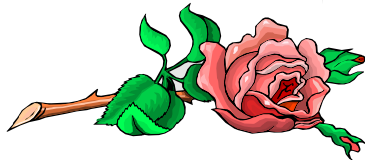


The Waterdeep Chronicles



A Forgotten Realms' Campaign Rules Version 1.2

1. Introduction

The Waterdeep Chronicles are a heroic fantasy campaign, set in Waterdeep and the North in the Forgotten Realms¹, run by the Capital Area Role Players in Lansing, Michigan. **The campaign is not published or endorsed by Wizards of the Coast in any way.** This campaign guide describes the house rules and general assumptions for the campaign.

The campaign is heroic insofar as characters are designed to be a cut above average; that they participate in epic storylines; and that they do good things because they believe in it, even when it means risking their lives. The campaign is **not** going to be a series of battles. In many cases, combat can be avoided by intelligent play or even a charming word to the right NPC; in general, the campaign is more skill- than combat-oriented, though it stays true to the genre and is designed to have its share of swordplay, spellslinging, and other cinematic action.

The two major house rules that we implement are (1) starting player characters at third level and (2) handing out more skill points. The rationale is that (1) it is much easier to write cinematic scenarios when characters don't fall over dead at the slightest provocation and (2) that the campaign will be far more skill-oriented than the standard D&D campaign; conversely, a slightly slower advancement is also to be expected when compared to base D&D 3E rules. We are going to use story-based experience, without trying to micro-manage experience through the challenge rating system.

1.1. Heroic Fantasy

What do we mean by heroic fantasy? First of all, it is assumed that the PCs are the good guys, the people with the white hats. They may have some doubts, but when push comes to shove, they won't suddenly side with a demon against the party.

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Second, and just as importantly, heroic means cinematic for us. The 3rd Edition D&D rules have a certain mathematical precision about them, so that you could almost run fight scenes without a GM. But in this campaign, drama trumps rules. You may get a bonus to an action simply because it looks good. The villain may stay conscious despite being at negative hit points to deliver a dying speech. If it takes a character five feet more than their allotted movement to swing from a chandelier, that shouldn't be important. This is not meant to bend the rules to, say, rob the heroes of their hard-earned victory, but the rules shall not be considered an acceptable excuse for beancounting, either.

1.2. Source Material

As reference material, we recommend the *City of Splendors* boxed set; while it is no longer available in print, it can instead be purchased online from Wizards of the Coast at <<http://store.wizards.com/>> as a PDF file. The region between Waterdeep and the Anauroch is detailed in the *The North* supplement, which is available for free download at <<http://www.wizards.com/forgottenrealms/thenorth.asp>>.

2. Character Creation

By and large, character creation follows the steps outlined in the D&D 3E Player Handbook and the Forgotten Realms Campaign Setting, augmented with a number of house rules. These house rules aim at giving the players more options to create rich characters, without being overly intrusive. We would like to caution against focusing too much on combat efficiency at the expense of other things (or any other extremely narrow area of expertise, for that matter); as mentioned above, the campaign will not only be far more skill-centric than the default D&D setup, but adventures in Waterdeep or Silvermoon will frequently take place in a social environment where player characters should not appear to be out of place.

Characters are created to be at 3rd level when they begin

play. To do this, create the characters at first level and advance them through levels 2 and 3. This should allow players to explore almost every multiclassing option available in the campaign. Since it is not possible to have multiclassing penalties until you reach fourth level, every character will have 3000 experience points initially.

2.1. Ability Scores

Instead of rolling ability scores, they are purchased. You have 78 points to buy ability scores; an ability score of 6 costs 6 points, 7 costs 7 points, and so on, to a maximum of an 18 for a cost of 18 points. Ability scores can have values between 6 and 18 initially. Demi-human characters can have a maximum score of 19 (for a cost of 19 points) in abilities where they would normally get a +2 bonus, and a maximum score of 17 where they would normally get a -2 penalty; so, a half-orc could have a strength of at most 19, and intelligence and charisma of at most 17, for example.

All ability scores must initially be different, except for those that are a 10 or 11. The following scores are an example of a valid set: Strength 16, Dexterity 14, Constitution 13, Intelligence 10, Wisdom 10, Charisma 15. The following scores are **not** valid: Strength 16, Dexterity 16, Constitution 16, Intelligence 11, Wisdom 10, Charisma 9. This is meant as an attempt to encourage diversity. In particular, you can have only one 18 among your ability scores, but also only one 6. Of course, if you spend ability points gained later on, these can be assigned to any ability score, even if that results in two of them having the same value.

