DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS® CAMPAIGN GUIDE

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For a list of changes made from v2.0 of this document, please visit this thread on the LFR Community Forum.

WHAT IS *LIVING FORGOTTEN REALMS?*

Living Forgotten Realms (LFR for short) is a worldwide Living Campaign that uses the 4th Edition DUNGEONS & DRAGONS® rules and the FORGOTTEN REALMS® campaign setting. Players create characters using the core D&D rules and the guidelines in this document, and can then play those characters in any LFR adventure, anywhere in the world. As you play adventures, your character earns experience points, gold, and magic items which stay with you from game to game. There are dozens of new adventures to play each year!

HOW TO USE THIS GUIDE

The *Living Forgotten Realms Campaign Guide* explains how to create and advance characters. This document also contains various rules needed to support the shared-world and organized-play aspects of the game. In a Living Campaign, characters grow and develop over time through many adventures. So, when you come to an LFR play session, you are expected to bring your own character (you can also use a pre-generated character; see page 21).

Where there are differences between the specific LFR rules in this guide and the more general *RPGA Character Creation Guide*, this document takes precedence. However, the *RPGA General Rules* apply to all LFR players and DMs, and the Wizards Play Network (WPN) has its own rules for event organizers.

LFR ON THE WEB

More information about *Living Forgotten Realms* can be found on the official D&D website. The LFR campaign staff maintains a download site where you can always find this document, other campaign rules, and new adventures. The LFR Community is part of the overall Wizards Community and is the home of the campaign blog, announcements, our discussion forums, and more. You don't need to be a D&D Insider subscriber to participate in the LFR Community.

- D&D Home - http://www.dungeonsanddragons.com
- LFR Downloads - http://www.livingforgottenrealms.com
- LFR Community - http://community.wizards.com/lfr
- LFR Blog - http://community.wizards.com/lfr/blog/
- LFR Wiki - http://community.wizards.com/lfr/wiki/

CAMPAIGN SETTING AND STRUCTURE

The *Living Forgotten Realms* campaign is based on the setting details found in the 4th Edition *Forgotten Realms Campaign Guide*. Faerûn is constantly evolving. Game products from Wizards of the Coast (such as the *Neverwinter Campaign Guide*) offer new information about the world. New FORGOTTEN REALMS content appears regularly on D&D Insider. LFR adventures sometimes refer to events and characters from the many fiction novels set in the Realms. Most importantly, LFR characters themselves can and do change the world through their actions and decisions!

Living Forgotten Realms adventures span the vastness of Faerûn's surface, the Underdark beneath, and the planes beyond. Your character might explore the jungles of Chult in one adventure, sail the Sea of Fallen Stars in another, and trek along the frozen Spine of the World during the next. A majority of the adventures released during each calendar year are organized around key themes or locations. *Region* and *Story Area* are terms we use to describe specific parts of the world where multiple adventures are set (for example, the city of Waterdeep) or broader plot themes designed to offer a longer, connected story (such as the fight against the oppressive Netherese Empire). For more information about the various Story Areas and Regions, visit the *Living Forgotten Realms* wiki.

In addition to longer-term story lines, LFR offers many self-contained adventures designed to provide a single exciting play session. **Excursions** are typically stand-alone adventures that may take characters anywhere in the world. **Adventuring Companies** get their own special events (see page 20), while **Introductory** adventures are designed for brand-new players. **Quest** adventures can only be unlocked by completing a series of special tasks in other adventures. **Special** adventures feature challenging dungeon delves and other unique events that are designed to push a party of adventurers to their absolute limits. The **My Realms** program allows any DM to create and run his own her own LFR adventures, either at a public event or at home.

Living Forgotten Realms gives players the opportunity to experience the entire spectrum of 4th Edition D&D. Most adventures are for characters of the Heroic tier (levels 1-10) or the Paragon tier (levels 11-20). When LFR characters reach 21st level, they transition to the **Epic Campaign**, a tightly-connected series of special adventures in which these

world-striding heroes have the chance to fulfill their epic destinies. Upon completing the Epic Campaign with a final 30th-level adventure, LFR characters are retired from active play (and by then, they've earned their retirement).

STAFF AND ORGANIZATION

Living Forgotten Realms is a product of the Organized Play program at Wizards of the Coast. The **Organized Play Content Developer** is a full-time Wizards employee who supervises the entire campaign.

A team of **Global Administrators** are responsible for the day-to-day operations of the campaign under contract with Wizards of the Coast. Their responsibilities include things like maintaining the *LFR Campaign Guide* (which you are reading right now) and deciding how best to apply the ever-evolving core rules of D&D to the Living Campaign environment. The Global Administrators ensure that adventures comply with Wizards' content standards for the DUNGEONS & DRAGONS and FORGOTTEN REALMS brands, edit and develop all LFR adventures, and direct the creation of adventure content that does not have an assigned Writing Director (such as Excursions, Specials, and *Dungeon* adaptations). In a nutshell, the Global Administrators are the senior Dungeon Masters for the campaign.

Each Region or Story Area, plus the Epic Campaign, has a designated **Writing Director**, a person or team that is responsible for producing new adventures set in that area during each calendar year. The Writing Directors' responsibilities include choosing authors, designing and developing adventure outlines and plot summaries, and coordinating the writing and editing of all the adventures in their story area. They may also write adventures themselves.

LFR also has a team of **Community Managers** who are responsible for helping foster player engagement and a sense of connection among all the participants in the campaign. The Community Managers serve as moderators on the LFR forums on the D&D Community site. They help spread the word about upcoming LFR events, new adventures, and other campaign news, using social networking tools, mailing lists, and other communication channels. The Community Managers coordinate playtests of new LFR adventures, help convention organizers get access to exclusive content, and answer questions from players and DMs around the world.

Most importantly, the players, DMs, and event organizers are the heart and soul of any campaign, especially a massive shared-world campaign. The success of *Living Forgotten Realms* depends on the participation, enthusiasm, and dedication of thousands of people around the world. Without you, there would be no *Living Forgotten Realms*.

THE LFR COMMUNITY

Living Forgotten Realms is bigger than just the adventures you play. Your accomplishments can have an impact on the world and shape the direction of future adventures! Sometimes, at the end of an adventure, your DM will be asked to fill out an **Event Summary** and turn it in to the organizer or report the results to the campaign staff. Event Summaries ask questions about important outcomes and decisions from the adventure, such as whether a key villain lived or died, or which competing faction gained control of a powerful artifact. The campaign staff tabulates all the submitted results, and the majority result is considered the official campaign outcome for that particular question. The results directly and indirectly affect future adventures.

There are many opportunities for you to interact with the wider community of gamers involved in the campaign, and we are always looking for volunteers to help LFR grow and thrive. For more information on the campaign structure, including contact information for the current members of the campaign staff, check out the *Living Forgotten Realms Community*. Visit our forums to find other players, post your thoughts, and share your stories. In a shared-world campaign, the adventure never truly ends!

WHAT YOU'LL NEED

Before you can play, you must have a character. To create a *Living Forgotten Realms* character, you'll need the following:

- Any **D&D core rulebook** that explains how to create characters (such as the *Player's Handbook, Heroes of the Fallen Lands,* or *Heroes of the Forgotten Kingdoms*).
- A **character sheet** for your new character.
- A blank **LFR Adventure Log.** Each character needs an Adventure Log to track his or her advancement. A sample Adventure Log can be found at the end of this document. This guide explains what to record on your Adventure Log and when; see page 6 for more information.
- The *Forgotten Realms Player's Guide.* While this book isn't required to play *Living Forgotten Realms,* it's full of optional races and other rules specifically for Realms characters (such as the swordmage class, the genasi race, and spellscar feats and powers). The FRPG also contains write-ups of the regional backgrounds.
- Any other **player resources** you want to use (see page 4).
- If you are a **D&D Insider** subscriber, you can also create and maintain your LFR characters using the online **D&D Character Builder**.
- For public play, you need a **DCI/RPGA membership number.** If you don't have a number yet, you'll get one when you attend your first public LFR event. You don't need a membership number for private (home) play.

CREATING A NEW CHARACTER

Creating a character for *Living Forgotten Realms* is very similar to creating a character for any other D&D game. In fact, if you follow the character creation guidelines in the core rules, you'll be pretty much set. However, there are some decisions that normally your 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 rules found in the *Player's Handbook, Heroes of the Fallen Lands,* or *Heroes of the Forgotten Kingdoms* as your reference.

- **Most new characters start at 1st level, but you can create higher-level characters.** For the traditional Living Campaign experience, your new character should start at 1st level, especially if you are a brand-new player. However, some exceptions to this rule are allowed (see Appendix 1: Creating a Higher-Level Character on page 22). The remainder of this section assumes that you are creating a new 1st-level character.
- **Choose your character's race from any player resource.** In *Living Forgotten Realms*, all of the races in the *Player's Handbook* (and many of the other player resources listed on page 4) are represented. Certain races in the Realms have expanded racial origins, such as drow and genasi. Specific information about these races can be found in the *Forgotten Realms Player's Guide.* The *Neverwinter Campaign Guide* also contains subraces for dwarves, eladrin, and elves, which you may use if you wish.
- **Do not roll for ability scores.** Use either Method 1: Standard Array or Method 2: Customizing Scores (*Player's Handbook*, pages 17-18; *Rules Compendium*, pages 77-78) to generate ability scores for your character. Remember to apply your racial ability adjustments.
- **(Optional) Select one or more character backgrounds.** Backgrounds offer a variety of story hooks and associated game-mechanical benefits that reflect your character's personal history. The *Forgotten Realms Player's Guide* offers specialized backgrounds for characters who hail from various parts of the world, but you may choose character backgrounds from any player resource (see Table 1). You may not choose any background that requires your character to be from a named location unless that location is in the FORGOTTEN REALMS. It's up to you how many backgrounds you want to choose for your character, but **you only gain the game-mechanical benefits of a single background, no matter how many you choose**.
- **(Optional) Select a character theme.** Like backgrounds, character themes help you refine your character's story and identity. However, themes are more mechanically complicated than backgrounds. They usually grant your character additional features as he or she increases in level, along with optional powers that you may choose.

You don't have to pick a theme at character creation, and you can retrain your choice later (see page 7).

