

DUNGEONS & DRAGONS®

LIVING FORGOTTEN REALMS® CHARACTER CREATION GUIDE

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Updates to this document from the previous version appear in red text.

WHAT IS THE RPGA?

The RPGA is an official network that promotes play of Wizards of the Coast roleplaying games, heavily focused on D&D®. With the RPGA, thousands of gamers participate in massive shared-world campaigns in their homes, at conventions around the world, and online. You can often take your character from one play group to a completely different group, and with this guide you'll know that your character is official. DMs also earn DM Rewards, exclusive D&D game materials and aids only available through the RPGA. Your home game can also be scheduled through the RPGA, earning you rewards for your local play.

In order to become a RPGA member and participate, you need a membership number, which can be obtained at a public event (such as a convention or local game day) or online. Go to www.dungeonsanddragons.com and click on "Events" for more information on how you can sign up to join the biggest D&D organization in the world.

If you're a Dungeon Master (DM) and you want to schedule a public game for play, you'll need to become an organizer through the Wizards Play Network (WPN). This process is simple, straightforward, and only takes a few minutes. Go to www.wizards.com/wpn for more information.

WHAT IS *LIVING FORGOTTEN REALMS*?

Living Forgotten Realms (or LFR for short) is a new regionalized RPGA Living campaign, and the first to utilize the new 4th Edition Dungeons & Dragons rules. Players create characters and assign them to a specific region set in the FORGOTTEN REALMS®. Characters can be played in any LFR adventure that supports their levels of play, anywhere. All LFR adventures will be available for play no matter where you live in the world. As your character plays adventures, it earns experience points, gold, and magic items which stay with you from game to game. There are dozens of unique adventures each year!

More information about *Living Forgotten Realms* can be found on the *Living Forgotten Realms* community pages, community.wizards.com/lfr.

A REGIONAL CAMPAIGN

The *Living Forgotten Realms* campaign is a regional campaign, meaning that your character hails from a specific region in the FORGOTTEN REALMS. Adventures that you play will span the vastness of the Realms, and you may find opportunities in your home region's adventures that would be denied to a traveler from afar!

Each region is administered by a group of three campaign volunteers, called regional administrators. These hard-working people ensure that the campaign runs smoothly in your area. Overseeing these individuals are the global administrators, a team of **four** people contracted by Wizards of the Coast to manage their regional teams and coordinate with Wizards directly. They report to the D&D Organized Play Content Developer, the full-time Wizards employee that is responsible for the campaign's architecture and its development.

Being a part of a massive shared-world campaign means that there's many opportunities to interact with the community of gamers involved in the campaign. For more information on the *Living Forgotten Realms* campaign structure and how you can get further involved, visit www.dungeonsanddragons.com and click on "Events." Click on the "Living Forgotten Realms" links.

HOW TO USE THIS GUIDE

This Character Creation Guide is used for the official *Living Forgotten Realms* campaign in which you have to bring your own character. The rules in this guide supersede the general rules found in the RPGA Character Creation Guide.

WHAT YOU'LL NEED

In order to create a character for a *Living Forgotten Realms* game session, you'll need the following:

- *A Player's Handbook*
- A character record sheet
- Your RPGA number
- Any other player resources you want (see below)
- This guide

- **A copy of the adventure log.** The Adventure Log can be found at the end of this document. Print it out and fill out the information (see below for instructions). You'll need a new adventure log after you've played several adventures.
- **The *Forgotten Realms Player's Guide*.** While this isn't a necessity to play *Living Forgotten Realms*, it's full of great new rules for Realms characters and contains write-ups of the character backgrounds. The only material in the book not allowed for the campaign is the spellscarred rules (which require a special exception, such as a Rewards card).

PLAYER RESOURCES

The following list as of this publication date contains the names of the products that have player resources through **May 2010**. This list will continue to be updated in this document semi-annually, and on the RPGA website when appropriate.

Player resources are legal for character options. Each month, Wizards of the Coast releases more D&D game material through print products on sale at your local store or on our website through *Dragon* and *Dungeon* magazines. Some of this material is a player resource, and some of it is for DMs. See the chart to identify what products are player resources.

Publication	Content Allowed	Date Legal
<i>Player's Handbook</i> series (includes races series)	All	Upon release
<i>Forgotten Realms Player's Guide</i>	All except spellscarred rules	Available now
<i>Adventurer's Vault & Adventurer's Vault 2</i>	All	Available now
Power series (<i>Martial Power</i> , etc.)	All	Upon release
<i>Manual of the Planes</i>	Paragon paths	Available now
<i>Player's Handbook Heroes Miniatures</i>	All	Available now
<i>Eberron Player's Guide</i>	All except dragonmarked rules & backgrounds	Available now
<i>Dragon Magazine Annuals</i>	All	Upon release
<i>Dragon Magazine</i>	All	Upon release of compiled issue
D&D Insider Character Builder exclusive content	All	When available

Content Not Accessible: There are a few bits of D&D game material that are not considered accessible to players (even if content from the resource is allowed), as it is too difficult to evaluate the content's use in the *Living Forgotten Realms* campaign. Exceptions to this rule will be noted on specified play documents. This includes the following game content:

- Artifacts
- **Boons: Access to Boons can only be granted by Story Objects.**
- Content that specifies DM adjudication in order to be used by a character

Access Information: Content from publications not listed above requires you to obtain access. For new races, feats, powers, and other options, you need to have a RPGA Rewards card that grants you access and have it in your card stack (see below) or the option needs to be specifically mentioned in a **Story Object**.

