.

Special Ability Name (Ex/Su/Sp): The type will then be described in this paragraph.

Special Ability Name (Ex/Su/Sp): The type will then be described in this paragraph. Possessions: Stuff, more stuff, items, more items.

Description: What the wee beastie looks like.

Example

Skurge Dwarfbane, male troll Bbn3: CR #; Large Giant (8 ft. tall); HD 6d6+36 (troll) + 3d12+18 (Bbn); hp 101; Init +6 (Dex, Improved Initiative); Spd 40; AC 18 (+7 natural, +2 Dex, -1 size); Atks +12/+12/+7 melee (1d6+6 [x2], claws; 1d6+3, bite) or +9 melee (1d12+9/x3, greataxe), or +9 melee (1d10+9 subdual, large sap); Face/Reach 5 ft. x 5 ft./10 ft.; SA Bbn rage 1/day, rend; SQ Bbn uncanny dodge, regeneration, Scent (detects living creatures within 30'); AL CN; SV Fort +14, Ref +3, Will +5; Str 23, Dex 14, Con 23, Int 6, Wis 10, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5; Alertness, Improved Initiative, Iron Will.

Rend (Ex): If both claw attacks hit, the Troll automatically rends the opponent for a lot of damage.

Regeneration (Ex): The Troll regenerates damage from all sources save fire and acid.

Possessions: Great-ax with three gems embedded in the handle (500 gp, 100 gp, and 50 gp respectively), large leather sack containing six severed dwarf heads (can be used as a large sap in a pinch, inflicting 1d10+9 points of subdual damage).

NPCs

NPC's name, gender and race and Class and level: CR #; Size & template (# ft. tall); HD #d# + Class #d#; hp #; Init # (Init modifiers); Spd #; AC # (AC modifiers); Atks +# melee (damage, attack type), +# ranged (damage, attack type); Face/Reach list if other than 5 ft. x 5 ft./5 ft.; SA short descriptions of special attacks, complex attacks go below under Special Abilities; SQ Short descriptions of special defenses, complex Qualities go below under Special Qualities; SR spell resistance value; AL alignment; SV Fort +#, Ref +#, Will +#, Str #, Dex #, Con #, Int #, Wis #, Cha #.

Skills and Feats: list skills and values; list feats.

Special Ability Name (Ex/Su/Sp): The type will then be described in this paragraph.

Special Ability Name (Ex/Su/Sp): The type will then be described in this paragraph. Possessions: Stuff, more stuff, items, more items.

Description: What the NPC looks like.

Examples

Jakasta the Sly, female human Rog2: CR 2: Medium Humanoid (5 ft. 3 in. tall); HD 2d6+4; hp 16 (+3 hp Toughness); Init +3 (Dex); Spd 30; AC 15 (+2 leather armor, +3 Dex); Atks +2 melee (1d4+2/crit 19-20, +1

dagger), or +3 ranged (1d6/ crit x3, shortbow); SA Rog sneak attack; SQ Rogue evasion; AL NG; SV Fort +2, Ref +8, Will -1; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills & Feats: Disable Device +6, Hide +7, Jump +3, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7; Lightning Reflexes, Toughness.

Possessions: leather armor, +1 dagger, shortbow, nine arrows, pouch containing 15 gp and 40 sp.

Jack Nightshade, male human Com1: CR 1/2; Medium Humanoid (5 ft. 8 in. tall); HD 1d4-1; hp 5 (Toughness); Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks -1 melee (1d6-1, Club), or -1 melee (1d3-1 subdual, unarmed strike); AL NE; SV Fort -1, Ref +1, Will +0; Str 9, Dex 12, Con 9, Int 10, Wis 10, Cha 11.

Skills & Feats: Climb +1, Listen +1, Rope Use +2; Simple Weapon Proficiency, Toughness.

Possessions: Club, pouch containing 4 sp and 16 cp.

Note that where a commoner or other unimportant NPC is noted but is not in any way vital to the adventure, a particularly short "stat" can be used inline with the text, or broken out into its own paragraph, if desired. The shortened stat provides gender, template, Class, and any relevant skills or feats bearing on the encounter.