- **Starting characters may only purchase equipment from player resources.** A new 1st-level LFR character starts out with 100 gold pieces, just like any other D&D character. You may purchase starting equipment from any player resource (see Table 1 on page 4). New 1st-level characters may not purchase magic items during character creation. Once you start adventuring, you will earn gold, which you may use to purchase magic items from player resources. During adventures, you might also find magic items that you normally could not purchase.
- **Characters must be unaligned, good, or lawful good.** In addition, LFR characters may not worship any deity or exarch with an alignment of evil or chaotic evil.
- **Divine characters must have a patron deity.** (Characters that don't use the divine power source can choose a patron deity if they wish, but aren't required to do so.) If your character uses the divine power source, you must choose one (and only one) currently living deity found in the FORGOTTEN REALMS as your character's patron. It's fine if you want to worship an exarch, but your character's divine power still comes from the patron deity served by that exarch, so your exarch's patron is your patron as well. You may not select a deity from any campaign setting other than the FORGOTTEN REALMS. See the *Forgotten Realms Campaign Guide* (Pantheons of the World) or *Forgotten Realms Player's Guide* (Deities of the World) for a list. If you don't have either of these sourcebooks, you can choose one of the deities from the core rules and convert it to the appropriate Realms-specific deity (see Table 2: Deity Equivalents in Appendix 5).

PLAYER RESOURCES

The DUNGEONS & DRAGONS game is constantly evolving. There are many sources of optional rules (such as character classes, powers, feats, races, and magic items) that LFR characters are allowed to use without needing special permission. We call these **player resources**.

LFR is a "core rules" 4th Edition D&D campaign, which means that we allow players to use material from the vast majority of official published sourcebooks, such as the *Player's Handbook* series and the D&D Essentials line. However, not everything in every published sourcebook is intended to be freely available to player characters. Some material is for the DM's use only, and certain elements of other 4th Edition campaign settings do not fit with the cosmology or themes of the FORGOTTEN REALMS (such as the concept of arcane defiling from *Dark Sun*, or anything from *Gamma World*). We try to be as inclusive as possible when deciding what players can use for their *Living Forgotten Realms* characters, but we don't allow everything.

Table 1: LFR Player Resources explains which D&D products are player resources for LFR. If a book or resource isn't listed, then you need special permission to use any material from that source in LFR (see "Campaign Documentation" on this page). Content from player resources is usually available via D&D Insider tools such as the Compendium and Character Builder, but these tools also include all the other D&D content that isn't a player resource, so make sure you double-check this chart before using new material.

Content from a player resource is considered legal for LFR as of its publication date. In the case of a printed sourcebook, that means the date that the sourcebook goes on sale to the general public. In the case of an online article or other D&D Insider content, that means the date the article or content is published on the Wizards of the Coast website and/or made available to D&D Insider subscribers.

OFFICIAL CONTENT ONLY

You may not invent your own rules or game content (such as house rules, powers, feats, paragon paths, or new magic items). This can be a lot of fun in a home campaign, but it isn't appropriate for a shared-world game like LFR, because everyone has a different idea about what constitutes an appropriate power level. You also can't use content from other publishers, even if the content is released under the 4th Edition Game System License. Only official D&D content published by Wizards of the Coast may be used in *Living Forgotten Realms*.

CAMPAIGN DOCUMENTATION

We use the term **campaign documentation** to mean any LFR-specific text that instructs you to do something or gives you permission to do something, above and beyond the basic rules in this document. The two most common kinds of campaign documentation are Story Awards and the list of Treasures that each adventure awards.

Campaign documentation can give you access to game content even if that content (or the entire sourcebook) isn't normally a player resource. The game element or rule must be referenced by name, and access is granted on a character-specific basis (in other words, just because one of your LFR characters gains access to something, that doesn't give you open access to that same content for all your other LFR characters).

For example, *Dungeon Master's Guide 2* is not a player resource (it does not appear on Table 1). This sourcebook introduced the concept of divine boons. Divine boons operate like magic items, but they are gifts bestowed by the gods. Due to the story implications, players may not freely choose divine boons, but LFR characters might nevertheless earn divine boons through adventures, usually in the form of a Story Award.

Table 1: LFR Player Resources

Publication	Content Allowed
Player's Handbook series (includes Races series)	All
Forgotten Realms Player's Guide	All
Monster Manual	Orc race (p. 278)
Monster Manual 2	Kenku race (p. 220)
Adventurer's Vault series	All
Power series (*Martial Power,* etc.)	All
Open Grave	Rituals
Manual of the Planes	Bladeling race, feats, paragon paths, rituals
Player's Handbook Heroes Miniatures	All
Eberron Player's Guide	All except: dragonmarked rules, faiths, backgrounds
Dragon Annuals	All
Dragon online articles	All except the *Unearthed Arcana* column
D&D Insider Character Builder exclusive content	All
Dark Sun Campaign Setting	All except: themes, *arcane defiling,* wild talents, epic destinies
Heroes of the Fallen Lands	All
Heroes of the Forgotten Kingdoms	All
Heroes of Shadow	All
Neverwinter Campaign Guide	Everything in Chapter 2
Mordenkainen's Magnificent Emporium	All
Heroes of the Feywild	All

Campaign documentation is also used to control access to magic items. Only magic items with a rarity of Common are freely available for purchase and crafting in LFR. Magic items with a rarity of Uncommon can be found by PCs as Treasure after any adventure, but cannot be purchased or created without campaign documentation, even if the item is found in a player resource. Rare items always require documentation. See page 11 for more about item rarity.

Campaign documentation is required for the following:
- Possession of Rare items, Artifacts, and Unique items
- Purchase access for Uncommon items (note that finding an item as a Treasure is not the same thing as gaining purchase access to that item)
- Divine Boons, Grandmaster Training, and similar "alternate rewards"
- Mounts that are not specifically listed as being available for purchase in a player resource

- Anything from a published D&D sourcebook that is not listed at all on **Table 1: LFR Player Resources** (such as the *Revenge of the Giants* adventure)

Excluded Content

Certain D&D game material cannot be used in LFR at all, even if other content from the same player resource is allowed. We exclude anything that falls too far outside the core themes of the FORGOTTEN REALMS campaign setting, or that would require so much DM adjudication as to be effectively unusable in a shared-world campaign. The table of player resources on page 3 lists the specific elements, if any, that are excluded from each player resource.

The following content is **not allowed**, regardless of source:

- **Any background that requires your character to be from a specific location that is not in the FORGOTTEN REALMS**
- **Any rules content, even if it is found in a player resource, that is based on excluded content (such as dragonmarks or *arcane defiling*), or that has such content as a requirement or prerequisite (such as a requirement to worship a non-Realms deity)**
- **Any content that specifies it requires DM adjudication in order to be used by a character**
- **Inherent (level-based) enhancement bonuses**
- **Any material that specifically states it is not intended for use in Organized Play**

When using the online D&D Character Builder, be careful to double-check that you are not using any restricted or excluded content. The Character Builder has a FORGOTTEN REALMS campaign setting, but it does not hide or restrict access to things that are restricted or banned in LFR.

Dragon Online and D&D Insider

Player-friendly content from *Dragon* (such as racial write-ups, paragon paths, epic destinies, powers, feats, magic items, rituals, formulas, and backgrounds) is considered a player resource as long as the content is not excluded or of a type that requires campaign documentation. (This can get somewhat complicated. For example, a *Dragon* article offering new setting-independent character themes is legal in LFR. However, a *Dragon* article offering new *Dark Sun* character themes would not be allowed in LFR, even though character themes in general are legal, because the *Dark Sun Campaign Setting* themes are specifically excluded.)

Dragon content is legal in LFR when it is published on the Wizards of the Coast website. However, *Dragon* articles are sometimes updated after their initial publication. It is always the player's responsibility to check for official updates and to use the most current version of any rule. The campaign staff reserves the right to retroactively disallow any content that proves to cause problems for the campaign.

If any material that originally appeared in *Dragon* is updated by a subsequent print product (such as the *Dragon Magazine Annual*) or an official D&D Rules Update, the most recently published version always takes precedence.

Playtest and Preview Material

D&D Insider subscribers often receive "playtest" or "preview" material, in some cases long before the final rules actually see print. Wizards of the Coast sometimes releases core rules updates in the form of a playtest article before finalizing the proposed changes as official errata. These playtest and preview game elements are usable in LFR when the content appears on the Wizards website (but remember that material from the Unearthed Arcana column in *Dragon* is not allowed in LFR). The use of playtest and preview content is always optional for players and each player gets to make his or her own decision about whether to use it.

This means, for example, that it's possible to have two players at the same table using different versions of the same character class (the current official version and a playtest version of that same class). However, if you choose to use any part of a playtest or preview article, you must use all of it; you may not pick and choose just certain powers or certain aspects of the article that you like while ignoring other powers or aspects that you don't like.

The features and powers of any playtest or preview class are likely to change when the final version of the class is published. If and when the class is eventually released in its final form (such as a printed sourcebook or the D&D Character Builder), the text of the finished product always supersedes the preview or playtest version. If you don't like the final version, you may retrain your class (this is a special exception to the retraining rules; see page 7).

Basic Expectations

Different people have different play styles, and that's part of what makes organized play interesting. Nevertheless, in a worldwide campaign, everyone needs to agree to a few ground rules. This section includes some general guidelines that all *Living Forgotten Realms* participants need to follow.

- **We're all here to have fun.** The most fundamental rule is that everybody, including the DM, is at the table to have fun. Rules disputes, tactical debates, and even those tough in-character story decisions can cause the game to come to a screeching halt if people start to take things personally or become antagonistic or abusive. When you feel yourself getting angry or upset, we ask that you make a conscious decision to step back, take a deep breath, and find a compromise so that the game can continue. If all else fails, the DM makes a final decision, and the argument is officially over at that point.