Dragon Magazine: Content appearing in *Dragon Magazine* that is player resource-friendly (full racial write-ups, classes, paragon paths, epic destinies, powers, feats, magic items, rituals/formulas, and backgrounds) is available for access if present in the compiled issue and when the compiled issue is available for download (typically at the end of the current month). Content from individual articles is not available for access upon the date of the article's publication, as the compiled issue may make final modifications to the rules in the article. Exceptions to access will be noted in the rules content's article. **If material from *Dragon Magazine* is updated or removed from the *Dragon Magazine Annual*, the information in that publication supersedes the online compiled issue.**

Playtest Classes: Occasionally, D&D Insider subscribers to *Dragon Magazine* may have playable "playtest" classes available to them months before they actually see print. These classes are usable when the compiled monthly issue is available, but keep in mind that some features and powers of the class may change when the final version of the class is published. **When the class is eventually published in a book, the text of the printed product supersedes the online version.** If the class isn't presented in a playable state when the compiled monthly issue is released, it is not legal for **LFR** play.

RULES UPDATES AND FAQs

Periodically, Wizards of the Coast will release rules updates with corrections to existing rules, or a player/DM will inquire through a specific official channel to get a clarification on an existing rule. **When there is contradiction or confusion on a ruling at a table, the DM is the final arbiter, although the most recent rules**

should be used when possible. The following are considered official rules sources for RPGA play:

- **Printed rulebooks**
- **RPGA Character Creation Guide** (this document)
- **Official D&D rules updates** (available at www.dungeonsanddragons.com; click on “Products,” then “Updates”)
- **D&D Rules Compendium** (available through **D&D Insider** at www.dungeonsanddragons.com)
- **D&D Character Builder** (available through **D&D Insider** at www.dungeonsanddragons.com)
- **Clarifications issued through the official Game Support team at Wizards of the Coast**
- **Updates posted on the official Wizards website** (through **D&D Insider** or as news items)

CREATING A NEW CHARACTER

Creating a character for a *Living Forgotten Realms* game is very similar to creating a character for any other D&D game. In fact, if you follow the character creation rules in the *Player’s Handbook*, you’ll be pretty much set. However, there are some decisions that normally a DM would make about character creation, and this guide tells you what is official for *Living Forgotten Realms* play in these circumstances. If a specific situation is not covered by this guide, use the *Player’s Handbook* as the default reference.

- **Generally, all characters start at 1st level unless otherwise specified. For the full living experience, you will probably want to start your new character at 1st-level, however some exceptions to this rule are allowed, in which case see “Creating a Higher-Level Character” below.**
- **Ability scores are never rolled.** Use Method 1 or 2 (*Player’s Handbook*, pages 17-18) to generate ability scores for your character.
- **Choose a race.** In *Living Forgotten Realms*, all of the races in the *Player’s Handbook* (and other books as they become available) are represented, as well as new races (drow and genasi) that can be found in the *Forgotten Realms Player’s Guide* (and the preview document, at www.dungeonsanddragons.com; click on “Events”). Certain races in the Realms have expanded racial origins. Specific information can be found in the *Forgotten Realms Player’s Guide*. Choosing a cultural distinction for your character’s race does not provide a different game mechanical benefit.
- **Starting characters must purchase equipment that is from a player resource.** Each 1st-level **LFR** character starts out with 100 gp, just like any other D&D character. They can purchase equipment that is from a player

resource (see **above**). Once you start adventuring, you may gain access to or find other magic items that you normally could not purchase.

- **Character alignments must be unaligned, good, or lawful good.** In addition, characters may not worship a deity with an alignment of evil or chaotic evil.
- **Select a character region.** Choose a region within the **FORGOTTEN REALMS** for your character. This is the place where your character hails from or considers their place of origin. Once you’ve chosen a region for your character, that choice remains for the rest of your character’s life. It’s as much a part of your character as its race. You cannot retrain your region, although you may retrain your background(s). You may choose any region from the *Forgotten Realms Campaign Guide*, but be aware that choosing to come from one of the regions in which regional adventures are set may provide benefits when adventuring in those regions or qualify you for additional game benefits (such as region-specific feats or paragon paths). The regions in which regional adventures are currently set are: **Aglarond, Akanûl, Baldur’s Gate, Cormyr, Dalelands, Dragon Coast, East Rift, Impiltur, Luruar, Moonshae Isles, Tymander, and Waterdeep.**
- **Select a character background.** You may choose a character background benefit from any player resource. You may gain a background benefit from your character region (if the region has a benefit listed in the *Forgotten Realms Player’s Guide* **and your character actually comes from that region**) or one based on your race, occupation or other background (as listed in *Player’s Handbook 2* and other sources). However, you only gain the mechanical benefit of one background, not from both your region and another source. **You cannot gain a background benefit from a region that is not your character region.**
- **Select a deity for your character, if applicable.** Characters that have a divine class or multiclass option must choose one (and only one) living deity for their character. See the *Forgotten Realms Campaign Guide* (“Pantheons of the World”) or *Player’s Guide* (Deities of the World chapter) for a list of deities available in the Realms. If you’ve chosen a deity from the *Player’s Handbook*, listed below is an equivalency chart so that you can convert your character’s choice to the appropriate campaign-specific deity. **You may not select a deity from a setting other than the FORGOTTEN REALMS.** You may need to alter your character’s alignment slightly to align more properly with the Realms deity. If you have a Channel Divinity feat from the *Player’s Handbook*, it is a valid character option for the Realms-equivalent deity. The *Forgotten Realms Player’s Guide* will have Channel Divinity feats for all the Realms deities listed on the chart. In addition, the Realms-equivalent deity serves as a proxy for any other rules prerequisite that specifies the *Player’s Handbook* deity.

