

# DUNGEONS & DRAGONS®

## LIVING FORGOTTEN REALMS® CHARACTER CREATION GUIDE

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

### WHAT IS THE RPGA?

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

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

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

### WHAT IS *LIVING FORGOTTEN REALMS*?

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

More information about *Living Forgotten Realms* can be found on the *Living Forgotten Realms* community pages, [www.community.wizards.com/lfr](http://www.community.wizards.com/lfr).

### A REGIONAL CAMPAIGN

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

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

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

### HOW TO USE THIS GUIDE

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

### WHAT YOU'LL NEED

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

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

- **A copy of an adventure log.** A sample Adventure Log can be found at the end of this document. Print it out and fill out the information (you'll understand everything you need to know after reading this guide, but see page 6 in particular for how to fill out your Adventure Log).
- **The *Forgotten Realms Player's Guide*.** While this isn't a necessity to play *Living Forgotten Realms*, it's full of great new rules for Realms characters and contains write-ups of the character backgrounds. The only material in the book not allowed for the campaign is the spellscarred rules (which require a special exception, such as a Rewards card).

## PLAYER RESOURCES

The following list contains the names of the products that have player resources (as of **June 2010**).

Player resources are legal for character options. Each month, Wizards of the Coast releases more D&D game material through print products on sale at your local store or on our website through *Dragon* and *Dungeon* magazines. Some of this material is a player resource, and some of it is for DMs. See the chart to identify what products are player resources. **If a book or resource isn't in the chart, it doesn't contain anything that players are allowed to use for their *Living Forgotten Realms* characters. (Content from player resources is also available via D&D Insider tools such as the Compendium and Character Builder.)**

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

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

- Artifacts
- **Any background that requires your character to be from a location that is not in the FORGOTTEN REALMS**
- **Boons: Access to Boons can only be granted by story awards or treasure bundles.**
- Dragonmarks
- Spellscars
- Content that specifies DM adjudication in order to be used by a character

**Access Information:** Content from publications not listed above requires you to obtain access. For new races, feats, powers, and other options, you need to have a RPGA Rewards card that grants you access and have it in your card stack (see "**RPGA Rewards Cards**", page 6) or the option needs to be specifically mentioned in a **story award**.

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

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

## RULES UPDATES AND FAQs

Periodically, Wizards of the Coast will release rules updates with corrections to existing rules, or a player/DM will

inquire through a specific official channel to get a clarification on an existing rule. **When there is contradiction or confusion on a ruling at a table, the DM is the final arbiter, although the most recent rules should be used when possible.** The following are considered official rules sources for RPGA play:

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

## CREATING A NEW CHARACTER

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

- **Generally, all characters start at 1st level unless otherwise specified. For the traditional Living Campaign experience, you will want to start your new character at 1st level, especially if you are a brand-new player. However, some exceptions to this rule are allowed (see “Creating a Higher-Level Character” on page 5).**
- **Do not roll your character's ability scores.** Use Method 1 or 2 (*Player's Handbook*, pages 17-18) to generate ability scores for your character.
- **Choose a 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 2) are represented. **Certain races in the Realms have expanded racial origins, such as drow and genasi.** Specific information can be found in the *Forgotten Realms Player's Guide*. Choosing a cultural distinction for your character's race does not provide a different game mechanical benefit.
- **Starting characters must purchase equipment that is from a player resource.** Each 1st-level **LFR** character starts out with 100 gp, just like any other D&D character.

They can purchase equipment that is from a player resource (see **above**). **New 1st-level characters may not purchase magic items during character creation. Once you start adventuring, you may use your gold to purchase magic items from player resources (see “Treasure and Rewards” on page 8.)** During adventures, you might gain access to or find magic items that you normally could not purchase.

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

character option for the Realms-equivalent deity. The *Forgotten Realms Player's Guide* includes Channel Divinity feats for all the Realms deities listed on the chart. In addition, the Realms-equivalent deity serves as a proxy for any other rules prerequisite that specifies the *Player's Handbook* deity.

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

### RULES FOR HOME GAMES

If you're going to be the DM for a homebrew game that is using LFR adventures, you can choose to follow any or all of the information in this guide. However, if you make your game a RPGA-sanctioned public event, meaning different players can rotate in and out of your sessions, you **MUST** use the rules presented here.