- **Remember that it's a team game.** While creating a brooding loner character can be interesting, every 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.
- **You can't intentionally attack, damage, or hinder other PCs without the player's permission.** If you are in control of your character and want to use a power that could include other PCs in its area of 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 any of the affected players does not want you to attack or otherwise hinder his or her PC, **you must respect their wishes.** This could mean retargeting the power so that it doesn't include the other PC in the area of effect, or choosing a different power altogether, depending on the situation. This also means that you can't steal items from other PCs, even if the item is unattended (perhaps because the other character dropped it during a battle).
- **Sometimes PCs can be forced to attack other PCs**, such as when a monster dominates a character, but in that case, the attacks are decided by the DM, not by the player of the dominated character.
- **When a rule is updated, use the newest version.** D&D is an evolving game, so keep an eye out for rules updates. Both the online materials (such as *Dragon*) and published sourcebooks get errata and updates from time to time. Always make sure that you're using the most current version of any rule or game element. See pages 15-16 for a list of primary and secondary sources for rules updates.
- **You can play an adventure more than once, but you have to use a different character every time.** Unless otherwise specified, you may play any *Living Forgotten Realms* adventure 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 have prior knowledge of an adventure, you are required to let the DM know at the beginning of the game. You're on the honor system: don't ruin the surprises for anyone else that might be experiencing the adventure for the first time.
- **Play where you want to play.** Where you live isn't a restriction on what you can play. LFR adventures do not have real-world geographic restrictions. You can play *Living Forgotten Realms* adventures at home, in retail game stores, at libraries, at conventions, online, or any other way that you like to play D&D. When you play online, we do ask that you not make the full record of the game publicly available to anyone who wasn't a participant.
- **Adventures typically take about 4 or 5 hours to play.** Most *Living Forgotten Realms* adventures are designed to be played in the space of one solid evening of play. You can fit several adventures in during a full day of gaming. A typical four-to-five-hour game is called one "round" or "slot" of play. If an adventure is designed to run longer or shorter, it will say so in the adventure description.
- **Characters gain a level about every third adventure.** This means that you'll probably need more than one character if you want to experience all of the adventures available for *Living Forgotten Realms*. Since you can have as many different LFR characters as you want, there's nothing stopping you from exploring lots of classes and character concepts.
- **Characters don't pay upkeep costs or practice professions between adventures.** It is assumed that your character finds a way to make a living outside of adventuring, but for purposes of the LFR campaign, it's not necessary to worry about the details.

THE ADVENTURE LOG

Before you play your first *Living Forgotten Realms* adventure, you should print a copy of the sample Adventure Log at the end of this document. Fill out the top part of the sheet, including your starting XP and gold totals, and keep your Adventure Log with your character sheet. While you play an adventure, you might want to use the log to write notes like what your character did, which other characters you adventured with, any notable NPCs you met, and so on.

When you complete an adventure, the DM will tell you how much XP your character earned and the amount of gold you gained. The DM will also give you a list of Treasures to choose from, such as magic items your character can find. Finally, the DM will present you with any Story Award certificates you've earned. After you've received your rewards and finished the game, total up your XP and gold, record your new information in the appropriate spaces, and check to see if you gained a level. (See page 9 for more about adventure rewards.)

For the most part, it's up to you what sort of notes (if any) you want to take about your adventures. However, you are required to note a few things on your adventure log when they occur. When you find a magic item as a Treasure, you must record the specific item you found (such as a +2 *vicious greataxe*), the item's level, and the item's rarity (Common, Uncommon, or Rare; see page 11 for more about magic items and rarity). Your DM will tell you if anything ever happens during an adventure that you need to record on your Adventure Log, such as the completion of Quest tasks (see page 17 for more information about the different types of adventures you can play).

You may create your own personalized version of the Adventure Log if you don't want to use the one we've provided; just make sure that it has all the required information in an easy-to-read format.

Retraining in LFR

In order to allow players to take advantage of new rules options as D&D sourcebooks are released, and to make it easier to adjust to official rules updates, LFR uses a more permissive system for retraining than the core rules.

To be clear, we distinguish between "class" and "build" for purposes of retraining. For example, *fighter* is a class, and you are not allowed to retrain your class. However, there are many fighter builds, and you may retrain from one build to another along as you stay within the same class. *Great weapon fighter, guardian fighter, battlerager fighter, tempest fighter, brawling fighter, arena fighter, knight,* and *slayer* are all examples of fighter builds (from a wide variety of different player resources). If you retrain your build, it's quite likely that you will need to retrain many other aspects of your character at the same time, such as your ability scores and power selections, so we recommend that you avoid retraining your build unless you feel it's absolutely necessary.

Whenever your character gains a level, you may retrain any and all of the choices that you made when creating and advancing your character, except for the following:

- **Your true name**. Your character may have as many aliases or identities as he or she wants; this rule is not intended as a roleplaying restriction. The reason you can't retrain your name is because all your meta-game documentation, such as story awards and your adventure log, is tied to your character's name.
- **Your race and/or subrace** (you may retrain any race-based options that you chose, such as your choice of an at-will power for the half-elf's Dilettante feature).
- **Your class** (but you may retrain your build). A hybrid character (from *Player's Handbook 3*) may retrain the builds of either or both of his or her hybrid classes, including the choice of hybrid class features, but may not retrain either of the two base classes.

You must still follow the general rules for retraining; in particular, you may not choose options that would not have been legal at the time you made your original selection. For example, if your character is 13th level and you decide to retrain a power choice that you made at 5th level, you may only pick a new option that would have been a legal choice at the time your character gained 5th level.

If you ever retrain your character theme, you must also retrain any feats or optional powers from your current theme. You immediately lose any items that you were granted by your old theme, and you must repay any gold value that you were granted by the theme, either directly or indirectly (such as through discounts on item purchases).

Playing Adventures

This section explains how to form an adventuring party, which is sometimes referred to as a "table." All the characters at the table must meet both the requirements of the adventure (as stated on its title page) and these campaign rules. Most LFR adventures offer multiple challenge levels. This requires you and your fellow players to make a decision before the game begins about the challenge level you think your group can handle.

The following general rules apply to all adventures:

- **You must have four to six players and one Dungeon Master to form a legal table.** The core rules assume that a party size of four to six player characters makes for the best game of D&D, and *Living Forgotten Realms* supports that model. Players may not play multiple characters simultaneously, you may not use NPC hirelings or henchmen in place of real human beings to fill out the table, and the DM is not allowed to play a PC during the adventure.
- **Characters from different tiers never play together.** Heroic tier characters embark on Heroic tier adventures, and so forth. Once a character reaches 11th level, that character is no longer allowed to play Heroic tier adventures, and may only play Paragon tier adventures until reaching 21st level. Upon reaching 21st level, a character may only play Epic Campaign adventures.

We use the term "campaign year" to define a cycle of LFR adventure releases. A campaign year doesn't necessarily correspond to a real-world year; for example, "Year 1" started in August 2008, but it didn't end until December 2009. Campaign Year 3 began in late January 2011. You can identify an adventure's campaign year by its adventure code, which is found on the title page (see page 17 for more information about adventure codes). The main thing you need to know is that adventures from Years 1 and 2 follow different rules than adventures from Year 3. The Epic Campaign also has its own rules. You must follow the correct rules for the adventure you're about to play. If you have any questions, ask your DM or the event organizer.

Campaign Years 1 and 2

Adventures written for Campaign Years 1 and 2 use a "level band" system, with a low-level and a high-level version for each supported level band. The list of supported character levels can be found on the title page of the adventure.

Only characters of the supported levels can play, and all characters in the party must fall within a single level band. (See "What Level Band Am I?" on page 8.) The players decide as a group whether to play the high-level version or the low-level version of the adventure, and inform

the DM of their choice. Look at the average level of the group (and possibly the experience of the players) when deciding which version your group should select. For example, if your group is playing an H1 adventure (which supports levels 1-4) and all of the characters are level 1 or level 2, you should probably play the low-level version.

WHAT LEVEL BAND AM I?

The term "level band" refers to a range of character levels. Adventures released during Campaign Years 1 and 2 list one or more supported level bands on the title page. Only characters whose levels fall within one of the supported level bands can play in the adventure. (If an adventure supports more than one level band, all the PCs in the party must be in the same level band in order to play the adventure together.)

For the Year 1 and Year 2 Heroic and Paragon tier adventures, there are six partially overlapping level bands, spanning level 1 to level 20.

Level Band	Abbreviation	PC Levels
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

Beginning with Campaign Year 3 in January 2011, adventures do not use level bands as hard limits. These newer adventures are written to span an entire tier, and the corresponding rules for forming tables allow for a bit more flexibility. However, when playing older adventures that were written using the level band system, the old rules still apply, including the level bands as hard limits.

No matter what adventure you are playing or when it was written, characters from different tiers (such as Heroic and Paragon) may never play together.

RETIRING ADVENTURES

At some point, the Year 1 and Year 2 campaign adventures will begin to retire from active play. (As of August 2011, no LFR adventures have officially been retired, but it is likely that at least some of the Year 1 LFR adventures will retire by the end of calendar year 2011.)

As adventures retire, we will change their status on the campaign download site (www.livingforgottenrealms.com) to indicate that the adventure is retired. Keep an eye on the LFR Community site, in particular the campaign staff blog, for more information about which adventures will be retiring and when. We'll try to give players as much advance notice as possible before an adventure retires from LFR play.

CAMPAIGN YEAR 3

Adventures released for Campaign Year 3 and beyond are written to support an entire tier of play (Heroic or Paragon). There are no level bands in these adventures.

Any character of the appropriate tier may play the adventure, but **the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.** (Effectively, this means that you may have character levels 1-4, 2-5, 3-6, 4-7, 5-8, 6-9, or 7-10 at the same table.)

Each adventure supports multiple Adventure Levels (ALs) within its tier. A Heroic tier adventure (character levels 1-10) will normally include ALs 2, 4, 6, 8, and 10; a Paragon tier adventure will normally include ALs 12, 14, 16, 18, and 20. The players decide as a group which Adventure Level they want to play, and inform the DM of their decision. The average character level is a good starting point for determining what AL you should play, but a group of experienced players might choose to "play up" to a higher AL for a greater challenge, while a group of less-experienced players might choose to "play down" to a lower AL while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with one level 2, one level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because AL 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is 25/6 = approximately 4).

If (and only if) the group can't agree on which Adventure Level to play, the DM may cast a tiebreaking vote.

THE EPIC CAMPAIGN

Epic Campaign adventures are written for one and only one specific character level. An Epic Campaign story arc features exactly ten adventures. There are no level bands; every character in the party will always be the same level. Epic Campaign characters don't need to worry about tracking XP. For example, the first Epic Campaign adventure is for 21st-level characters only, and after playing it, the characters gain 22nd level. If you play the adventures in order, your character will gain one level per adventure. If you miss an adventure, you can always go back and play it at the lower level, adjusting your character accordingly for the duration of that adventure.

You may not create a brand-new 21st-level character specifically for the Epic Campaign. It is okay to use a character that was started above 1st level (see page 21) and subsequently reached 21st level through the play of LFR adventures.

Because of the length and complexity of the Epic Campaign, it may be difficult for everyone to play all ten adventures in the correct order. The adventures are written and playtested using the assumption that all of the PCs will be of one specific level. Therefore, players are allowed to adjust their characters up or down if necessary to play a particular Epic Campaign adventure.