Realms Deity Name	Alignment	Sphere	Player's Handbook
Amaunator	Lawful good	Sun	Pelor
Bahamut	Good	Justice	Bahamut
Corellon	Good	Fey	Corellon
Gond	Unaligned	Craft	Erathis
Kelemvor	Unaligned	Death	The Raven Queen
Moradin	Lawful good	Dwarves	Moradin
Oghma	Unaligned	Knowledge	Ioun
Selune	Good	Moon	Sehanine
Silvanus	Unaligned	Nature	Melora
Tempus	Unaligned	War	Kord
Tymora	Good	Good luck	Avandra

RULES FOR HOME GAMES

If you're going to be the DM for a homebrew game, you can choose to follow any or all of the information in this guide. However, if you make your game a RPGA-sanctioned public event, meaning different players can rotate in and out of your sessions, you need to use two rules presented here: characters use Method 1 or 2 for ability scores and characters have use of RPGA Rewards cards (see below). The rest is up to you.

CREATING A HIGHER-LEVEL CHARACTER

As a living campaign, *Living Forgotten Realms* intends for you to create a first level character that you play and level throughout the campaign. However sometimes this can lead to problems, such as forming tables at conventions where not everyone has a character in the same level band or where friends level at different rates and can no longer play together. *Living Forgotten Realms* offers some limited options to remedies these problems.

Option One: You may make character of 5th-, 8th-, or 11th-level ONLY if you do not already have a character in that level band. If you choose this option, the following rules apply:

- **Character:** If you're creating a character higher than 1st-level (5th-, 8th-, or 11th-level only), simply follow the rules in the *Dungeon Master's Guide* page 143, in addition to those in this guide.
- **Starting Gold:** Your starting gold is equal to an item of your level-1, as per *Player's Handbook* page 223. You may spend this gold to purchase equipment that is from a player resource.

- **Magic Items:** You get one magic item of your level + 1, one of your level, and one of your level - 1. You may only choose your starting items from the *Player's Handbook*. If the class of your character is not found in the *Player's Handbook* and uses an implement, you may also purchase implements appropriate to your class from the book in which your class was originally published. These items do not count against your found item slots.
- **Found Item Slots:** When calculating the number of found item slots available to your character, consider your character to be of a level equal to the number of levels actually played. Thus you begin with one found item slot and gain an additional slot with each level you gain. For example, if you create a brand new 5th-level character you are considered 1st-level and have one item slot which you may fill with a magic item from the treasure bundles of the adventures you play. When you reach 10th-level (or 6 levels played through), you would have six found item slots. The three items that you begin play with when your character is created are in addition to any you might acquire through play and are not counted against your found item slots.
- **Card Stack:** When calculating the number of Player Reward Cards for your character, consider your character to be of a level equal to the number of levels actually played. For example, if you create a brand new 5th-level character you are considered 1st-level and have two cards in your stack. When you reach 10th-level (or 6 levels played through), you qualify for an additional card and may increase the total cards in your stack to three.

Option Two: In addition to creating a character of your own, pre-generated characters will be available in the Fall of 2010. If you prefer, you may choose one of these pre-generated characters and claim it as your own; advancing it and retraining it as per the rules in this guide. As with creating a character of higher level you may only play and advance a pre-generated character if you do not already have a character in that level band.

Until these pre-generated characters are available, only option one may be used.

CONVERTING *DUNGEONS AND DRAGONS ENCOUNTERS* PCs TO *LIVING FORGOTTEN REALMS* PCs

Characters played in Season One only of the *Dungeons and Dragons Encounters* (DDE) program (set in the FORGOTTEN REALMS) can be brought easily into *Living Forgotten Realms* by following the following rules.

- **Character:** Any rules choices you have made while building and leveling your DDE character, such as feats, must be legal for LFR. If you choose a rules item while creating or leveling your DDE character that is not legal for LFR, such as a Dragonmarked feat, you must retrain that illegal rules item before playing your PC in LFR. You may retrain these illegal choices for free before your first LFR adventure.
- **Magic Items and Found Item Slots:** There are a number of magical items that your character may have acquired while playing DDE. All of the items your converted PC possesses must be found in a player legal source, or they cannot be converted along with your PC; this includes any and all boons. Items that cannot be converted can be sold for 20% of their value and added to the character's starting gold. When you convert your DDE character into an LFR character you may have more permanent (non-consumable) items than your level. Should you have more permanent items than your character's level, you may keep the extra items. Each item that you keep occupies one of your found item slots, including slots you may not yet have earned. In the case of having more items than your character's level, extra items fill you next slots you earn (up to the number of extra items). You may also choose to discard any item that you no longer wish to have in order to have open found item slots when you begin LFR. Your PC may keep any consumable items your PC has from a legal source. These do not occupy found item slots.
- **Gold:** Your character keeps all of the gold they currently have. Do not adjust their gold during conversion.

RPGA REWARDS CARDS

Periodically, the RPGA issues special cards that can be used in official RPGA games such as *Living Forgotten Realms adventures*. These cards allow you to get an adventuring edge from time to time, help promote teamwork, and provide you with new character options. You **must** show your DM what cards you have in your stack prior to beginning a play session.