## CREATING A HIGHER-LEVEL CHARACTER

*Living Forgotten Realms* is a "living" campaign. 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 often 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 in private events with mostly the same group of people, but it causes problems for public events. It can be quite difficult to form tables at conventions where not everyone has a character in the same level band. 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 the level of an existing character. If you choose this option, the following rules apply:

- **Refer to the DMG:** Follow the rules for creating higher-level characters found in the *Dungeon Master's Guide* (page 143) in addition to those in this guide. Characters created above 1st level may not use "Playtest" material from *Dragon Magazine*.
- **Starting Gold:** Your starting gold is equal to the market price 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*. For example, if you start your character at 5th level, your starting gold is 840 gp, which is the market price of a 4th-level magic item. You may spend this gold to purchase equipment (including magic items) from any player resource.
- **Starting Magic Items:** You get one free magic item of your character level plus 1, one equal to your level, and one of your level minus 1. You may choose your starting items from any player resource. For example, if you start your character at 11th level, you begin play with one 10th-level magic item, one 11th-level magic item, and one 12th-level magic item. You may "trade down" for items of lower level (for example, choosing two 10th-level items instead of a 10th and an 11th) but you may not combine or otherwise "trade up" these items in any way to choose a higher-level starting item. However, you may sell some or all of your three starting items at 20% of their market price if you wish to use the gold to purchase a

larger number of low-level magic items. As with any magic item, you may never sell, disenchant, or exchange these items for anything more than 20% of their market price.

- **Found Item Slots:** You lose 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. You have one found item slot when you begin play (just as a 1st-level character would) and you gain another found item slot each time you gain a character level. The three free items that you begin play with are not counted against your found item slots, and just like any character, items that you purchase with your own gold are not considered found items.
- **Card Stack:** When calculating the number of Player Reward Cards for your character, consider your character to be of a level equal to the number of levels that you have actually played through. For example, if you create a brand new 5th-level character, for this purpose only, that character is considered 1st level and you are permitted two cards in your stack. When you reach 10th level (at which time you are starting your 6th level of actual play with that character), you qualify for an additional card and may increase the total cards in your stack to three.

**Option Two:** Instead of creating a higher-level character of your own, pre-generated characters of various levels will be made available beginning in August 2010. If you prefer, you may choose one of these pre-generated characters and claim it as your own. You may advance a pre-generated character as you see fit, and you may use the retraining rules in this document to make changes to it as you gain levels.

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

## CONVERTING *D&D ENCOUNTERS* PCs TO *LIVING FORGOTTEN REALMS*

Characters played in Season One (and only Season One) of the *Dungeons & Dragons Encounters* (DDE) program can easily be brought into *Living Forgotten Realms* by adhering to the following rules. These characters are eligible to transfer to LFR because Season One of DDE takes place in the Realms.

- **Character:** Any rules choices you have made while building and leveling your DDE character, such as feats, must be legal for LFR. (See the list of allowed LFR player resources on page 2.) If you chose a rules item while creating or leveling your DDE character that is not legal for LFR, such as a Dragonmarked feat, you must retrain that illegal rules item before playing your PC in LFR. You may retrain all these illegal choices for free before your first LFR adventure.
- **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 any and all divine boons. Items that cannot be converted may be sold for 20% of their market price and added to the character's gold.

- **Found Item Slots:** When you convert your DDE character into an LFR character you may have 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, in order to have open found item slots when you begin playing LFR.
- **Consumable Items, Rituals, Formulas:** Your PC may keep any consumable items that come from an LFR player resource. You may also keep any LFR-legal 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).