Adjusting Level Up: If your character is <u>below</u> the designated level for an Epic Campaign adventure (but has reached at least 21st level), you must increase the character's level to the correct level for the adventure, following the core rules (so the character gains powers, feats, ability score increases, and so forth as normal). You may not change any of the character's existing magic items, and the character gains no new magic items.

Adjusting Level Down: If your character is <u>above</u> the designated level for an Epic Campaign adventure, you must reduce the character's level to the correct level for the adventure by removing all benefits gained from higher levels. The character may not use any of the magic items or Story Awards gained from Epic Campaign adventures played at higher levels. For example, if a player had to skip the level 21 adventure but has already played the level 22 and level 23 adventures, that character may not use any of the magic items gained from the higher-level adventures during the lower-level adventure. Anything that happened in the higher-level adventures is temporarily "unwound," and the story behaves as if the character had played the adventures in the correct order.

Tell Us about Your Experiences

Visit the <u>*Living Forgotten Realms Community*</u> to give the authors and campaign staff feedback about the adventures you play. We are always eager to hear what you enjoyed, what you didn't enjoy, and (most importantly) why. You can ask questions in the forum or read stories about other players' experiences with different adventures. From time to time the campaign staff posts blog entries with our planned adventure release schedule for the next few months. New LFR adventures come out all the time, so no matter what level your character is, you'll never have to wait long to find more adventures!

Treasure and Rewards

After you finish an adventure, your character receives XP, gold, and the opportunity to choose from a list of Treasures (which are called "treasure bundles" in older adventures). Note that any reference to "character level" in this section means your character's level **after gaining the XP from the adventure you just played**. If you've earned enough XP from the adventure to gain a level, you get to use your new, higher level for choosing Treasures and other rules that specify a limit based on character level, even if you haven't had time to update your character yet.

At the end of every adventure, the DM will give you a list of Treasures to choose from. Treasures include magic items, monetary rewards, and sometimes other options (like rituals, mounts, or consumable items). When a permanent magic item is listed as one of the available Treasures, it's usually because that item appeared somewhere in the adventure. Perhaps one of the monsters that you defeated was carrying a magic sword, or the wealthy noble who hired you to go on the adventure offers to give you a certain item as a reward.

At the end of an adventure, you may choose any available Treasure from the tier or Adventure Level you played, plus any lower tier or AL that is available in the adventure. Some Treasures have a minimum tier or AL below which they cannot be found in the adventure. For example, a specific Treasure might be "high tier only" or "Adventure Level 6 or higher." If you played at a lower tier, you can't choose that Treasure. Those who play at higher ALs

are free to choose the lower-level items if that's what they want.

Here are the most important points to keep in mind when you are deciding which Treasure you want to choose at the end of an adventure.

- **If you choose to find a permanent magic item as a Treasure, that item takes up one of your character's found-item slots.** A character gets one found-item slot per character level. You don't have to fill your slots right away, and as long as each item you find is legal at the time you find it, there's no restriction on what item levels or mix of item rarities you can put in your found-item slots.
- **When you find a magic item as your Treasure, your character doesn't pay any gold.** Spending a found-item slot means exactly what the name implies: you found the item during or after the adventure. Simply write your chosen item on your Adventure Log, and you're all set.
- **It's OK if you and another player select the same Treasure.** This isn't totally realistic (if there was one magic sword in the adventure, every character in the party can choose that sword as their Treasure) but it makes things a lot easier and keeps people from arguing over who gets to keep which items.
- **If you don't want any of the available Treasures, you may instead find a Common or Uncommon permanent magic item of your choice from a player resource.** There are level limits on what you can find when you pick your own Treasure, which the adventure will explain. You can't choose consumable items when exercising this option.

If your Treasure is a magic weapon or suit of armor, you might have to choose exactly what type it is. Some items can take multiple forms. When you find one of these items, you must select the exact type of item you want. For example, if a *duelist's weapon +1* is listed as an available Treasure, anyone who chooses that Treasure must choose the form of the weapon (which can be any light blade). Suppose you decide that your Treasure will be a *+1 duelist's dagger*. Record your choice on your Adventure Log. The item is forever after that specific weapon (you can't go back later and change it into a *+1 duelist's short sword* or any other light blade).

Consumables, such as potions and ammunition, do not count as found magic items, even if you choose them as a Treasure, unless the description of the Treasure says otherwise. Most adventures have a "consumable plus gold" Treasure option, and some Story Awards grant access to purchase or find certain consumables. Unless the adventure or Story Award specifically says otherwise, finding a consumable doesn't cost one of your found-item slots. Only permanent items (and things that behave like permanent items) require you to spend a found-item slot.

Once you use a found-item slot to find a magic item, you never get that slot back. If you later sell or discard a magic item that you found as a Treasure, it still counts against your total number of found-item slots. Think of found-item slots like "find a free item" tokens. You get one token at level 1, and you get another token every time you gain a level. If you want to find a permanent magic item as a Treasure, you have to spend one of your tokens. Once you spend a token, there is no way to get that token back, no matter what happens to the item.

If you don't have any open found-item slots, then you can't find another magic item until your character gains a level (but you can still buy magic items, if you have enough gold). Make wise choices about what magic items you select as Treasures, and remember if you can't use (or don't want) to find a magic item after an adventure, you can always select a non-magical Treasure. Every adventure contains an option to select more gold, and many contain options to select consumables (such as potions), rituals, or alchemical formulas instead of magic items. Monetary rewards, rituals, alchemical formulas, and most consumables do not take up found-item slots.

There's no need to hoard your found-item slots. Most players do like to keep one slot available, just in case a fantastic item shows up as a Treasure, but in general, your character will need to find magic items about every 1-2 levels, because you won't have enough gold to buy all the

items that you want. LFR characters earn enough gold to buy some of their desired items (the campaign is designed so that characters should earn approximately the amount of gold that the core rules assume they'll earn as they gain levels) but permanent magic items are expensive. Finding magic items as treasure has always been a fundamental part of D&D. So don't be afraid to use those found-item slots!

Magic Items and Character Levels

Unlike the core rules of D&D, *Living Forgotten Realms* places some restrictions on the maximum item level that a player character can use. This is a consequence of the shared-world system. Since lower-level and higher-level characters can adventure together, sometimes the lower-level characters have the opportunity to find magic items that are far above their current level. In a home game, the DM can control exactly which items each character finds, but in LFR, we use a system of level limits.

- **You cannot use or sell any permanent magic item more than 4 levels above your current character level.** You can find higher-level items as Treasure if they're available in the adventure and you played at the appropriate tier or Adventure Level, but you can't use them until your character level is within 4 levels of the item's level..

You can find a magic item whose item level is more than four levels above your character level, but you can't use it until you reach the appropriate level. Your character "puts the item in storage" until he or she gains enough levels to be able to use the item. If you discover an item that is more than 4 levels above your level during an adventure, your character cannot use it during the adventure.

Consumable items are an exception to this rule. It would be unfortunate if higher-level characters couldn't give potions to lower-level characters, for example.

- **There are no level limits on the use of consumable items.** You may use consumables that are more than 4 levels above your character level. You may acquire consumables of any level that are legally available to you as Treasures at the end of an adventure.

While you can use consumables of any level if they're available during an adventure, you can't purchase consumables above your character level on the open market (you need campaign documentation for that).

Magic Items and Rarity

The core rules of D&D assign rarity levels to magic items. There are three rarity levels:

- **Common items offer useful but limited abilities, and are easy to find in the world.** They are available for purchase in most large cities and towns, artisans can craft them, and so forth.
- **Uncommon items are difficult, but not impossible, to find.** They are seldom up for sale and few people know how to craft them, but they often turn up in the hands of adventurers, who wrest them from monsters and find them in treasure hoards. The vast majority of magic items have a rarity of Uncommon.
- **Rare items are truly mysterious and powerful.** They never show up for sale and the methods of their creation are either lost or so expensive that they would sap the wealth of nations.

If you'd like to read more about what the Common, Uncommon, and Rare designations mean for magic items, check out the *Dungeon Master's Book* from D&D Essentials, or read this article on the D&D website.

The core rules assume that the Dungeon Master decides when Uncommon and Rare items should appear in his or her campaign. Since LFR is a shared-world campaign, we need a more generic implementation of this concept that allows players the ability to get most of the items they want for their characters, while still imposing some limits.

General Rules about Magic Items

Found-item slots are not limited by rarity. Found-item slots are a resource to control the number of "free" magic items a character finds over the course of his/her adventuring career. A slot does not care whether it is occupied by a Common, Uncommon, or Rare item.

- **Common items are effectively unrestricted** (but if you choose to find a Common item as Treasure, it still takes up a found-item slot). You can buy, craft, or find them without campaign documentation.
- **Uncommon items are somewhat restricted.** You can't possess more Uncommon items than your character level, and you can't have any duplicate Uncommon items. You can find them after an adventure, but you can't buy or craft them without campaign documentation (which will typically be a Story Award).
- **Rare items are tightly restricted.** You can't have more than one Rare item per tier (total) and they always require campaign documentation (for any reason – to find them, buy them, create them, or even to be given them). Even if a Treasure or Story Award says that you may choose "any item," that does not include Rare items.

All items have the rarity defined for them by the most recent official source in which they appear, or Uncommon if no rarity has been defined. Any item that is found in a pre-Essentials resource, such as *Adventurer's Vault*, has a rarity of Uncommon unless that specific item has been republished, assigned a specific rarity through an official rules update, or assigned a specific rarity in this *Campaign Guide*.

For example, a few specific magic rings have been republished by name in a D&D Essentials product and are now Rare. All other magic rings from older resources that haven't been specifically updated are considered Uncommon. See page 15 for the list of primary rules sources that can update the rarity of older items. (Secondary sources may or may not show the correct rarity level for all items.)

OWNERSHIP LIMITS BY RARITY

The intent of assigning rarity levels to magic items in the core rules is that characters should have a harder time finding Uncommon and especially Rare items. Because LFR operates on a "choose your Treasure" system, there is nothing that would stop a player from always choosing Uncommon or Rare items when they are offered. So, we impose some additional limits on the number of each type of item you can possess.