Rewards cards printed from a PDF file are legal for play, as long as they are available for download via the Wizards website. Otherwise, you must have the physical card present to use it. **You may not have more than one copy of a card in your stack.**

Unless a card specifically lists a type of action that it requires, playing a card does not require an action of any kind. **It is something the player does, not the character.**

There are four types of Rewards cards:

- **General cards** are the most common and the ones likely to be used in a game session. Each general card has a benefit listed on the card. Once the benefit is triggered, the card is turned sideways to indicate it is used, and the bonus indicated on the card (usually +1 or +2) becomes active for the rest of the session. You can give any one ally (a character other than your own) the bonus at any time after a d20 roll has been made. Only one card bonus may be given to a d20 roll. Once the bonus has been spent, remove the general card from the play area or flip it face down. You can have as many general cards as you like in your stack (up to your limit), **but may not have more than one copy of a particular card in your stack.**
- **Creation cards** allow you to create a character of a new race or with an option unavailable to most characters. You can only have one creation card in your card stack, it must be assigned when the character is created, and it cannot be changed once chosen.
- **Expansion cards** give your character new options. You can have as many different expansion cards as you like in your stack (up to your limit), they can be assigned at any time, and if they are removed at a later time, you lose access to the options on the card (which might mean you have to retrain or restrict future item access).
- **Quest cards** are a special type of card linked to a specific program (usually a long-term official RPGA campaign). On each quest card, there are tasks listed that you have to perform in adventures. Your DM will inform you if you've completed the task and can gain credit from doing so. Once you've completed all the tasks, you unlock a special adventure playable only by those with the quest card in their stack and all tasks completed. Your character can possess as many quest cards as you'd like in your stack; these cards do not count against your total cards in your stack.

Each character has a card stack; essentially a number of card "slots". The number of cards in the stack grows as a character gains levels. You can modify the cards in your stack in-between adventures. See the table below for specifics.

Character Level	Cards Gained	Total Cards in Stack (Only 1 Creation)
1st	2	2
6th	1	3
11th	2	5
16th	1	6
21st	2	8
26th	1	9

All RPGA rewards cards, with the exception of Creation, Expansion, and Quest cards, will retire from play after December 31, 2010. At this time *Living Forgotten Realms* will be replacing this program with an alternative that will be debuted in Fall of 2010.

THE ADVENTURE LOG

Before you play your first *Living Forgotten Realms* adventure, you should print out a copy of the adventure log (or a few copies, if you plan to play lots of games in a short time). Just fill out the top part of the sheet and keep your log with your character. When you play the adventure, use the log to write notes like what you did, **what story objects you received**, or who you played with. Make sure you write your starting XP total and starting gold total on the log as well. When you complete your adventure, the DM will give you the XP you earned, the gold you gained (or lost, if you spent more than you gained during the adventure), and a pick of a magic item or other treasure. After you've received your rewards and finished the game, simply total up your XP and gold to record your new information, and note if you leveled in the appropriate space.

It has a workspace labeled "notes" **after each adventure where you can list** your retraining notes (if any) you retrained **should** you gained a level. **You may also use this space to list your paragon path and epic destiny**, when you get to those loftier levels. Also it contains a place for you to record your found magic items.

The adventure log is also available through the "Journal" in the [D&D Character Builder](#), making it easy to track all your character's adventuring history. You can also create your own advancement log with more spaces if you don't want to use the one we've provided; just make sure that it has all the information in an easy-to-read format.

PLAYING ADVENTURES

You've got your character all ready to go, and are eager to jump into your first game. Here's what you need to know about playing *Living Forgotten Realms* adventures:

- **It's a team game.** While creating a brooding loner character can be interesting, the character should still be able to function well in a team environment. 4th Edition D&D is all about working together to overcome challenges, and the mechanics of the game reinforce that aspect. Roleplay your character however you like, so long as you remember the importance of assisting your fellow adventurers. If you are in control of your character and have an attack that includes PCs in its effect, always ask the players controlling the affected characters if it's OK to damage or otherwise hinder their character before you

make the attack. **If they agree, you may proceed, but if they do not wish you to attack or hinder their PC, you must choose a different action.**

- **When a rule is updated, use the newest version.** Keep an eye out for rules updates, particularly *Dragon Magazine* options that later appear in a rulebook. Make sure that you're using the most current version of the rule. This is especially important if you use a playtest class from *Dragon Magazine*.
- **Play of an adventure is restricted to once per character, not once per player.** Unless otherwise specified, all *Living Forgotten Realms* adventures can be played multiple times, so long as you use a different character each time you play. You can even DM a game and then play it at a later date. If you play an adventure again, you are required to let the DM know at the beginning of the game that you've already played it, and don't ruin the surprises for anyone else that might be experiencing the adventure for the first time.
- **Play how you want to play.** You can play *Living Forgotten Realms* adventures at home, at conventions, online, or any other way that you like to play D&D. The only restriction is that if you're playing via a message board or online play-by-post, the game needs to be only accessible by those involved in the session.
- **Adventures typically take about 4 hours to play.** Most *Living Forgotten Realms* adventures are designed to be played in the space of one solid evening of play or to fit a few in a full day. A four-hour game is called one "round" of play. If an adventure is longer or shorter than that, it will be called out in the adventure description.
- **Adventures have different designations so you easily understand what content is in them.** **Regional** adventures (designated with a 4-letter regional abbreviation, such as CORM or AGLA) are adventures that take place in and around one of the 12 common character regions in the campaign. **Core** adventures (CORE) involve travel to dangerous areas outside of the 12 character regions. **Special** adventures (SPEC) are like core adventures, but they are more risky, and premiere at big conventions (like **D&D Experience** and **Gen Con Indy**) but are available later for everyone to enjoy. **Quest** adventures (QUES) are like core adventures, but they are only playable by those who complete a series of tasks on a special quest RPGA Rewards card (see the information in the main document under "RPGA Rewards Cards"). **Adapted** adventures (ADAP) are adventures published by Wizards of the Coast that have been adapted for play for *Living Forgotten Realms*, such as *FR1 Scepter Tower of Spellgard*. Your DM will need to obtain a copy of the adventure and the adaptation document before running an adapted adventure. **Mini-campaign** adventures (MINI) are a series of tightly-woven adventures designed to