## RPGA REWARDS CARDS

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

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

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

There are four types of Rewards cards:

- **General** cards are the most common and the ones likely to be used in a game session. Each general card has a benefit listed on the card. Once the benefit is triggered, the card is turned sideways to indicate it is used, and the bonus indicated on the card (usually +1 or +2) becomes active for the rest of the session. You can give any one ally (a character other than your own) the bonus at any time after a d20 roll has been made. Only one card bonus may be given to a d20 roll. Once the bonus has been spent,

remove the general card from the play area or flip it face down. You can have as many general cards as you like in your stack (up to your limit), **but you may not have more than one copy of any particular card in your stack.**

- **Creation** cards allow you to create a character of a new race or with an option unavailable to most characters. You can only have one creation card in your card stack, it must be assigned when the character is created, and it cannot be changed once chosen.
- **Expansion** cards give your character new options. You can have as many different expansion cards as you like in your stack (up to your limit), they can be assigned at any time, and if they are removed at a later time, you lose access to the options on the card (which might mean you have to retrain or restrict future item access).
- **Quest** cards are a special type of card that can unlock bonus LFR adventures. On each quest card, there are tasks listed that you have to perform in adventures. Your DM will inform you if you've completed a task and can gain credit for doing so. Once you've completed all the tasks, you unlock a special adventure playable only by those with the quest card in their stack and all tasks completed. Your character can possess as many quest cards as you'd like; these cards do not count against your total cards in your stack.

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

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

**Important Note: All RPGA Rewards cards, with the exception of Creation, Expansion, and Quest cards, will retire from play after December 31, 2010.**

## THE ADVENTURE LOG

Before you play your first *Living Forgotten Realms* adventure, you should print out a **blank** adventure log (or a few copies, if you plan to play lots of games in a short time). Just fill out the top part of the sheet and keep your log with your character. When you play the adventure, use the log to write notes like what you did, **what story awards you received**, or who you played with. Make sure you write your starting XP

total and starting gold total on the log as well. When you complete your adventure, the DM will give you the XP you earned, the gold you gained (or lost, if you spent more than you gained during the adventure), and a pick of a magic item or other treasure. After you've received your rewards and finished the game, simply total up your XP and gold to record your new information, and note if you leveled in the appropriate space.

The adventure log has a workspace labeled "notes" **after each adventure entry where you can list** your retraining notes (if any), **or your paragon path or epic destiny**, when you get to those loftier levels. **It also** contains a place for you to record your found magic items.

The adventure log is also available through the "Journal" in the [D&D Character Builder](#), making it easy to track your character's adventuring history. You can also create your own **personalized** advancement 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.

## PLAYING ADVENTURES

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

- **It's a team game.** While creating a brooding loner character can be interesting, the character should still be able to function well in a team environment. 4th Edition D&D is all about working together to overcome challenges, and the mechanics of the game reinforce that aspect. Roleplay your character however you like, so long as you remember the importance of assisting your fellow adventurers. If you are in control of your character and **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 wish 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.
- **When a rule is updated, use the newest version.** Keep an eye out for rules updates, particularly *Dragon Magazine* options that later appear in a rulebook. Make sure that you're using the most current version of the rule. This is especially important if you use a playtest class from *Dragon Magazine*.
- **Play of an adventure is restricted to once per character, not once per player.** Unless otherwise specified, all *Living Forgotten Realms* adventures can be played multiple times, so long as you use a different character each time you play. You can even DM a game and then play it at a later

date. If you play an adventure again, you are required to let the DM know at the beginning of the game that you've already played it. Don't ruin the surprises for anyone else that might be experiencing the adventure for the first time.

- **Play how you want to play.** You can play *Living Forgotten Realms* adventures at home, at conventions, online, or any other way that you like to play D&D. The only restriction is that if you're playing via a message board or online play-by-post, the game needs to be only accessible by those involved in the session.
- **Adventures typically take about 4 hours to play.** Most *Living Forgotten Realms* adventures are designed to be played in the space of one solid evening of play or to fit a few in a full day. A four-hour game is called one "round" of play. If an adventure is longer or shorter than that, it will **say so** in the adventure description.
- **Adventures have different designations so you easily understand what content is in them.**
  - **Regional** adventures (designated with a 4-letter regional abbreviation, such as CORM or AGLA) are adventures that take place in and around one of the 12 common character regions in the campaign.
  - **Core** adventures (CORE) involve travel to dangerous areas outside of the 12 character regions.
  - **Special** adventures (SPEC) are like core adventures, but they are more risky, and premiere at big conventions (like **D&D Experience** and **Gen Con Indy**) but are available later for everyone to enjoy.
  - **Quest** adventures (QUES) are like Core adventures, but they are only playable by those who complete a series of tasks on a special quest RPGA Rewards card (see the information in the main document under "RPGA Rewards Cards").
  - **Adapted** adventures (ADAP) are adventures published by Wizards of the Coast that have been adapted for play for *Living Forgotten Realms*, such as *FR1 Scepter Tower of Spellgard*. Your DM will need to obtain a copy of the adventure and the adaptation document before running an adapted adventure.
  - **Mini-campaign** adventures (MINI) are a series of tightly-woven adventures designed to highlight a specific area of the Realms, and assume that the characters will continue play from one adventure to another until conclusion. They are usually targeted at entry-level play.
  - **Adventuring Company** adventures (ADCP) are designed to offer unique challenges and opportunities. They usually pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). To play an adventuring company adventure, at least three of the PCs must be part of the same adventuring company.