2.2. Choosing Race & Class

The following races are allowed: Humans, Gold Dwarves, Shield Dwarves, Moon Elves, Sun Elves, Wild Elves, Wood Elves, Rock Gnomes, Half-Elves (with elven ancestry of any of the allowed races), Half-Orcs, Lightfoot Halflings, Strongheart Halflings.

All of the PH classes are allowed, as well as the aristocrat and expert classes from the DMG, with the following modifications, as well as those from the FRCS.

The **Aristocrat** class must be taken at first level, if so desired. It does not confer any legal enforcement powers or any other tangible benefits. However, it allows you to be a minor member of a noble family and officially carry a title. Your level in the aristocrat class is an indication of influence and political skill, not necessarily a measure of status. As a game-related benefit, aristocrats gain a favor at each level that can be called in (at most one per scenario) from the nobility of Waterdeep or Silverymoon. As a rule of thumb, a favor can be used to obtain a *raise dead* or *heal* spell, influence law enforcement powers, obtain credit when needed. You can also (without spending a favor) add your aristocrat level as

a circumstance bonus to *diplomacy* checks when talking to city officials. You can play a disowned noble without having this class, of course. Note that Waterdhavian nobility is almost exclusively human, where other places (notably Silverymoon) are more open.

Bards can also have Lawful Good or Lawful Neutral alignment in addition to the other alignments allowed for them. Obvious examples would be heralds, or the keepers of oral laws in certain tribal communities. Bards can also learn the following spells: 1st level – Change Self, Color Spray, Enlarge, Reduce, Spider Climb. 2nd level – Alter Self, Continual Flame, Knock, Rope Trick. 3rd level – Shrink Item, Minor Creation. Finally, bards have good language skills – see section 2.5 for details.

Clerics must follow a deity with good or neutral alignment. See section 2.9 for the patron deities a cleric can choose. Section 2.9 also contains campaign-specific changes to domains.

Druids must have a patron deity to receive spells. Again, section 2.9 lists possible choices for druid patron deities.

Experts gain a bonus skill focus feat at first level. Once per day, experts can add their class level as a competence bonus to any one skill check if they have the skill focus feat for the appropriate skill. At fourth level, they can do it twice per day, at seventh level three times per day, at tenth level four times per day. As an alternative to the saving throws as per the DMG, experts can choose to make a saving throw category other than Will their good one: for instance, while a sage would have good Will saves, but poor Fortitude and Reflex saves, a blacksmith might have good Fortitude, but poor Will and Reflex saves, and a circus acrobat would have good Reflex, but poor Fortitude and Will saves.

Monks may multiclass freely with any class. They are of course still subject to multiclass penalties, if applicable.

Paladins may multiclass freely with any class. They are of course still subject to multiclass penalties, if applicable. This also does not prevent them from staying true to their vows. For instance, a paladin/rogue who uses sneak attacks in a dishonorable fashion risks losing his or her paladin status. See section 2.9 for the patron deities a paladin can choose. Note in particular that the choice of paladin deities has been extended to allow for several deities with CG alignments, among those most of the CG Elven gods.

In addition to their PH abilities, **Rangers** get bonus feats at level 4, 8, and 12. These must be selected from the following list: Skill Focus in Wilderness Lore, Knowledge (nature), Animal Empathy, or Intuit Direction; Point Blank Shot; Precise Shot; Rapid Shot; Weapon Focus in a ranged weapon; Weapon Specialization in a ranged weapon. A Ranger must be 8th level to gain a Weapon Specialization Feat for a bow, or also have four Fighter levels. If the ranger doesn't have at least four fighter levels, the specialization bonus applies only to ranged attacks, but not to melee attacks with that weapon.

Finally, the special abilities of rangers to fight with two weapons as though they have the Ambidexterity and Two-Weapon Fighting Feats extends to double-headed weapons in this campaign.

Rogues get a bonus skill focus feat at first level, to be applied to any skill of their choice. They receive this bonus feat only if they start out as rogues, not if they multiclass into rogue. They need not apply their sneak attack bonus in combat if they don't want to.

In addition to the familiars normally available, **Sorcerers** and **Wizards** can select any normal animal of size *Small* or smaller from the *Monster Manual* or *Tome & Blood*. Such familiars do not give their masters any abilities beyond those that any familiar conveys.

2.3. Select a Region

Pick a region where your character hails from; while this will be Waterdeep or the North for most people, you should not feel limited to these two choices; Waterdeep in particular is a cosmopolitan city that is also an important sea port, so characters could come from anywhere.