highlight a specific area of the Realms, and assume that the characters will continue play from one adventure to another until conclusion. They are usually targeted at entry-level play. **Adventuring Company adventures (ADCP)** are designed to offer unique challenges and opportunities. They usually pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). To play an adventuring company adventure, at least three of the PCs must be part of the same adventuring company. My Realms adventures (MYRE) are create-your-own adventures wherein the DM creates a custom adventure that only can be run by the DM-creator. And finally, **Weekend in the Realms adventures (WEEK)** are special adventures only available for play on the Weekend in the Realms annual global event.

- **Each adventure has a level range.** In order to participate in an adventure, your character has to be in the level range listed for the adventure. Starting in August and September 2008 the campaign began by releasing several adventures for characters levels 1-4. Once you level above the range, that character is no longer eligible to play the lower-level adventures. Each quarter, the RPGA will put out a large number of adventures for increasingly higher level ranges, so if you do manage to “level out” your character, you won’t have to wait too long for more adventures. Currently paragon-tier play is available as of the 3rd quarter of 2009, with Epic level adventure beginning in 2011.

- **Most adventures have a low-level and a high-level version.** When you sit down to play the adventure, you’ll decide as a group whether you want to play the high-level version or the low-level version of the adventure. Look at the average level of the group (and possibly the experience of the players, if known) to give you a good guide on what version your group should select. For example, if you have a group playing a level 1-4 adventure and all of the characters are 1st or 2nd level, you should probably play the low-level version.
- **Adventures are playable by the RPGA standard table size.** Four to six players make for the best game of D&D, and *Living Forgotten Realms* play supports that model.
- **You should expect to level about every 3 adventures or so.** This means that you’ll probably have more than one character if you want to experience most of the adventures for *Living Forgotten Realms*.
- **There is no upkeep cost to be paid between adventures.** It is assumed that your character finds a way to make a living outside of adventuring.
- **Remember, where you live isn’t a restriction on what you can play! Play whatever you’d like to experience all the Realms has to offer!**

If you have any more questions on adventures, simply visit www.wizards.com/rpga and click on the “Living Forgotten Realms” or “Living Realms” links; or visit the *Living Forgotten Realms* Community site community.wizards.com/lfr.

WHAT LEVEL BAND AM I?

Living Forgotten Realms divides its adventures into level bands, or a tightly focused group of levels, so that the adventures can offer better balanced challenges. Your character can only play adventures who’s level band corresponds to your character’s level band. There are nine partially overlapping level bands, spanning from level 1 to level 30 and they are shown in the table below.

Level Band	Abbreviation	PCs Level
Heroic 1	H1	1-4
Heroic 2	H2	4-7
Heroic 3	H3	7-10
Paragon 1	P1	11-14
Paragon 2	P2	14-17
Paragon 3	P3	17-20
Epic 1	E1	21-24
Epic 2	E2	24-27
Epic 3	E3	27-30

RETRAINING IN LFR

The *Player's Handbook*, page 28 has specific rules regarding retraining, but in order to allow players to take better advantage of new rules options and to make it easier to adjust to rules updates, LFR uses a more permissive system.

Whenever your character gains a level, you may retrain out any and all character-based rules options, except for the following:

- **Your character's name**
- Your character race (you may retrain race-based options that you chose)
- Your character class (you may retrain your build)
- **Your character's region**

Please note that you must still follow the general rules for retraining. For example, a 13th-level PC normally has eight feats, six of which came from the heroic tier. Using the retraining rules as written in the *Player's Handbook*, two of those heroic feats could have been retrained to paragon feats, giving your PC a maximum of four paragon feats. The more liberal rebuilding rules in LFR do not allow you to bypass this rule and retrain all six of your heroic feats to paragon feats. So in this example, should your character level 13th-level, while you could retrain all of your feats, at least four of them must be heroic feats.

TREASURE AND REWARDS

After you finish an adventure, your DM will award you with XP, gold, and a pick of another treasure. You can also buy magic items or rituals at the beginning and end of your adventure (and during, if your DM allows it). Note that any reference to character level below assumes your character's level after receiving XP from the current adventure.

