

Playing Living Greyhawk online

Note: these rules will be updated and expanded as needed. Feel free to send comments and suggestion to the list.

1. Only Core scenarios can be legally played online. Minis, Regionals, Meta-Regionals and Core Specials are not allowed.
2. The game can be played using IRC, ICQ, MSN, or any other chat program that enables multiple people to communicate as a group.
3. Dice rolls are made using a dicebot that displays the result to everyone. Only the DM is allowed to make secret rolls using real dice. NB: I'll upload a dicebot as soon as I found a good one.
4. Set aside plenty of time for the game; a 4-hour scenario can easily take 6-8 hours when played online. During week days, it may be a good idea to play the scenario in 2 parts.
5. Make sure the DM has your character sheet well before the game starts. Emailing an electronic copy is fine for this.
6. The certs are send by snail mail after the game finishes. The DM will fill in details like APL played, xp and gp earned, etc., you fill in the rest.
7. Until the moment you actually receive the cert, the game is considered not to have taken place. If you play another game in the meantime, make sure you keep whatever you used during the online game, but otherwise act as if it has not yet happened. You do not get anything from the game until you hold the cert in your hands.
8. When you receive the cert, take your most recent cert, and fill out the new cert as if the game was just now finished.
9. During the game, it is recommended that every player has a battlemat nearby showing the situation at hand. Numbering it chessboard-style (so you can say "I charge from F6 to the orc in H12") makes it easier for everyone to understand where everyone else is.
10. The DM must keep a log of the game and save it, so that there is prove of what happened during the game (and that it actually took place) should ever the need arise. Many players like to have a copy, as well.
11. Here comes the next suggestion people can come up with ☺