Example

Jack Nightshade (male human Com1; Rope Use +2) sells rope in the bazaar.

Spells

For spell casters, the available number of spells prepared/slots available should be summarized in order, from lowest to highest within parentheses, then listed in alphabetical order by level where numerical indicators should separate each level of spells from the next. Spells

that have been pre-cast should be crossed out. This block follows the "possessions" block.

For example, here's a sample spell list for a 5th-level wizard (Int 13) who has already cast sleep:

Spells Prepared (5/3/2/1; base DC=11 + Spell Level):
0—dancing lights, detect magic, flare, mending, read magic; 1st—magic missile, summon monster I, ~~sleep~~;
2nd—levitate, summon swarm; 3rd—fireball.

This example is for a 1st level sorcerer (Cha 10)

Spells Known (5/3; base DC=10 + Spell Level): 0—dancing lights, mending, prestidigitation, read magic; 1st—magic missile, grease

Town Format

When designing a community, first consult with your Triad for statistical details as well as how much information to include. The suggested writing format for statistics for towns and cities is as follows:

Name (size): Power structure type; AL type; # gp limit; Assets # gp; Population 3; Demographic category (race #%, race #%, race #%, etc.).

Authority Figure(s): name, gender, race, class and level (title or position).

Important Characters: name, gender, race, class and level (title or position).

Others: class and level (#), class and level (#). Name the type of position the group fills, such as town guards, palace guards, Thieves' Guild members, and so on.

Notes: Place any special notes about the community here.

Appendix A: Standards of Content

Wizards of the Coast (WotC) has established this set of standards for creating excellence in all areas of its business-whether manufactured or licensed products, promotions, marketing, or other services. Taken as a whole, these standards represent a tool for directing the creation of WotC products, promotions, and services so as to provide consistency in quality and content.

RPGA Network submissions must adhere to these standards. As guidelines, rather than a strict code, they allow for some interpretation. Some game world lines may have more restrictive standards which may apply; this set represents the minimum standards for any WotC product. Check with Network HQ if you plan to write something for a WotC published AD&D game world. In all matters, Network HQ shall be the final arbiter on whether a submission is acceptable.

Spirit of these Standards:

WotC's maintenance of product, promotion, and service quality, as well as its concern for their content, involves three areas:

- Provide guidance to writers, copywriters, artists, editors, graphic designers, managers, and marketing personnel on staff without needlessly constricting creativity.
- Provide employees and freelance workers/services with guidance in regards to WotC's standards for quality and content.
- Provide assurances that Content Standards are an important consideration in the development of any WotC product.

To achieve these ends WotC, first and foremost, relies on the talents and judgment of in-house writers, editors, copywriters, artists, graphic designers, marketing personnel, and managers to oversee and control the contents of WotC products.

1. Good versus Evil: Insofar as WotC products, marketing, promotions, and services portray the conflict between "good" and "evil", such portrayals should encourage the ultimate triumph of good over evil. Though dramatic purposes may require that evil prevail over good for a time, the ultimate victory of good over evil is a desirable goal. Game products should assume that player characters or heroes are good and should never support evil as a preferred lifestyle.

2. Profanity: The gratuitous use of profanity and symbols considered vulgar by the contemporary standards of a product's target market is not acceptable unless integral to a character or story.

3. Dramatic Horror, Violence and Gore: The use of dramatic horror is acceptable in product development.

However, scenes depicting excessively graphic gore are not acceptable.

4. Sexual Themes: Sexual situations-including abuse and pornography-will not appear graphically in art or text for salacious purposes. (Note: RPGA does not accept scenarios with sexual relationships described between any characters. Romantic relationships are encouraged, but direct implication of current sexual activity is not allowed.)