- **At the end of the adventure, you can select one (1) magic item or ritual bundle from a list the DM gives you of things you found during play.** It's OK if you and another player select the same item for your character. If you select a weapon or suit of armor, you might have to choose what type it is when you make your selection. Simply write down your choice of item on your adventure log, and you're all set. However, there's one very important rule you must observe when selecting a magic item (see below); **you may only select a non-consumable magic item if you have an empty found item slot.**
 - **You can only possess a number of found magic items equal to your character level.** In 4th Edition D&D, your character finds about one item every level or so. Therefore, in *Living Forgotten Realms*, characters cannot
- possess more found magic items (that is, items acquired at the end of an adventure) than their level. **You have one "found item slot" per level of your character (or less if you created a character at higher than 1st-level; see *Creating a Higher-Level Character* for more details).** If you sell or discard a magic item you've found, it still counts against your total number of found magic item slots. Make wise choices about what magic items you select, and remember if you can't or don't want a magic item you can always select another option. Every adventure contains an option to select more gold, and many contain options to select consumables (such as potions) plus gold or rituals. Rituals, formulas, and consumables do not count against the found magic item limitation.
 - **You cannot use or sell a magic item more than 4 levels above your character's current level.** If you choose a magic item more than 4 levels above your character's level at the end of the adventure, you can only use it or sell it when your character is at the item's level - 4. **If you find an item that is more than 4 levels above your character's level during an adventure, it cannot be used by your character during the adventure.** You can however use consumables (such as potions) that are more than 4 levels above your character's level if you find them in the adventure.
 - **You may need to choose a specific form for some magic items when you select a found item.** Often magic weapons and suits of magic armor are found and not given a specific form (and more rarely, magic implements). For example, you might find a *flaming weapon* +2. Whenever you select one of these items for your character as a found item, choose the form the weapon/armor/implement takes when you select the item. Write down the exact form of the item on your adventure log. Using the example above, if you wanted the *flaming weapon* +2 to be a short sword, you'd write "+2 *flaming short sword*" on your adventure log. For magic armor, you may select a masterwork property **from a player resource** for your armor when you select the item if one is available for that item's enhancement bonus. You should always consult the item's description to ensure that you are selecting a legal form for the item, as many items cannot take the form of just any armor, weapon, or implement.
 - **Boons cannot be purchased.** Boons from any source, including Grandmaster Training, can never be purchased with gold. They can only be awarded by adventures. Unless modified by a Story Object, boons always take up a found item slot. Boons can never be sold for gold.
 - **You can purchase any magic item that is equal to or less than your level with your gold, as long as you have access to it.** See "Player Resources" **above** to determine what magic items and rituals/formulas are accessible by

your character. Other items are restricted resources, meaning that you need to gain access to the item to purchase it, even if you are of the same level as the item. If you have a character option that allows you to create items of a higher level than your character, you may also purchase items of the higher level specified as long as you have access to the items.

- **You can sell magic items for 20% of their market price.** You cannot sell mundane gear, **including mounts**. You can sell unused ritual books, ritual scrolls, and alchemical items for 50% of their market price. Consumable magic items are sold for 20% of their market price. Remember, if you sell a found magic item, it still counts against your total number of found items.
- **Magic items that have an enhancement bonus can be upgraded.** If you have purchased or found a magic item with an enhancement bonus (like a weapon or suit of armor), you can pay the difference in cost to upgrade your item to the next enhancement bonus. You cannot upgrade the item until you are the same level or higher as the item you want. You don't need access to a higher-level version of the item to upgrade it. If you upgrade a suit of magic armor, you may select a new legal masterwork quality for the armor. If you want to make any other change to a magic item, you must use the Transfer Enchantment ritual found in the *Adventurer's Vault* and pay the appropriate costs for use. You can transfer any magic item quality to another legal item or add a quality to a magic item that does not have one, as long as you have access to the quality (see the Transfer Enchantment ritual for more details). See "Enchanting Magic Items" in *Adventurer's Vault*, page 198 for more information.
- **You can only create items that you could purchase.** Enchant Magic Item and Brew Potion are rituals that allow you to create items. If your character could normally purchase an item (see "Treasure and Rewards"), you can create it with these rituals. You can always create items at the end of the adventure, and depending on what the DM allows, you might be able to create items at the beginning or during the adventure as well.
- **You can't receive treasure from another player character.** You can pay for expenses as a group (like ritual costs, bribing for information, paying for passage, etc.), but you can't receive gold, magic items, rituals, or any other treasure from another character. You can lend another character an item for use for the adventure, but it must return to the owner at the end of play. If the item is a consumable item (such as a potion), it can be consumed during the course of play and does not need to be replaced by the consuming character, **but may be if the character is willing and has access to the potion**. In addition, you cannot permanently alter another player's

magic item (or other equipment) in any fashion **with the exception that you can** cast rituals (including Enchant Item or Transfer Enchantment) for a another player's character if that character can provide your character with the ritual scroll and pay for the cost of the casting.

- **You cannot gain more gold from an adventure than the maximum gold award for that adventure.** There is no method by which you can exit an adventure with more gold than the maximum gold reward for that adventure. For example, you cannot feed all the magical weapons you find in an adventure to a rust monster in order to gain residuum which you convert to additional gold. Nor could you use the gold (in excess of the adventure's reward) from such a sale to buy new magical items during an adventure and keep them after the adventure ends. However, should your items be destroyed by rust monster you could use the gold earned from the residuum to replace your item with the same item. For example, if your **+2 flaming longsword** was destroyed by a rust monster, you could replace it with a new **+2 flaming longsword**, but you could not use the 5,000 gp worth of residuum to purchase a **+2 symbol of battle**.
- **Mounts are recovered at the end of the adventure if killed during play.** A mount that dies during the course of an adventure is unavailable to the character for the remainder of the current adventure, but is recovered at the adventure's conclusion.
- **Story awards give you interesting hooks to further play.** At the end of most adventures, you'll also receive one or more story awards - little certificates that speak of your accomplishments or contacts you made during the adventure. Hang on to these, because you never know when they'll come into play in the future!