- **My Realms** adventures (MYRE) are build-your-own adventures wherein the DM creates a custom adventure that only can be run by the DM-creator. And finally,
- **Weekend in the Realms** adventures (WEEK) are special adventures only available for play on the Weekend in the Realms annual global event.

- **Each adventure has a level band.** In order to participate in an adventure, your character level has to be within the range listed for that adventure, and all the PCs in the party have to be in the same level band. Once you "level out" of a particular band, that character is no longer eligible to play the lower-level adventures. We release adventures for all of the different level ranges that characters have reached across the campaign, so no matter what level your character is, you'll never have to wait too long to find more adventures.

## WHAT LEVEL BAND AM I?

*Living Forgotten Realms* divides its adventures into level bands. These are tightly focused groups of levels, designed so that adventures can offer balanced, appropriate challenges. Your character can only play adventures whose level band corresponds to your character's level band. There are nine partially overlapping level bands, spanning level 1 to level 30. They are shown in the table below.

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
Epic 1	E1	21-24
Epic 2	E2	24-27
Epic 3	E3	27-30

- **Most adventures have a low-level and a high-level version.** When you sit down to play the adventure, you'll decide as a group whether you want to play the high-level version or the low-level version of the adventure. Look at the average level of the group (and possibly the experience of the players) to give you a good guide on what version your group should select. For example, if you have a group playing a level 1-4 adventure and all of the characters are 1st or 2nd level, you should probably play the low-level version.
- **Adventures are playable **only** by the RPGA standard table size.** Four to six players and one DM makes for the best game of D&D, and *Living Forgotten Realms* play supports that model.

- You should expect to gain a level about every 3 adventures or so. 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*.
- There is no upkeep cost to be paid between adventures. It is assumed that your character finds a way to make a living outside of adventuring.
- Remember, where you live isn't a restriction on what you can play! Play whatever you'd like, and experience all the Realms has to offer!

If you have any more questions on adventures, simply visit [www.wizards.com/rpga](http://www.wizards.com/rpga) and click on the "Living Forgotten Realms" or "Living Realms" links; or visit the *Living Forgotten Realms* Community site: [www.community.wizards.com/lfr](http://www.community.wizards.com/lfr).

### RETRAINING IN LFR

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

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

- Your character's name or sex (note, however, that your character may have as many "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 character race (you may retrain race-based options that you chose)
- Your character class (you may retrain your build)
- Your character's home region

Please note that you must still follow the general rules for retraining. For example, a 13th-level PC normally has eight feats, six of which came from the heroic tier. Using the retraining rules as written in the *Player's Handbook*, three of those heroic feats could have been retrained to paragon feats (one each at 11th, 12th, and 13th-level), giving your PC a maximum of five paragon feats. The more liberal rebuilding rules in LFR do not allow you to bypass this rule and retrain all six of your heroic feats to paragon feats. So in this example, should your character level 13th-level, while you could retrain all of your feats, at least three of them must be heroic feats.