- **There's no limit to the number of Common items you can possess.** It doesn't matter if you find them as Treasures, buy them, or create them. If you find a Common permanent magic item as a Treasure, and you want to buy another copy of that exact same item, you're free to do so.
- **You may not possess more Uncommon permanent magic items than your character level, regardless of whether you buy or find them.** To be clear, "possession" means "items that you currently own," not "items that you have ever owned." A level 10 character that has used all 10 of her found-item slots on Uncommon items and has purchased 2 more Uncommon items, is only in violation of this rule *if the character still owns all 12 items*. If the character has sold off, discarded, lost, or destroyed at least two of those items, regardless of whether they were originally found or purchased, then the character is currently in possession of only 10 Uncommon items (a number equal to the character's level) and is not over the limit.
- **You may not possess more than one Rare item (total) per tier.** Heroic tier characters are limited to one Rare item, Paragon tier characters are limited to two, and Epic tier characters are limited to three.

You may store excess Uncommon items, but not excess Rare items. If you ever have more Uncommon items than your character level, or if you are at the limit and want to acquire another Uncommon item, you may put one or more of your existing Uncommon items "in storage." Mark these items as unavailable on your character sheet and make a note on your Adventure Log. Once you put an item in storage, you may not access that item for any purpose, even to sell it, until you have played at least one adventure without the item. (Typically, you won't bring an item out of storage until you gain a character level, allowing you to carry one more Uncommon item.)

If you find a Rare item that you want and you're already at the limit, you may exchange one of your existing Rare items for the new one. This does not require you to spend a second found-item slot if the item you are exchanging was itself a found item, but you don't get the slot back, and you don't get any other compensation, even if the new item is a lower level than the old one.

DUPLICATE ITEMS ARE RESTRICTED

Before D&D Essentials, characters were only allowed to use a certain number of daily magic item powers each day. That rule is now gone, replaced by the item-rarity system. Because LFR is more generous than a typical home campaign in terms of allowing players to pick exactly which magic items they want, we can't allow PCs to stockpile items with specific powers that the game's designers assumed would never be used more than once per day.

At the same time, we think that trying to create a list of specific item powers or restricted items would be too complicated and time-consuming. The simplest way we can see to limit the potential abuse of daily item powers is by limiting each character to a single copy of any Uncommon or Rare permanent magic item. This creates problems for a handful of very specific character builds (such as the dual-wielding warrior who wants to carry two frost weapons) but we feel that the simplicity and clarity of "no duplicates" outweighs those potential issues.

- **Common items are unrestricted.** You may possess any number of copies of any Common magic item, whether permanent or consumable.
- **You may not possess more than one copy of any specific Uncommon or Rare permanent magic item, regardless of whether you found, bought, or borrowed the item.** This also means that other characters in the party cannot carry one copy each of a specific item and then have everyone loan their items to a single character for the duration of the adventure. DMs are encouraged to apply the spirit of this rule even if someone finds a way to circumvent the letter.
- **Two items are considered duplicates if they are the same base item, even if they take different forms or have different enhancement bonuses.** This means that you cannot have both a +2 *flaming longsword* and a +1 *flaming longsword*, nor may you have both a +1 *flaming longbow* and a +1 *flaming greatsword*, because in each of

these two examples, the two items are both *flaming weapons*. Remember that this limitation applies only to Uncommon and Rare items, not to Common items. A character can have as many different suits of *black iron armor* or types of *vicious weapon* as he or she can afford or chooses to find, because *black iron armor* and *vicious weapons* are both Common items.

- **Uncommon consumable items don't count against the number of permanent items you can possess, and consumables are never considered duplicate items.** It would be difficult to use magic ammunition if you were only allowed to carry one arrow per adventure, and you shouldn't have to choose between carrying a potion or a magic sword. However, Uncommon consumable items aren't available for purchase without campaign documentation, so they are still difficult to acquire.

Buying and Selling Items

Since you have a limited number of found-item slots, you won't find a permanent magic item as your Treasure after every adventure. If there aren't any other Treasures that you want, then it's never a bad thing to take your share of the spoils as a pile of glittering gold pieces. Eventually you're going to want to do something with all that gold. The rules in this section explain how you can buy and sell items.

The term "consumable" generally refers to any item that is destroyed when it is used, or that has a Power (Consumable) entry. This includes potions, ammunition, reagents, whetstones, and anything with a type of "Other Consumable." The vast majority of these items have a rarity of Uncommon. However, there are a handful of Common consumables, such as potions of healing. Uncommon consumables are treated somewhat differently from Uncommon permanent magic items, as explained in the following sections.

- **You can buy equipment, magic items, consumables, formulas, and rituals from player resources, but you can't buy things above your character level.** See the list of player resources in Table 1 on page @xxx. Remember that you never need to spend a found-item slot on an item that you purchase.
- **You need campaign documentation to buy Uncommon and Rare items.** Common items are always available. Note that finding an item as a Treasure option in one adventure is not the same thing as having campaign documentation allowing you to purchase that same item any time you want.
- **You pay the full market price for items that you purchase.** Characters may purchase items between adventures, at the beginning of an adventure, at the end of an adventure, and sometimes during an adventure (with the DM's permission).

- **You may sell Common and Uncommon items at the prices listed in the core rules.** Common items sell for 20% of their market price, and Uncommon items sell for 50% of their market price. For a table of gold piece values by magic item level, see page 223 of the *Player's Handbook* or page 278 of the *Rules Compendium*. Remember that if you sell a found item (regardless of its rarity), you don't get that found-item slot back.
- **You can't sell Rare items, but you may exchange them.** The core rules allow Rare items to be sold for 100% of their market price, but in LFR, these items are so extraordinary that you cannot sell them on the open market. Rare items are supposed to be character-defining, not a tool for making money fast. If you are at your limit for Rare items (one per tier) and you have the opportunity to acquire another Rare item, you may exchange one of your existing Rare items (and only a Rare item) for the new item (see page 12).

You can't buy items for other PCs, and you can't receive treasure from other PCs. You can pay for expenses as a group (like ritual costs, bribing NPCs for information, paying for passage, and so forth), but you can't receive gold, magic items, rituals, or any other treasure from another character. You can lend another character an item to use during the adventure, but all loaned items must return to their owners at the end of the game session. The exception to this rule is that if you loan someone a consumable item (such as a potion of healing), and the item is consumed during the adventure, that item does not need to be replaced. However, if both players are willing, the character who consumed the item can pay the cost of an identical replacement item to the character who loaned it, if the item is one that either of the two characters can purchase. This should be arranged when the item is loaned so that there are no misunderstandings later, because once an item is consumed during play, that item is gone.

Creating Items

Some rituals (such as Brew Potion) and feats (such as Alchemist) allow you to create items. This section explains the rules for doing so.

- **You can only create items that you could purchase.** You have the same access to create items as you to do purchase them. Finding an Uncommon or Rare item, or having access to one through a Story Award or Treasure, doesn't automatically give you permission to craft that item. Item creation usually occurs between adventures, not during adventures, but the DM may allow you to create items during an adventure if time and circumstances permit.

- **Alchemical items have a rarity of Common unless otherwise specified.** All characters may buy, and alchemists may create, these items without requiring additional campaign documentation.

Characters cannot permanently alter other characters' magic items (or other equipment) in any fashion. Powers that allow you to temporarily modify another character's items, such as many artificer powers, work as described, but you can't permanently modify or augment another character's items (for example, you could not leave your *dragonshard augment* attached to an implement owned by someone else's character).

You may cast rituals (including Enchant Magic Item or Transfer Enchantment) for another character, and these rituals can affect the other character's items, but the other character has to provide the ritual scroll and pay all component costs (and you can't charge a fee for casting the ritual). It's much easier for the item's owner to just pay to upgrade the item: see the next section.

UPGRADING ITEMS

Your character's magic items (especially Uncommon and Rare items) are part of his or her story. Heroes in fantasy novels rarely toss away their swords for shiny new ones every time they reach a new milestone. If you find a set of equipment that you want to keep, the LFR rules provide ways for you to upgrade your magic items as you gain levels.

- **You may pay to upgrade an existing permanent magic item, regardless of its rarity.** To upgrade an item, you pay the difference in market price between the item's current level and its next-higher-level version. (The item's new level cannot be higher than your character level.)
- **No item can ever be upgraded above 30th level / +6 enhancement bonus.**

You do not need additional campaign documentation to upgrade your existing items. Upgrading an item does not change its rarity. Some adventures might offer free upgrades through Treasures or Story Awards. Some items that you gain through Story Awards might have their own upgrade rules (this will typically only be true of Rare items; for example, the item might automatically upgrade itself when you reach certain character levels).

For items that have an enhancement bonus but don't have a defined level progression (typically Rare items), you may still upgrade the item's enhancement bonus (and only its enhancement bonus) by paying the difference between the item's current level and its level + 5 (since each additional "plus" is always five levels above the previous level). This increases the item's effective level (which you use as the current level if you want to upgrade the item again in the future).

If an item doesn't have an enhancement bonus and also doesn't have a defined progression (in other words, no higher-level versions are listed in the item's stat block in the player resource where it appears) then you can't upgrade that item. For example, you cannot upgrade a *ring of invisibility* to a *greater ring of invisibility*, because they are two different named items. However, you can upgrade a level 6 set of *iron armbands of power* to level 16, assuming you are at least level 16 and you have 43,200 gold pieces.

MOUNTS AND VEHICLES

You may purchase mounts and vehicles that are listed with a purchase price in a player resource, or you can gain a mount or vehicle if one is offered to you through specific Treasures or Story Awards. The following additional rules apply:

- **Mounts and vehicles are not magic items.** They never gain levels and cannot be upgraded. You may not choose a mount or a vehicle as a generic found item or when a Treasure or Story Award allows you to choose "any item."
- **Most mounts and vehicles do not count against your limit of Uncommon or Rare items** (unless it is actually a magic item, such as a *figurine of wondrous power*). However, if a Treasure or Story Award tells you that choosing a particular mount or vehicle counts as one of your found magic items, then you must abide by that text.
- **If your mount dies or your vehicle is destroyed during an adventure**, you may have it resurrected or repaired at the end of the adventure by paying 20% of its market price (or its purchase price, if it doesn't have a listed market price).
- **A mount or vehicle sells for 20% of the purchase price**, unless it is dead or destroyed, in which case it has no sale value. If you didn't purchase the mount or vehicle, you can't sell it, unless you spent a found-item slot to acquire it, in which case it sells for 20% of its market price.