RULES UPDATES

Official rules updates are effective for the campaign 30 calendar days after they are published by Wizards of the Coast on the official update site. Players who are able to incorporate the updates into their characters sooner than 30 days are encouraged to do so. After 30 days DMs enforce the rules updates and characters that haven't been corrected are not legal for play.

Periodically, a rules update may significantly impact the player of a character in such a way that the player may find the changes undesirable. When that happens, use the following to adjudicate:

- **Found magic items:** When a found magic item is affected by an official rules update, the player does not receive any "compensation." They can keep it (using the new rules), they can sell it at 20% of market price, or they can replace it with a new, legal item of the appropriate type whose item level is less than or equal to the old item's level. **For**

example, if a 3rd-level neck slot item your character found was affected by errata, you could keep it using the new rules, sell it for 20% of its value, or replace it with a new neck slot item of 1st- through 3rd-level.

- **Purchased magic items:** When a purchased magic item is affected by an official rules update, the player has the options listed above for found magic items. In addition, the player has the option to sell the item back at the price paid for it, including (if relevant) upgrades that the PC paid for, but not including any upgrades that the PC did not pay for.
- **Character rules options:** See the “Retraining in LFR” sidebar on page 7.
- **Character rules options and magic items:** When an official rules update changes a class feature, feat, power, or paragon path in a way that would invalidate one or more of your magic items but the items themselves have not changed (for example, when avengers lost the ability to gain the benefit of Armor of Faith while wearing anything heavier than cloth armor), you may choose a new, legal item of the appropriate type (for example **swapping a magic weapon for a different magic weapon**) whose item level is less than or equal to the item level of your old item. You receive no other compensation when changing items in this fashion. Players are on the honor system to make the minimum necessary changes. If your armor needs to change because of a class feature update, changing your (unaffected) weapon at the same time is not a legitimate use of these rules.

NPC RITUAL CASTING

If a non-player character (NPC) is available and has the resources (determined by the DM and/or the adventure) to cast a ritual for the group or an individual within the group, the group (or that individual character) pays the cost of the ritual casting. This cost is equal to the component cost plus 20%.

CHARACTER DEATH

Adventuring can be dangerous business. Your character might succumb to those dangers and die. However, death for your character is usually a temporary situation. If your character dies during the course of the adventure, you and the rest of your group have two options, provided that the group has access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return your character to life.

- **Pay the component cost for the ritual.** If the group **has access to the body and** chooses this option, the cost should be divided evenly amongst the group (500 gp for

heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there’s still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.

- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual, doesn’t desire to pay for it, or doesn’t have access to the body, the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character’s death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time. **The death penalty still applies (-1 penalty until the character passes three milestones). If all of the PCs are killed and no friendly NPCs have access to the PCs’ body, invoking the Charity of Death clause is the only option for those players wishing their PC to return to life. The DM is the final arbiter of when this is the only option.**

ORGANIZING AND DMING FOR *LIVING FORGOTTEN REALMS*

Organizing a game for *Living Forgotten Realms* is easy - simply head to www.wizards.com/wpn to learn how to set up an event and order adventures. (If you need help on organizing an event, the website has information on how to do that, too.)

All the information you’ll need to DM a game of *Living Forgotten Realms* is included in each adventure; simply follow the instructions and you’ll be ready to go. One important point bears noting - **ensure that you report your group’s play in a timely and accurate fashion.** Players rely on their character information being accurate, and the online tracking system serves as a vital component in validating play.

DM ADVENTURE ADJUSTMENTS

In each *Living Forgotten Realms* adventure, there’s a section entitled “Important DM Information,” which gives guidelines to DMs on how they should utilize the material in the adventure and how to adjudicate their play sessions. Especially important is that the DM is the facilitator of an enjoyable play experience, and is empowered to make

adjustments to the adventure to enhance the play experience of the group. The DM's golden rule is: **Make decisions and adjudications that enhance the fun of the adventure when possible.** However, in order to preserve the integrity of the *Living Forgotten Realms* campaign, there are certain boundaries that are present when a DM makes adjustments to an adventure.

- **The DM can make slight modifications to an encounter to make it the right challenge for the group.** Examples include adding another monster of the same type as one existing in an encounter (such as adding a 4th goblin sharpshooter to an encounter that normally has 3), removing a monster from an encounter, adjusting the level of a monster by +/- 1 level (and thereby adjusting hit points, defenses, and attacks), or changing the tactics present for a monster to something more/less optimal than listed.
- **The DM can make story alterations, so long as the core plot elements and rewards are maintained.** The DM may adjust "little things" in the adventure such as the way in which characters obtain information, minor NPCs, adding depth or campaign flavor to an encounter, etc. However, the DM cannot change the overall plot of the adventure or its location, and cannot change the rewards earned by the characters (treasure, XP, and story awards). The adventure should be essentially the same no matter who runs it.
- **The DM should make adjudications when the rules are unclear or to keep play moving.** If a rules call is necessary, it is the DM's job to make the call and continue with the action. Players can take a brief amount of time to object to a rules interpretation, but after listening to the players' objections, the DM should make a quick decision.
- **The DM cannot add monsters or NPCs to encounters that are not present in the adventure.** The DM must use the monsters present in the adventure. For example, if an encounter includes an adult green dragon, the DM cannot change the dragon to an adult white dragon or an elder green dragon.
- **The DM cannot specify what rules elements are or are not allowed for characters.** This Character Creation Guide determines the legality of player resources for characters, not the DM.
- **The DM cannot make up new D&D rules wherein an existing rule will suffice.** The DM must use the D&D rules whenever possible to resolve complications that arise during the game's play. Players have an expectation that their character's abilities will function in a certain manner based on the rules of the game. The DM cannot, for example, make up a new jumping rule when one already exists under the Athletics skill entry.