## TREASURE AND REWARDS

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

- At the end of the adventure, you can select a magic item from a list the DM gives you of things you found during play. If you find a magic item during an adventure and choose to keep it after the adventure, your character doesn't have to pay any gold for the item. Each adventure has a list of "treasure bundles" for the characters to choose from. It's OK if you and another player select the same item. If you select a weapon or suit of armor, you might have to choose what type it is when you make your selection. Simply write down your choice of item on your adventure log, and you're all set. However, there's one very important rule you must observe when selecting a magic item (see below): you may only "find" a permanent magic item at the end of an adventure if you have an empty found item slot.
- You can only possess a number of found magic items equal to your character level. In 4th Edition D&D, your character finds about one item every level or so. Therefore, in *Living Forgotten Realms*, characters cannot possess more found magic items (that is, items acquired at the end of an adventure) than their level. Characters that were created above 1st level do not have any found item slots below their starting level (see "Creating Higher-Level Characters" on page 5). If you sell or discard a magic item you've found, it still counts against your total number of found magic item slots. Make wise choices about what magic items you select, and remember if you can't use or don't want a magic item you can always select another option. Every adventure contains an option to select more gold, and many contain options to select consumables (such as potions), rituals, or alchemical formulas instead of magic items. Rituals, formulas, and consumables do not count against the found magic item limitation.
- You cannot use or sell a magic item more than 4 levels above your character's current level. If you choose a magic item more than 4 levels above your character's level at the end of the adventure, you can only use it or sell it when your character is at the item's level - 4. If you find an item that is more than 4 levels above your level during an adventure, your character cannot use it during the adventure. However, you may use consumables (such as potions) that are more than 4 levels above your character's level if you find them during an adventure or if they are given to you by other PCs, and you may acquire consumables above your character level if they are offered

as part of the "Consumable plus Gold" treasure bundle at the end of an adventure.

- **You may need to choose a specific form for some magic items when you select a found item.** Often magic weapons and suits of magic armor are found and not given a specific form (and more rarely, magic implements). For example, you might find a *flaming weapon* +2. Whenever you select one of these items for your character as a found item, choose the form the weapon/armor/implement takes when you select the item. Write down the exact form of the item on your adventure log. Using the example above, if you wanted the *flaming weapon* +2 to be a short sword, you'd write "+2 *flaming short sword*" on your adventure log. For magic armor, you may select a masterwork property **from a player resource** for your armor when you select the item if one is available for that item's enhancement bonus. You should always consult the item's description to ensure that you are selecting a legal form for the item, as many items cannot take the form of just any armor, weapon, or implement.
- **Boons cannot be purchased.** Boons from any source, including Grandmaster Training, can never be purchased with gold. They can only be awarded via story awards or treasure bundles. Unless a specific story award says otherwise, boons always take up a found item slot. Boons can never be sold (they have no gold value).
- **You can purchase any magic item that is equal to or less than your level with your gold, as long as you have access to it.** You can only purchase magic items, rituals, alchemical formulas, and consumables from player resources. See the list of player resources on page 2 to determine what your character has access to. Anything that is not found in a player resource is restricted, meaning that you need to gain access through an adventure treasure bundle, story object, or rewards card in order to purchase it, even if you are of the same level as the item. For example, the published D&D adventure *Revenge of the Giants* includes a number of new magic items. This book is not a player resource, so all these magic items are restricted in LFR. If you have a character option that allows you to create items of a higher level than your character, you may also purchase items of the higher level specified as long as you have access to the items.
- **You can sell magic items for 20% of their market price.** You cannot sell mundane gear, including mounts. You can sell unused ritual books, ritual scrolls, and alchemical formulas for 50% of their market price. All consumable items (whether magic or alchemical) are sold for 20% of their market price. Remember, if you sell a found magic item (one that you selected as a treasure bundle and spent a found item slot on), it still counts against your total number of found items. Selling items can allow you to gain more gold than the listed maximum for an adventure.
- **Magic items that have an enhancement bonus can be upgraded.** If you have purchased or found a magic item with an enhancement bonus (like a weapon or suit of armor), you can pay the difference in cost to upgrade your item to the next enhancement bonus. You cannot upgrade the item until you are the same level or higher as the item you want. You don't need access to a higher-level version of the item to upgrade it. If you upgrade a suit of magic armor, you may select a new legal masterwork quality for the armor. If you want to make any other change to a magic item, you must use the Transfer Enchantment ritual found in *Adventurer's Vault* and pay the appropriate costs. You can transfer any magic item quality to another legal item or add a quality to a magic item that does not have one, as long as you have access to the quality (see the Transfer Enchantment ritual for more details). See "Enchanting Magic Items" in *Adventurer's Vault*, page 198 for more information.
- **You can only create items that you could purchase.** Enchant Magic Item and Brew Potion are rituals that allow you to create items. If your character could normally purchase an item (see "Treasure and Rewards"), you can create it with these rituals. You can always create items at the end of the adventure, and depending on what the DM allows, you might be able to create items at the beginning or during the adventure as well.
- **You can't receive treasure from another player character.** You can pay for expenses as a group (like ritual costs, bribing for information, paying for passage, etc.), but you can't receive gold, magic items, rituals, or any other treasure from another character. You can lend another character an item for use for the adventure, but it must return to the owner at the end of play. If the item is a consumable item (such as a potion), it can be consumed during the course of play and does not need to be replaced by the consuming character, but may be if the character is willing and has access to the potion. In addition, you cannot permanently alter another player's magic item (or other equipment) in any fashion. The only exception is that you may cast rituals (including Enchant Item or Transfer Enchantment) for a another player's character if that character can provide your character with the ritual scroll and pay for the cost of the casting.
- **You cannot gain more gold from an adventure than the maximum gold award for that adventure except by selling your own items.** There is no method by which you can exit an adventure with more gold than the maximum gold reward for that adventure (other than by selling some of your existing items, which isn't really part of the adventure's rewards). 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 sell for, it automatically fails by DM fiat. For example, you cannot feed all the magical weapons you find in an adventure to a rust monster in order to gain residuum which you then convert to additional gold. Nor could you use the gold (in excess of the adventure's reward) from such a sale to buy new magical items during an adventure and keep them after the adventure ends. However, should your items be destroyed by a rust monster you may use the residuum at the end of the adventure to replace a destroyed item with the **exact same item**. For example, if your *+2 flaming longsword* was destroyed by a rust monster, you could replace it with a new *+2 flaming longsword*, but you could not use the 5,000 gp worth of residuum to purchase a *+2 symbol of battle*. 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. A magic item that you gained from a previous adventure (one that you selected as a treasure bundle and spent a found item slot on) is not a reward from the current adventure and thus can be sold for 20% of its value without violating this rule.