DIVINE BOONS AND ALTERNATE REWARDS

You can never purchase divine boons, grandmaster training, or other "alternate rewards" (even if they come from a player resource). Regardless of rarity, these rewards always require campaign documentation. They behave like magic items in many respects, but they don't follow the body-slot rules that magic items do. In LFR, we have chosen to limit the power creep that these rewards can cause with the following rule:

- **You may only have one "active" divine boon or other alternative reward.** There is no limit to the number of divine boons and similar rewards that a character can acquire, but only one of them can be active at a time. Any time you take a short rest or an extended rest, you may choose which of your available boons is active.

Most divine boons and other alternate rewards count as Uncommon permanent magic items. You may "discard" a divine boon or similar reward at any time to get rid of it, but these rewards can never be bought or sold and are considered to have no gold piece value. These rewards may not be upgraded, even if higher-level versions exist, unless a Story Award specifically allows you to do so.

Some boons expire after a certain number of character levels; other boons are evergreen. Some boons can be upgraded like magic items; others upgrade automatically when you reach certain character levels; still others can't be upgraded at all. Some of them count as Uncommon or Rare items for possession limits; others don't. The text on any specific Story Award will tell you what additional rules, if any, apply to that boon.

CRAZY GOLD-MAKING SCHEMES

From time to time, someone comes up with what they think is a loophole in the rules allowing them to generate an infinite amount of gold. Therefore we must include the following campaign rule:

- **There is no method by which a character can exit an adventure having earned more gold than the maximum gold reward listed for that adventure.** The only exception to this rule is that you are allowed to sell your own items as described on page @xxx. Money you get for selling items isn't considered part of the rewards from the adventure.

This is an ironclad rule even though we cannot list every possible contingency. No matter what clever meta-game trick someone comes up with, if it appears to create an exception to this rule and allow a character to sell an item for 100% of its market value or otherwise convert any item into a higher amount of gold than the item would normally sell for, it automatically fails by DM fiat.

Violations of this rule are generally also violations of common sense. For example, if an NPC offers to pay some of your expenses during an adventure, you can't claim that you bought a castle for a million gold pieces, the NPC reimbursed you, and then you sold the castle. You cannot write a My Realms adventure with a rust monster and then have the PCs feed all their magic items to the rust monster in order to gain residuum which they then convert to 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.

Should your items actually be destroyed by a rust monster (which can happen legitimately) you may use the residuum at the end of the adventure to replace a destroyed item with the exact same item, even if the item is not one you could normally purchase. For example, if your +2 *flaming longsword* was destroyed by a rust monster, your 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*. Since you cannot gain more gold than the adventure's listed maximum, if you do NOT use the residuum to replace your destroyed item, the excess gold value is lost.

RULES UPDATES

Periodically, Wizards of the Coast releases 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. Sometimes, different people at the table have a different interpretation of a given rule. That's understandable, but it can't be allowed to bring the game session to a halt. Part of the DM's job is to listen to all sides and then make a decision. **Whenever there is any contradiction or confusion about a rule, the table DM is the final arbiter,** although the DM should always refer to the most current official rules when possible.

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

The campaign distinguishes between "primary" and "secondary" sources for official rules updates. Primary sources are authoritative; secondary sources are usually correct, but need to be double-checked against primary sources. For example, the D&D Character Builder is a fantastic tool, but it includes rules options that aren't allowed in LFR, so you can't assume that these sources are completely correct for LFR.

PRIMARY SOURCES

The following sources are considered official for *Living Forgotten Realms*. In the event of a conflict between two primary sources, the most recently published rules apply.

- **Official D&D Rules Updates** (errata and updates are published at www.dungeonsanddragons.com; in the "Quick Links" sidebar, click on "Rules Updates")
- **Any other rules updates posted on the official Wizards website** (through **D&D Insider** or as news items)
- **Campaign staff postings and announcements made on** www.livingforgottenrealms.com
- **Printed D&D rulebooks** (with the highest precedence given to the DUNGEONS & DRAGONS *Rules Compendium™*)
- *Living Forgotten Realms Campaign Guide* (this document)
- *RPGA Character Creation Guide* (contains general rules governing all D&D Organized Play programs)

SECONDARY SOURCES

The following sources are "official" because they are produced by Wizards of the Coast, and we encourage LFR participants to use them. However, these sources include rules that aren't allowed in the campaign, so you need to confirm them with a primary source. For example, you can use the D&D Character Builder to create a character with a dragonmark, but the fact that dragomarks are in the Character Builder doesn't make dragonmarks legal in LFR. Always double-check a secondary source against a primary source to ensure that you're following both the rules of D&D (in general) and the campaign rules (in particular).

- The **D&D Character Builder** (available to **D&D Insider** subscribers at www.dungeonsanddragons.com)
- The online **D&D Compendium** (available to **D&D Insider** subscribers at www.dungeonsanddragons.com)
- **Clarifications issued through the official Game Support team at Wizards of the Coast**

DEALING WITH MAJOR CHANGES

Our primary goal is for everyone to have fun, so if the rules for your character change in a way that would make you quit playing the character entirely rather than apply the changes, we think it's better for you to modify the character than to quit playing. We expect this situation to be extremely rare, but if it happens to you, use the following guidelines to update your character:

- **Found magic items:** When a found magic item is affected by an official rules update, the player does not receive any compensation. You can keep it (using the new rules), you can sell it, or you 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, and whose rarity is no more restrictive than the old item. For example, if a 3rd-level neck slot item your character found was affected by errata, you could keep it (using the new rules), you could sell it for the item's normal selling price (20% of market price for Common items, or 50% for Uncommon items), or you could replace it with a new neck slot item of no greater than 3rd level from a player resource. If the old item was Common, the new item must also be Common; if the old item was Uncommon, the new item could be either Uncommon or Common, but may not be Rare. Note that under no circumstances do you get the found-item slot back. If the affected item was Rare, or if the errata changes the item's rarity from Common or Uncommon to Rare, you must decide if you want to keep it (in which case it counts against your Rare item limit), put it in storage (see page 12), or sell it for 50% (not 100%) of its market price.

- **Purchased magic items:** When a purchased magic item is affected by an official rules update, you have the same options listed above for found magic items. In addition, you have the option to sell the item back at the price you paid for it, including (if relevant) upgrades that the PC paid for, but not including any upgrades that the PC did not pay for. (The reason found and purchased items are treated slightly differently is that being forced to keep or sell an item that your character found for free is one thing; being forced to sell an item that you paid full price for, and take a loss, is another thing.)

- **Build, Powers, Feats, and other rules options:** These changes can usually be accommodated by retraining; see the "Retraining in LFR" sidebar. You may retrain in response to an official rules update that affects your character, even if the character hasn't gained a level.

- **Changes that invalidate your 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 item selections, 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 (in this example, an affected avenger PC could swap his or her existing heavier armor for a suit of cloth armor in order to retain the benefits of Armor of Faith). The new item's level must be less than or equal to the item level of your old item, and you may not trade more-common items for less-common items (i.e. you cannot replace Common items with Uncommon items, or Uncommon items with Rare items). You receive no other compensation when changing items in this fashion, even if the item levels don't match.

- **You're on the honor system.** When using these rules to revamp your character, we trust you to make the minimum necessary changes. If your armor needs to change to a different type because of a class feature update, changing your (unaffected) weapon at the same time is not a legitimate use of these rules.

CAMPAIGN-SPECIFIC ERRATA

Occasionally, we need to fix mistakes or issue clarifications to Story Awards and other LFR campaign documentation. Rather than make a change to this *Campaign Guide* every time we want to update an adventure or a certificate, we have created a separate *LFR Campaign Errata* document to house these corrections and clarifications. You can download this file from www.livingforgottenrealms.com.

Note that we try very hard not to issue LFR rulings about the core rules of D&D. We rely on the official primary and secondary sources, on our DMs, and on everyone's collective goodwill and common sense to deal with D&D rules issues at the table or in the Wizards Community Forums.

INFORMATION FOR EVENT ORGANIZERS

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit www.wizards.com/wpn.

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

DOWNLOADING ADVENTURES

LFR adventures are posted on the campaign's official download site at www.livingforgottenrealms.com. You don't need to register or do anything special – just go to the site and download the adventure you want to play.

A few LFR adventures are only available for public events. If you're running a convention and want to download the Adventuring Company events or other convention-only adventures, you must request the adventures from the LFR campaign staff. Directions for doing this can be found on the download site and on the LFR Community Forums.

ADVENTURE CODES

Living Forgotten Realms adventures are labeled with codes, such as CORE or SPEC. Here's a quick reference:

- **Regional and Story Area adventures** (designated with a 4-letter regional abbreviation, such as WATE for Waterdeep) are adventures that take place in and around a specific part of the campaign world or deal with a recurring theme. We give Regions and Story Areas their own codes to signal that there are (or will be) multiple LFR adventures to play in these parts of the world, often forming larger plot lines and story arcs.
- **Core and Expedition adventures** (CORE) involve travel to parts of the world outside of the main Regions and Story Areas. These adventures are typically designed to stand on their own, although some of them do have sequels and connections to other adventures.
- **Special adventures** (SPEC) are usually more challenging than normal adventures. They may feature difficult combat encounters or place the PCs in unusual situations, making them a test of your teamwork. These adventures premiere at big conventions (like D&D Experience and Gen Con), and some (but not all) Specials are limited to public events only.

- **Quest adventures** (QUES) are only playable by those characters that complete a specific series of hidden tasks in other adventures. Each time your character successfully completes a Quest task, your DM will tell you to make a note on your Adventure Log. Once a character has completed all the prerequisite tasks, he or she is eligible to participate in the corresponding Quest adventure.
- **Adapted adventures** (ADAP) are adventures published by Wizards of the Coast that have been adapted for LFR play, such as FR1 *Scepter Tower of Spellgard*. We also adapt a few of the adventures that appear in *Dungeon* Magazine. To run an adapted adventure, the DM must obtain a legal copy of the published adventure and download the corresponding LFR adaptation document.
- **My Realms adventures** (MYRE) are build-your-own adventures wherein the DM creates a custom adventure.
- **Mini-campaign adventures** (MINI) are a series of tightly-connected stories designed to highlight a specific area of the Realms, such as the city of Raven's Bluff. Unlike most LFR adventures, mini-campaign adventures are intended to be played in a specific order, and will likely be the most fun that way (although it's not absolutely required). One goal of a mini-campaign is to help new players get started with LFR, but they are fun for veteran players too.
- **Adventuring Company adventures** (ADCP) are designed to offer unique challenges and opportunities to members of Adventuring Companies (see page 20). During these adventures, at least three PCs at the table must be part of the same company. These adventures may only be played at conventions and other public events.
- **Special events may have unique adventure codes.** For example, Weekend in the Realms (WEEK) is an occasional *Living Forgotten Realms* worldwide game day sponsored by Wizards of the Coast, featuring one-time-only adventures.
- **Epic Campaign adventures** (EPIC) may only be played by characters who have reached 21st level through the play of LFR adventures (you may not create a new 21st-level character). These adventures explore the sorts of world-threatening dangers that can only be dealt with by characters who have attained the highest levels of power. Once a character reaches 21st level, that character may only be played in the Epic Campaign. Each adventure is three rounds (about 12-15 hours) long.