THE COMMUNITY

Living Forgotten Realms is bigger than just the adventures you play. In fact, what accomplish in an adventure has an impact on the world and shapes the future! At the end of many adventures, the DM will note answers to a few adventure questions which are reported to the RPGA. The play results are tabulated, and the majority result is considered the campaign outcome for that particular result. This reporting influences future adventures and we'll keep you up-to-date on the RPGA website with results as necessary!

As the campaign continues, we'll be rolling out some fun events and other programs that will further immerse your character in the campaign and get you linked to the *Living Forgotten Realms* community. Keep an eye out on the RPGA website for more information!

In the meantime, visit www.dungeonsanddragons.com and click on "Events" to find out more about the already-growing online *Living Forgotten Realms* community **or go directly to community.wizards.com/lfr**. Go to our forums and find other players, post your thoughts, and share your stories. The adventure's just begun, so hang on for a great time in the new world of the 4th Edition FORGOTTEN REALMS!

ADVENTURING COMPANIES

In the FORGOTTEN REALMS, adventurers often band together under a common cause or motivation. These groups are commonly called adventuring companies, but they really could represent any collective of adventurers organizing as a long-term group; for example, they could be part of an extended family or clan, a small religious sect, or a special team in a military organization.

In the *Living Forgotten Realms* campaign, you can form such a group with fellow players, declaring your affiliation with other characters that share your character's goals and motives. Here's how it works.

ADVENTURING COMPANY REQUIREMENTS

Your first step is to get together with fellow players that want to form an adventuring company. You might create a group of characters that all share a common background, or you might just decide to form an adventuring company with existing characters that have a previous connection with each other or are banding together for practical reasons.

One person or a small council should act as the scribe for the adventuring company, in charge of maintaining the company's roll. This could be as simple as typing up a spreadsheet of all the character's names, or a complex as maintaining a website with forums and chat functionality. **The options offered at the *Living Forgotten Realms* community**

website (community.wizards.com/lfr) are especially useful for adventuring companies. It's up to you.

- **Adventuring companies must have an accessible roll sheet showing current members.** The only required information on the roll sheet is player name, character name, and RPGA number.
- **Adventuring companies must contain at least 3 characters.** If an adventuring company's roll ever drops below 3 characters, it is inactive (its characters gaining no benefits for being a part of the company) until such time as its roll rises to 3 characters or the company chooses to disband. You can have as many members in an adventuring company as you want, so long as there's only one character to every player.
- **Adventuring companies can have additional character requirements decided upon by the founders of the company.** You can found an adventuring company with any sort of requirement you want, as long as it's based on characters, not players. For example, if you wanted to form a dwarven clan, you could specify that all members must be dwarves. Or, if you wanted to have a secret sect of Sehanine, you could specify that all members must worship Sehanine. You could base membership requirements on race, class, level, region, affiliation with another organization, obtaining a particular story object, having a certain group of powers (such as spellscarred), or anything else decided upon. The requirements can be as specific or as general as you like, although the more requirements you make, the less likely your company will be appealing to a large group of characters. The most important element though, is that the requirement **MUST** be character-based, not player-based. You **CANNOT** have requirements such as player location or other selection criteria based on the player of the character (such as gender exclusion, criteria based on player ethnicity/creed, etc.).
- **When your character gains a level, the character may either choose to leave an existing adventuring company or join a new one.** If your character has never been a part of any adventuring company, you may join an adventuring company at any time. Once you've decided to leave an adventuring company, you must wait until your character has gained a level. If you've left an adventuring company, you must wait until you've gained another level to join a new one. Essentially, you'll play one level without an adventuring company if you decide you want to switch adventuring companies with your character.
- **Call it what you want, but watch your use of existing organizations.** You can call your adventuring company a clan, a guild, a tribe, a family, a team, a sect, or whatever you like, but you cannot create an adventuring company that identifies itself as an existing organization in the

FORGOTTEN REALMS. For example, you cannot call your adventuring company the Flaming Fists, since that organization already exists in and around Baldur's Gate. However, you could call them Burning Justice and make their background up as a small team of righteous (lawful good requirement) adventurers that have joined the Flaming Fists (affiliation with Flaming Fists requirement) to bring order to Baldur's Gate and the lands beyond. Consult the *Forgotten Realms Campaign Guide* and *Forgotten Realms Player's Guide* for information on current and past organizations in the Realms.

ADVENTURING COMPANY BENEFITS

If your character joins an adventuring company, make sure to note it on your adventure log and character sheet. From that point forward, your character gains two important benefits. As the campaign progresses, more benefits may be revealed for adventuring companies.

- **Gain a bonus action point for the group when playing at an adventuring company table.** Whenever a group has at least 3 members of the same adventuring company playing at the same table, the group gains a bonus action point to be used during the adventure. The action point is used just like a normal action point, although it does not count against the user's action point expenditure for the encounter. All effects that trigger off of action point use trigger off of the use of the bonus action point. The bonus action point can be spent by **any member of the adventuring company (only)** at the table, but a majority of the group must agree on the expenditure. Once the action point is spent, it is gone for the remainder of the adventure. Your group can only have one bonus action point in this manner.
- **Participate in special adventuring company challenges and events.** These are offered at some major national conventions, such as D&D Experience and Gen Con Indy, and are also available to shows after they've premiered.