- **Mounts are recovered at the end of the adventure if killed during play.** A mount that dies during the course of an adventure is unavailable to the character for the remainder of the current adventure, but is recovered at the adventure's conclusion.
- **Story awards give you interesting hooks to further play.** At the end of most adventures, you'll also receive one or more story awards. Story awards are certificates that speak of your accomplishments or list key contacts you made during the adventure. Hang on to these, because you never know when they'll come into play in the future!

## RULES UPDATES

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

Periodically, a rules update may significantly impact the player of a character in such a way that the player may find the changes undesirable. **We want you to have fun, so if the rules for your character change in a way that would make you quit playing the character altogether rather than apply the changes, it's better to modify the character than to quit playing.** When that happens, use the following guidelines to adjudicate:

- **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 at 20% of market price, 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. **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 20% of its value, or you could replace it with a new neck slot item of 3rd level or less from a player resource. Note that under no circumstances do you get the found item slot back.**
- **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 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.)**
- **Character rules options:** See the "Retraining in LFR" sidebar on [page 8](#).
- **Character rules options and magic items:** When an official rules update changes a class feature, feat, power, or paragon path in a way that would invalidate one or more of your magic items but the items themselves have not changed (for example, when avengers lost the ability to gain the benefit of Armor of Faith while wearing anything heavier than cloth armor), you may choose a new, legal item of the appropriate type **(for example swapping a magic weapon for a different magic weapon)** whose item level is less than or equal to the item level of your old item. You receive no other compensation when changing items in this fashion. Players are on the honor system to make the minimum necessary changes. If your armor needs to change because of a class feature update, changing your (unaffected) weapon at the same time is not a legitimate use of these rules.