In addition to the code, each adventure has a sequence number (such as CORE1-3 or SPEC3-1). These are often used as shorthand. For example, the adventure "CORE1-3 *Sense of Wonder*" is often referred to as just "CORE1-3." The first digit of the adventure code is the **Campaign Year**. The campaign year is important because it tells you which set of rules to use when forming tables (see pages 7-8). Note that adventure codes aren't sequence numbers from a story perspective (i.e. the adventure CORE1-2 isn't necessarily a direct sequel to CORE1-1.)

Information for Dungeon Masters

With the exception of Adapted adventures, which require you to obtain a legal copy of the original published adventure, everything you need to DM a game of *Living Forgotten Realms* is included in the adventure; simply follow the instructions and you'll be ready to go.

Adventure Adjustments

At the beginning of every *Living Forgotten Realms* adventure, there's a section entitled "Important DM Information," which includes guidelines and information about how the DM can tailor the adventure to better fit the needs of the specific group of players and characters who are taking part in that play session. No two groups of players or characters are alike, and adventure authors cannot anticipate every possible contingency, so the DM is empowered to make adjustments to an adventure to enhance the group's play experience. The DM's golden rule is: **Make decisions and adjudications that enhance the fun of the adventure whenever possible.**

The following guidelines should help explain what we mean by this concept.

- **The DM can make modifications to an encounter to tailor its challenge for the group.** Examples include adding another monster of the same type as one already in the encounter, removing a monster from an encounter, adjusting the level of a monster up or down by 1 level (and thereby adjusting the monster's hit points, defenses, attacks, and damage), or changing the tactics for a monster to something more or less optimal than listed in the adventure.
- **The DM can make story alterations, so long as the core plot elements and rewards are maintained.** Part of being a good DM is being able to adjust an adventure on the fly based on what the player characters decide to do. 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 (XP, gold, Treasures, and Story Awards). A *Living Forgotten Realms* adventure should follow essentially the same plot, no matter who runs it.
- **The DM cannot add monsters or NPCs that are not present in the adventure.** The DM must use the monsters whose statistics blocks are included 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 may not specify what rules elements are or are not allowed for characters.** The *Living Forgotten Realms Campaign Guide* tells you the list of legal player resources, not the DM.
- **The DM may not make up new D&D rules when an existing rule will suffice.** Use the core 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. For example, the DM cannot make up a new jumping rule when one already exists under the Athletics skill entry.
- **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.

NPC Ritual Casting

If a non-player character (NPC) is available and has the resources (as 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 listed component cost for the ritual plus 20%.

Note that although certain player characters have the ability to raise the dead or remove afflictions without using rituals (and therefore without paying a component cost), this option is not available to NPCs unless an adventure specifically says otherwise. For example, if the PCs have a D&D Essentials warpriest in the party and that character has gained the *resurrection* daily power, then the warpriest's power works as specified, but that doesn't mean that a group of players can search for an NPC warpriest to avoid having to pay the component cost for a Raise Dead ritual.

An adventure may include its own rules for NPC ritual casting during or after that adventure. For example, an adventure set on a battlefield in the middle of a war might include a note that NPC clerics will raise any dead PCs at no charge and without requiring the dead character to pay the normal component cost. An adventure where the PCs are hired to pursue a gang of wererats into the sewers might specify that the PCs' patron pays for each character to receive a free Remove Affliction ritual at the end of the adventure. Most adventures do not include such notes, and if the adventure doesn't specify anything, then the DM should follow the rules outlined herein.

Character Death

Adventuring can be a dangerous business. Your character might succumb to those dangers. However, death is usually a temporary situation for powerful adventurers (and even for less-powerful adventurers who have powerful friends). When a character dies during the course of an adventure,

the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component 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). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost. (The total cost for Raise Dead when using an outside source is 600 gp for Heroic tier, 6,000 gp for Paragon tier, and 60,000 gp for Epic tier.)
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; otherwise, a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. Some heroes seem to have been marked by fate to fulfill a special purpose; their destinies do not include an ignoble demise. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. (To be clear, invoking Death Charity is completely optional; some players prefer to let their dead characters stay dead if the circumstances seem dramatically appropriate.) There is no cost for accepting Death Charity, but the character forfeits <u>all</u> non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure suffers a 20% XP penalty (gains 20% less XP) from that adventure. In other words, any characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

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 an adventuring company with your fellow players, declaring your affiliation with others who share your character's goals and motives. There are also campaign-created organizations (such as the Harpers or the Order of Torm) that your character can join. Your character might form alliances with powerful groups and be drawn into world-spanning conflicts as you grow in power and prestige. You might become a prominent diplomat, spy, or warlord of your home nation – or be exiled for your words and deeds. Rules for these sorts of affiliations and allegiances are primarily the concern of higher-level characters (Paragon and Epic tier).

Adventuring Companies, Meta-Organizations, and even factional or national allegiances are a completely optional feature of the campaign. As such, they have their own rules document. Please see the *Living Forgotten Realms Meta-Organization Guide*, which is available for download from www.livingforgottenrealms.com.

Writing Adventures

We're always looking for new LFR authors, but there are only a certain number of writing opportunities each year. To get started, you should contact one of the Writing Directors or Global Administrators. You can find out how to contact the campaign staff by visiting the LFR Community site.

My Realms

If you just want to create and run your own LFR adventures, a much faster way to write for the campaign is to participate in the My Realms program. You don't need to mail an application, get permission, or send your adventure ideas to anyone for approval or review. You just need to download the My Realms packet and start writing! There are some restrictions, of course, but they're very reasonable. Most importantly, you can't publish or distribute your My Realms adventures, although you can run them at either public or private games. We ask that you not duplicate or rewrite existing LFR adventures. Also, nobody but you is allowed to DM the My Realms adventures you write.

A My Realms adventure gives the characters XP and treasure, just like any other LFR adventure. You can create a stand-alone story, or devise a complicated plot that plays out over many My Realms adventures. Many groups mix and match published LFR adventures with My Realms creations of their own to create a unique fusion of a home campaign with the shared-world Living Campaign experience.

Welcome to LFR!

You've reached the end of the *Living Forgotten Realms Campaign Guide*, but hopefully you've only reached the beginning of your adventures in LFR. If you have any questions or you want to look for an LFR game in your area, the best place to start is the LFR Community on the Wizards of the Coast website. Here's a reminder of some key Web links to help you make contact with the campaign staff and your fellow players.

- LFR Community - http://community.wizards.com/lfr
- LFR Downloads - http://www.livingforgottenrealms.com

We look forward to seeing you at the gaming table!

APPENDIX 1: CREATING A HIGHER-LEVEL CHARACTER

Living Forgotten Realms uses the word "living" in its name for a reason. That term means different things to different people. What it means to the campaign staff is that new characters are expected to start at first level and gain levels by playing adventures in the campaign. A big part of the fun comes from guiding your character's growth and development over many months or even years of play. We strongly recommend that brand-new players, in particular, start at least their first *Living Forgotten Realms* character at level 1. You will gain experience as a player just as your character gains experience as an adventurer. Although the 4th Edition DUNGEONS & DRAGONS rules are easy to understand, the more powerful your character gets, the more complicated the game becomes to play, and trying to start out with a higher-level character as your very first character would be quite challenging for most new players.

The more you play *Living Forgotten Realms*, the faster your characters gain experience and levels, so over time, the spread of character levels across the campaign becomes quite wide. This isn't usually a problem for groups that primarily play at home or who get together with mostly the same group of people, but it causes problems for public events. It can be quite difficult to form tables at conventions since players show up with a wide variety of different characters. Players also need to take time away from the campaign to deal with real life, and it's disappointing to return after a few months' absence to discover that all your friends are now much higher level and you can no longer play together.

Living Forgotten Realms allows players to create characters above first level in order to address these problems and broaden the accessibility of the campaign. Note, however, that a character who starts at higher level is assumed to have played no previous adventures, and has no story awards from lower-level adventures. This might make it impossible for the character to complete certain Major Quests, or to earn certain story awards that are contingent upon having played earlier adventures at a lower level.

You have two options if you wish to create a character above first level.

Option One: Make a brand-new character of 5th, 8th, or 11th level. You may not increase or decrease the level of an existing LFR character. If you choose this option, the following rules apply:

- **Starting Gold:** Your starting gold is equal to 100 gp plus the gold piece value of a magic item of your character level minus 1. Market prices for magic items are found on page 223 of the *Player's Handbook* and on page 278 of the *Rules Compendium*. For example, if you create a 5th-level

character, your starting gold is 940 gp: the base of 100 gp + 840 gp (the value of a 4th-level magic item). You may spend this gold to purchase equipment (including magic items) from any player resource. You may only purchase magic items, including consumables, with a rarity of Common.

- **Starting Magic Items:** Choose a total of three permanent Common or Uncommon magic items during character creation. These items represent the spoils of your earlier adventuring career, so you do not pay any gold for them. You get one item whose item level is equal to or less than your character level minus 1, a second item whose item level is equal to or less than your character level, and a third item whose item level is equal to or less than your character level plus 1. For example, a 5th-level character starts with one 4th-level item, one 5th-level item, and one 6th-level item. You may choose lower-level items if you wish, but you do not receive a "refund" or any other compensation if you choose items that are lower than the maximum, and you may not exchange one of your higher-level items for multiple lower-level items.

- **Found-Item Slots:** You forfeit all the found-item slots that are numbered below your starting character level. For example, if you start at 8th level, you lose your level 1 through level 7 found-item slots. (The three magic items you chose during character creation count as found items, but it doesn't matter which slots they occupy.) You have one open found-item slot when you begin play, and you gain another found-item slot each time you gain a character level. Just like any character, items that you purchase with gold are not considered found items.

- **Refer to the DMG if you need more information.** Follow the rules for creating higher-level characters found in the *Dungeon Master's Guide* (page 143) in addition to those in this document. Characters created above 1st level may not use playtest or preview classes from *Dragon* Magazine.

