

LIVING GREYHAWK Rules Addendum

Version 1.0 – April 22, 2003

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Out-of-Game Benefit Rules

The following rules govern the use in LIVING GREYHAWK of in-game benefits derived from out-of-game sources, primarily the Buttons distributed at the GenCon Game Fair 2002 and the cards from the Player Rewards Program.

1. Each player may make use of one of the below listed benefits for every four levels (or fraction thereof) that their character possesses (cohorts, companions, familiars, etc have no bearing on this calculation). For example, the player of a 3rd level character may use only one of the below listed benefits, while the player of a 9th level character may use three.
2. No individual benefit may be used more than once in any given event (no matter the number of rounds). To use the same type of benefit twice, the player must possess two copies of the benefit.
3. Benefits must be presented to the judge of the event at the beginning of the event. The benefits to be used must be selected before the event begins.
4. Benefits can be loaned to other players at the table, but as mentioned above, no individual benefit may be used more than once. For example, Dante loans a button to Ashley. Ashley may use the button once during that event, but Dante cannot use the same benefit unless he possesses another copy for his own use.
5. Benefits are not destroyed when used and can be used again in future events.
6. No more than one benefit can be used to affect a single roll.

Currently Sanctioned Benefits

The following benefits are approved for use in LIVING GREYHAWK play. This list includes any specific errata applicable to their use. This list will be updated frequently as future benefits become available.

- **Ember Button, Krusk Button, Lidda Button, and Tordek Button:** These buttons were given out at the GenCon Game Fair 2002. The bonuses that are conveyed from these buttons must be declared BEFORE the roll that they affect is made. They can be used to affect an ally's roll.
- **D&D Player Reward Campaign Cards:** These cards are part of an expanding system of rewards for the play of RPGA events and LIVING GREYHAWK events in particular. The following cards are currently allowed with the following errata. All card effects must be used before the roll is made unless otherwise stated. Cards not listed are not permitted for use in the LIVING GREYHAWK campaign at this time.
 - **Wink and a Smile:** set 1, card 8 of 10; no errata.
 - **I Have That!:** set 1, card 9 of 10; any item gained through the use of the card must be paid for at the end of the event. In addition, this card cannot be used to gain a *vial of alchemical sleep gas*, a *vial of disappearing ink*, or a *scent breaker bag*. It can however be used to gain any one alchemical item from the *PH* under 50 gp.
 - **Hero's Strike:** set 1, card 10 of 10; no errata.