## NPC RITUAL CASTING

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

## CHARACTER DEATH

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

- **Pay the component cost for the ritual.** If the group **has access to the body and** chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual, doesn't desire to pay for it, or doesn't have access to the body, the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time. **The death penalty still applies (-1 penalty until the character passes three milestones). If all of the PCs are killed and no friendly NPCs have access to the body, invoking the Charity of Death clause is the only option to return the PC to life. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Charity of Death clause is always an option, no matter what happened to the PC.**

## ORGANIZING AND DMING FOR *LIVING FORGOTTEN REALMS*

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

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

### DM ADVENTURE ADJUSTMENTS

In each *Living Forgotten Realms* adventure, there's a section entitled "Important DM Information," which gives guidelines to DMs on how they should utilize the material in the adventure and how to adjudicate their play sessions. Especially important is that the DM is the facilitator of an enjoyable play experience, and is empowered to make adjustments to the adventure to enhance the play experience of the group. The DM's golden rule is: **Make decisions and adjudications that enhance the fun of the adventure when possible.** However, in order to preserve the integrity of the *Living Forgotten Realms* campaign, there are certain boundaries that are present when a DM makes adjustments to an adventure.

- **The DM can make slight modifications to an encounter to make it the right challenge for the group.** Examples include adding another monster of the same type as one existing in an encounter (such as adding a 4th goblin sharpshooter to an encounter that normally has 3), removing a monster from an encounter, adjusting the level of a monster by +/- 1 level (and thereby adjusting hit points, defenses, and attacks), or changing the tactics present for a monster to something more/less optimal than listed.
- **The DM can make story alterations, so long as the core plot elements and rewards are maintained.** The DM may adjust "little things" in the adventure such as the way in which characters obtain information, minor NPCs, adding depth or campaign flavor to an encounter, etc. However, the DM cannot change the overall plot of the adventure or its location, and cannot change the rewards earned by the characters (treasure, XP, and story awards). The adventure should be essentially the same no matter who runs it.
- **The DM should make adjudications when the rules are unclear or to keep play moving.** If a rules call is necessary, it is the DM's job to make the call and continue with the action. Players can take a brief amount of time to object to a rules interpretation, but after listening to the players' objections, the DM should make a quick decision.
- **The DM cannot add monsters or NPCs to encounters that are not present in the adventure.** The DM must use the monsters present in the adventure. For example, if an encounter includes an adult green dragon, the DM cannot

change the dragon to an adult white dragon or an elder green dragon.

- **The DM cannot specify what rules elements are or are not allowed for characters.** This Character Creation Guide determines the legality of player resources for characters, not the DM.
- **The DM cannot make up new D&D rules wherein an existing rule will suffice.** The DM must use the D&D rules whenever possible to resolve complications that arise during the game's play. Players have an expectation that their character's abilities will function in a certain manner based on the rules of the game. The DM cannot, for example, make up a new jumping rule when one already exists under the Athletics skill entry.

## THE COMMUNITY

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

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

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

## ADVENTURING COMPANIES

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

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

## ADVENTURING COMPANY REQUIREMENTS

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

One person or a small council should act as the scribe for the adventuring company, in charge of maintaining the company's roll. This could be as simple as typing up a spreadsheet of all the character's names, or a complex as maintaining a website with forums and chat functionality. **The options offered at the *Living Forgotten Realms* community website ([community.wizards.com/lfr](http://community.wizards.com/lfr)) are especially useful for adventuring companies.** It's up to you.

- **Adventuring companies must have an accessible roll sheet showing current members.** The only required information on the roll sheet is player name, character name, and RPGA number.
- **Adventuring companies must contain at least 3 players.** If an adventuring company's roll ever drops below 3 **players with characters in the adventuring company**, it is inactive (its characters gaining no benefits for being a part of the company) until such time as its roll rises to 3 **players** or the company chooses to disband. **There is no limit to the number of players who can join an adventuring company, and there is no limit to the number of characters that each of those players can enroll as members of the adventuring company. The only limit is that any given character may not be a member of more than one adventuring company at a time.**
- **Adventuring companies can have additional character requirements decided upon by the founders of the company.** You can found an adventuring company with any sort of requirement you want, as long as it's based on characters, not players. For example, if you wanted to form a dwarven clan, you could specify that all members must be dwarves. Or, if you wanted to have a secret sect of Sehanine, you could specify that all members must worship Sehanine. You could base membership requirements on race, class, level, region, affiliation with another organization, obtaining a particular story **award**, having a certain group of powers (such as spellscarred), or anything else decided upon. The requirements can be as specific or as general as you like, although the more requirements you make, the less likely your company will be appealing to a large group of characters. The most important element though, is that the requirement **MUST** be character-based, not player-based. You **CANNOT** have requirements such as player location or other selection criteria based on the player of the character (such as gender exclusion, criteria based on player ethnicity/creed, etc.).