Option Two: Use a pre-generated character. Instead of creating a higher-level character of your own, pre-generated characters of various levels are available for download from www.livingforgottenrealms.com. When you play a pre-generated character, it becomes yours – you have the option of keep the character and advancing it as a normal character, including the option to retrain. You may change the pre-generated character's name (this is an exception to the normal retraining rules). The pre-generated characters have been given a selection of appropriate magic items, but if you decide to keep the character, you can also change those starting items. To do this, you wipe out all the character's starting treasure (everything printed on the pre-generated character sheet) and follow the rules listed under Option One for starting gold and magic items. Pre-generated characters begin play with one open found-item slot, just like any other character created above 1st level..

APPENDIX 2: FORTUNE CARDS

Fortune Cards are an optional component that you may use when playing *Living Forgotten Realms*. They are not required to play. Each player makes his or her own decision about whether to use Fortune Cards, and if so, which of the available options to play with. Fortune Cards are only usable by player characters; the DM may not use them for NPCs or monsters.

OPTION 1: CONSTRUCTED DECK

To use this option you pre-build a deck using Fortune Cards you purchase ahead of time (i.e. you may not waste everyone else's time at the table while you build your deck). The size of the deck must be a multiple of 10 cards, and you must adhere to the following rules:

- **You may have no more than one copy of any individual card (by name) per 10 cards in your deck.** In other words, if you have 10 cards, there can be no duplicates. If you have 20 cards, you may have no more than 2 copies of any individual card, and so forth.
- **You must have a minimum of 3 cards of each type (Attack, Defense, Tactics) per 10 cards in your deck.** The 10th card in each subset of 10 cards can be of whatever type you want.

OPTION 2: LUCK OF THE DRAW

To use this option, you open one or more booster packs of Fortune cards at the table, and that's your deck. You can't add or remove cards from your deck. (This is the only way to play with a deck size that isn't a multiple of 10, and the only way to ignore the restrictions on card types and duplicate cards.)

OPTION 3: COMMUNITY CHEST

This option can be used with either new booster packs, by groups that want to make a communal investment in Fortune Cards, or by DMs who want to bring some cards for players to use. In this variant, there is a single Fortune Card deck and everybody draws from it. You can build the Community Chest deck using Option 1 or Option 2 rules.

A "luck of the draw" Community Chest is created by opening booster packs at the table (minimum 1 pack per player, and you may ignore the restrictions on card types and duplicate cards).

A "constructed" Community Chest must follow the restrictions on card types and duplicate cards listed under Option 2, and the communal deck size must be at least 10 cards times the number of players drawing from it.

Individual players may opt out of using the Community Chest if they have their own personal Fortune Card decks, but a player may draw from one and only one deck during the game (his or her own personal deck or the Community Chest but not both).

FORTUNE CARDS IN PLAY

The rules for using Fortune Cards in play are as described in the rules insert included with the cards themselves. Here's a brief summary.

At the start of each encounter, shuffle your deck and draw a card. (If you are using the Community Chest option, shuffle the entire Community Chest deck and each player draws one card.)

You can play one card per round. It requires no action to play. The rules on each card state when you can play it and what effect it has. A card takes effect just once, unless it states otherwise, and you discard the card when its effect ends.

You can have only one Fortune Card in your hand at a time. At the start of each of your turns, you can do one of the following:
- Discard the card in your hand and draw a new one.
- Draw a new card, if you don't have one in your hand.
- Keep the card that's in your hand, if you haven't played it.

Updates to the general rules for playing with Fortune Cards, and any official rulings regarding specific cards, are binding for *Living Forgotten Realms*.

OTHER RULES THAT AFFECT FORTUNE CARDS

If you have a character theme (such as the fatedancer from *Dragon* 401) or other LFR-legal rules element that specifically references Fortune Cards, you may use those rules as written, even if they contradict the rules in this section. This is a case of specific overriding general, where the general rules are provided here and the specific rules are provided by the character theme, feat, or power that refers to Fortune Cards.

APPENDIX 3: D&D ENCOUNTERS

Characters that were created as part of any past season of the *DUNGEONS & DRAGONS Encounters* (DDE) program can be converted into LFR characters to continue their adventures. DDE characters may not be converted to LFR characters until after the end of the <u>entire</u> DDE season in which the character played. DDE adventures can never be played for LFR credit (even under the My Realms program).

Use the following rules when converting a DDE character to LFR:

- **Character:** Any rules choices you made while building and leveling your DDE character, such as powers and feats, must be legal for LFR (see Table 1 on page 4). If you chose a rules item while creating or leveling your DDE character that is not legal for LFR, such as a Dragonmarked feat or a Dark Sun character theme, you must retrain that illegal rules item before playing your PC in LFR. You may retrain all these illegal choices for free before your first LFR adventure.
- **Patron Deity:** LFR characters may only worship living deities in the FORGOTTEN REALMS pantheon. If you use the divine power source, you must choose a legal FORGOTTEN REALMS deity as your patron deity (see Appendix 5). This may require you to retrain your alignment, feats, powers, and other rules elements tied to your old patron deity.
- **Converting Magic Items:** Your character might have acquired a number of magic items while playing DDE. All of the items your converted PC possesses must be found in an LFR player resource, or they cannot be converted to LFR; this includes divine boons. Magic items that cannot be converted may be sold for 50% of their market price.
- **Found-Item Slots:** When you convert your DDE character into an LFR character you may end up with more permanent (non-consumable) items than your level (and thus your character has more items than found-item slots). You may keep the extra items. Each item that you keep still occupies one of your found-item slots, including slots you have not yet earned. These extra items simply fill up your found item slots ahead of time (meaning you will not gain a new found item slot until your character level exceeds the number of magic items you bring over from DDE). You may also choose to sell any item that you do not wish to convert (at 50% of market price) in order to have open found-item slots when you begin playing LFR.
- **Rare items:** If your DDE character has somehow acquired more than one Rare permanent magic item, you must choose which one you will bring with you into LFR, because LFR characters are limited to one Rare item per tier (Heroic in this case). You must sell your extra Rare items at 100% of market price, and you may use the gold to buy replacement items (see "Gold"). This is the only time an LFR character could ever sell a Rare item at 100% of market price.

- **Consumable Items, Rituals, and Formulas:** Your PC may keep any consumable items that come from an LFR player resource (see Table 1). You may also keep any rituals or alchemical formulas. Consumables, rituals, and formulas do not occupy found item slots.
- **Gold:** Your character keeps all of the gold he or she currently has. Do not adjust your gold total during conversion (unless you sell some of your items as described above). Before your first LFR adventure, you may purchase equipment, including Common magic items and Common consumables, from any LFR player resource.

APPENDIX 4: RPGA REWARDS CARDS

In years past, the RPGA issued special cards to players and DMs as a reward for participation. These cards were legal for LFR until December 31, 2010, whereupon they retired from play. Certain Rewards Cards were used to make special options (such as access to rituals or playing special races) available to players. Those options remain legal but are now open to everyone, instead of being limited to just the people who have the cards. The information in this section explains what rules options are now generally available as a result of the phasing out of Rewards Cards.

- **Alchemical Items and Formulas:** alchemist's fire, antivenom, smokestick, tanglefoot bag, and thunderstone (*Adventurer's Vault*, 20-30). In fact, all of these alchemical formulas were already freely available, because *Adventurer's Vault* is a player resource (see page 4).
- **Feats:** Alchemist (*Adventurer's Vault*, 21), Student of the Plague: Flamespeed, Larger than Life, or Sight of the Unseen (*Forgotten Realms Player's Guide, 41-46*). If you have a character with one of these cards, you must choose the Student of the Plague feat to retain the power associated with your spellscar. This may require you to retrain your character in order to free up a feat slot. However, if you just want to retain the flavor of being spellscarred, and you do not want to use any spellscar feats or powers, then you do not need to spend a feat slot on Student of the Plague.
- **Races:** bladeling (*Manual of the Planes, 117*), kenku (*Monster Manual 2, 220*), orc (*Monster Manual, 278*), and shadar-kai (*Dragon Magazine Annual, Volume 1*).
- **Rituals:** All rituals from *Manual of the Planes* (pages 148-151) and *Open Grave* (pages 49-50).
- **Quest Cards:** For information about the tasks required to unlock the two Quest adventures (QUES1-1 and QUES2-1), please visit the LFR Adventures wiki on the LFR Community site.

APPENDIX 5: CONVERTING DEITIES

If you've chosen a deity from the *Player's Handbook* or a D&D Essentials player book, you must convert your choice to the equivalent deity found in the FORGOTTEN REALMS. Use **Table 2: Deity Equivalents** to convert from the core rules pantheon to the appropriate Realms-specific deity. You may need to alter your character's alignment to match properly with the Realms deity. If you have a Channel Divinity feat that references a core rules deity, that feat remains a valid character option for the Realms-equivalent deity, or you may retrain the feat. The *Forgotten Realms Player's Guide* includes Channel Divinity feats for all the Realms deities listed on the chart.

Many of the player resources listed in Table 1 refer to the core rules pantheon. Elements such as feats and magic items appearing in these sourcebooks can be converted to their LFR equivalents and are thereby made legal for play. Use the Realms-equivalent deity on Table 2 for any rule that specifies a core rules deity. If there's no Realms-equivalent deity listed, that rule isn't allowed in LFR. without additional campaign documentation.

Table 2: Deity Equivalents

Realms Deity	Alignment	Sphere	Core Rules
Amaunator	Lawful good	Sun	Pelor
Bahamut	Good	Justice	Bahamut
Corellon	Good	Fey	Corellon
Gond	Unaligned	Craft	Erathis
Kelemvor	Unaligned	Death	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

A number of Realms-specific warpriest domains are found in the *Neverwinter Campaign Guide*. However, the generic domains (such as the storm and sun domains from *Heroes of the Fallen Lands*, the death domain from *Heroes of Shadow*, and the earth domain from *Dragon* 392) are of course also legal in LFR. Generic domains are not tied to any specific patron deity, and can be chosen by any warpriest, whereas the domains in the *Neverwinter Campaign Guide* require you to worship the named deity or one of the other deities named in the "Warpriest Deities and Domains" sidebar on page 53 of the *Neverwinter Campaign Guide*. Basically, if the name of your warpriest domain is also the name of a FORGOTTEN REALMS god, that god (or one of his or her named substitutes) has to be your patron deity.