5. Nudity: When depicting the human form-or creatures possessing humanoid form features-gratuitous nudity, the depiction of genitalia, bare female nipples, and sexual or bathroom activity is not acceptable. WotC encourages the depiction of the full range of humanoid forms from heroic fantasy heroes to variations of average men, women, and children. While human sensuality and sexuality may appear in WotC product, it should not be the focus-nor should it create disrespect for the human form. In short, WotC will not use sex to sell; WotC prefers to focus on marketing characters, moods and stories.

6. Prejudice: WotC celebrates diversity. Our products should not depict existing minorities, nationalities, social castes, religious groups, genders, lifestyle preferences, or people with disabilities as a group inferior to any other group.

7. Religion and Mythology: Current, real-world religions and religious groups and/or practices will not be portrayed in any way that promotes disrespect for these religions or their participants. All religions and religious practices in WotC products are purely fictional. The company does not endorse or promote any specific religion or religious practice.

8. Addictions: Addictions of any kind should not appear as glamorous or entertaining pastimes. Addiction, or the encouragement of addiction, should be shown as a dangerous habit with harmful effects.

Appendix B – Resource Guidelines

This appendix goes through all of the supplements being used for Living Greyhawk play. Where relevant, additional notes are provided for clarity. Options are listed in the order in which they appear in their relative supplement. If not listed, it should be assumed that a given option is not being used. If used in a scenario, any information used from any of the below listed sources requires the author to reprint all of the relevant information in the scenario. Player options may only be granted from the five builder books (for example, meta-game organizations cannot give access to spells from the Manual of the Planes).

Book of Challenges

This book can be used as inspiration but should not be used wholesale.

Book of Vile Darkness

No rules items are used from this book at this time. Select items may be made available in the future.

Defenders of the Faith

Special Mounts (pg 12).....	YES
Dragon Mounts (pg 14).....	NO
May be used by NPCs	
Dragon Cohorts (pg 15)	NO
May be used by NPCs	
Channeling (pg 16).....	YES
Divine Intervention (pg 16).....	NO
Converts (pg 18).....	YES
This can be done through special missions only.	
Skills (pg 18).....	YES
Feats (pg 19).....	YES
Sacred Gear (pg 21).....	YES
Magic Items (pg 22).....	YES
With the exception of the command and speed armor special abilities.	
Prestige Classes (pg 51)	YES
As noted in the LGCS.	
Divine Magic (pg 76).....	YES
Monstrous Clerics (pg 93).....	YES

Deities and Demigods

Specific information about deities will be used only as a reference.

Spells (pg 213).....	YES
Divine Ascension (pg 218) Um.....	NO!

Epic Level Handbook

No rules items are used from this book.

Hero Builders Guidebook

No rules items are used from this book.

Manual of the Planes

Prestige Classes (pg 25).....	NO
New Spells (pg 33).....	YES
Planar information and cosmology to be used as a reference as needed.	
Monsters (pg 159).....	YES

Masters of the Wild

Rules Update: Using Wild Shape (pg 10).....	YES
Variant: Urban Ranges (pg 15)	NO
Variant: Favored Enemy Rules (pg 18).....	NO
Skills (pg 18)	YES
Feats (pg 20).....	YES
Exotic Weapons (pg 26)	YES
New Magic Items (pg 27)	YES
Infusions (pg 31)	YES
Druids as Alchemists (pg 31).....	NO
Variant: doing it yourself (pg 32).....	NO
Optional Rule: benefits of hard work (pg 33).....	NO
Optional Rule: tailored infusions (pg 33).....	NO
Improving a Companion (pg 37).....	NO
Dire Animals (pg 37)	YES
Legendary Animals (pg 40)	YES
Prestige Classes (pg 43).....	YES
As noted in the LGCS	
Spells (pg 80).....	YES
With the exception of miasma.	

Monster Manual II

Main Statistics Block (pg 4).....	YES
These rules form the basis for the creation of all new monsters and should be used when doing so.	
Monsters (pg 22).....	YES

Oriental Adventures

No rules items are used from this book.

Psionics Handbook

No rules items are used from this book.

Song and Silence

Prestige Classes (pg 3).....	YES
As noted in the LGCS	
Poisons (pg 25).....	YES
PCs may not gain access to poisons that cause Con damage.	