- **When your character gains a level, the character may either choose to leave an existing adventuring company or join a new one.** If your character has never been a part of any adventuring company, you may join an adventuring company at any time. Once you've decided to leave an adventuring company, you must wait until your character has gained a level. If you've left an adventuring company, you must wait until you've gained another level to join a new one. Essentially, you'll play one level without an adventuring company if you decide you want to switch adventuring companies with your character.
- **Call it what you want, but watch your use of existing organizations.** You can call your adventuring company a clan, a guild, a tribe, a family, a team, a sect, or whatever you like, but you cannot create an adventuring company that identifies itself as an existing organization in the FORGOTTEN REALMS. For example, you cannot call your adventuring company the Flaming Fists, since that organization already exists in and around Baldur's Gate. However, you could call them Burning Justice and make their background up as a small team of righteous (lawful good requirement) adventurers that have joined the Flaming Fists (affiliation with Flaming Fists requirement) to bring order to Baldur's Gate and the lands beyond. Consult the *Forgotten Realms Campaign Guide* and *Forgotten Realms Player's Guide* for information on current and past organizations in the Realms.

#### ADVENTURING COMPANY BENEFITS

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

- **Gain a bonus action point for the group when playing at an adventuring company table.** Whenever a **party** has at least 3 members of the same adventuring company playing at the same table, the **adventuring company members** gain a bonus **group** action point to be used by **one of its present members** during the adventure. The action point is used just like a normal action point, although it does not count against the user's action point expenditure for the encounter. All effects that trigger off of an action point use **also** trigger off of the use of the bonus action point. The bonus action point can be spent by **any member of the adventuring company** at the table, but a majority of the **adventuring company members at the table** must agree on the expenditure. Once the **bonus group** action point is spent, it is gone for the remainder of the adventure. Your **adventuring company** can only have one bonus **group** action point in this manner. **If a six-player table consists of two adventuring companies, each of which has three members present at the table, both**

**adventuring companies receive their own bonus action point.**

- **Participate in special adventuring company challenges and events.** These are offered at some major national conventions, such as D&D Experience and Gen Con Indy, and are also available to shows after they've premiered.

#### WHY VERSION 1.99?

You may wonder why this version of the LFR Character Creation Guide has such a strange version number (1.99 instead of 2.0). The reason is that this is an interim release of the CCG. The next revision of the CCG will be version 2.0 and will be updated specifically to take into account the products being released as part of the *D&D Essentials* line. The complete list of these products, their release dates, and (most importantly) all the new rules options they will offer both existing and new D&D players were not available at the time of this writing, but we still wanted to introduce some needed changes to the LFR play environment in time for Origins 2010 and Gen Con Indianapolis 2010, such as the ability to create higher-level characters.

In August 2010, the 4th Edition *Dark Sun* campaign setting will be released. There are some elements of *Dark Sun* (such as thri-kreen) that do have an established history in the Realms, and these elements may be accepted into LFR as player options in the next update of the CCG. It is likely that we will be very selective about which elements of *Dark Sun* are permitted into LFR, however. For the time being, note that none of the *Dark Sun* sourcebooks are listed as player resources on page 2 of this document. These sourcebooks will be addressed in the v2.0 update of the CCG to be released in October 2010.

Finally, version 2.0 of the LFR CCG will introduce some modifications to the structure of the campaign. We are planning to make adjustments to the mix of regions and a number of other changes to better position the campaign for 2011 and beyond. For a preview and discussion of some of these upcoming changes, please keep an eye on our blog at <http://community.wizards.com/lfr/blog/>