The following additional regions are available:

- **The Shining Lands:** This region encompasses three nations: Durpar, Estagund, and Var the Golden. Regional Feats are Education, Mercantile Background, and Silver Palm. Automatic Language: Durpari. Bonus Languages: Chondathan, Dambrathan, Halruaan, Midani, Elven, Dwarven, Halfling.
- **Kara Tur:** Regional feats are Discipline and either Mercantile Background (for characters from the civilized parts of Kara-Tur) or Blooded (for characters from other parts of Kara-Tur). Characters from this region can choose to become proficient with and purchase Wakizashis, Kusari-gamas, and Katanas (see the DMG for details). Note that the Kusari-gama as a variant spiked chain is an exotic weapon; the table in the DMG is in error, and the verbal description on the same page is correct. Automatic Language: Shou or Tabotan Common or a local dialect of the region. Bonus Languages: Shou, Tabotan Common, any of the hundreds of dialects of the region, and per race (i.e. any for humans).
- **Zakhara:** Regional feats are Horse Nomad, Saddle back, Silver Palm, and Survivor. Automatic Language: Midani. Bonus Languages: Chondathan, Shou, Durpari, Shaaran.
- **Maztica, the True World:** Standard regional feats are Blooded, Militia. A character from Maztica can also pick either Mercantile Background or Forester as a regional feat, but not both. Automatic Language: Nexalan. Bonus Languages: Halfling, Payit, Kultakan, Huacli, Kolan. A weapon native to Maztica is the *maca*, a hand-held

weapon with a wooden haft or shaft that can be used one- or two-handed. It is a martial weapon for characters from Maztica and an exotic weapon for everybody else. Other than that, it has the same game statistics as a battleaxe.

You do not get bonus equipment for coming from a particular region. All equipment must be purchased normally.

2.4. Select Feats

Characters get the usual number of feats initially; also, since beginning characters will be third level, they will get another feat at third level; characters with fighter levels may get even more. Note that you should not just pick any three feats, but observe prerequisites as well: For example, Weapon Finesse and Weapon Focus both require a +1 attack bonus, so a third level rogue cannot possibly have them both, since he or she has only one feat available with that attack bonus. Likewise, Forgotten Realms feats that can only be taken at first level cannot be taken with the third level feat.

The following feats are not available in the Waterdeep Chronicles, even if they are a regional feat for your character: Insidious Magic, Pernicious Magic, Sadistic Training, Shadow Weave Magic, Tattoo Focus, Tenacious Magic, Thug, Thunder Twin (note that generally, *any* use of shadow weave magic is not available to PCs). The Improved Familiar feat is available, but cannot be used to acquire a familiar that is a construct, undead or has evil alignment, such as a homunculus or an imp.

The **skill focus** feat grants you a +3 bonus in this campaign, not just a +2 bonus. However, bonuses from other feats that grant skill bonuses (such as Alertness) do not stack with the bonus from a skill focus feat.

Regional feats can be selected if your character is from the appropriate region; unlike the FRCS, it is not necessary to have levels in a preferred class for this region: there is no reason why a sorcerer from Waterdeep cannot have the Artist feat, for instance, simply because the character is a sorcerer.

In addition, we have the following campaign-specific feat:

Far-Traveled [General]

You have spent some time in another region.

Prerequisites: Four ranks of Knowledge (local) for that region.

Benefit: You can acquire regional feats and bonus languages from that region in addition to your home region.

Normal: A character without this feat can only take regional feats from his or her home region.

Special: The feat can be taken several times, each time for a different region.

2.5. Select Skills

Since the Waterdeep Chronicles have a strong focus on general skill usage, characters get more skill points. Also, **all** skills that are not exclusive to a class are considered class skills. Effectively, there are **no cross-class skills** in this campaign (but see below for **languages**). The maximum rank a character can have in an exclusive skill is 3 + the number of levels in classes with this skill. So, a Drd2/Rgr2/Bbn2 could have a maximum of 7 ranks in Animal Empathy, no ranks in Read Lips, and 9 ranks in almost everything else. This allows players more freedom in the creation of their PCs and makes the creation of NPCs easier for the campaign administration.

Skill points are gained according to the following table, where M is your intelligence modifier:

Class	Initial	Level 2+
Aristocrat	$4 \cdot (6+M)$	$6+M$
Barbarian	$4 \cdot (6+M)$	$6+M$
Bard	$4 \cdot (6+M)$	$6+M$
Cleric	$4 \cdot (4+M)$	$4+M$
Druid	$4 \cdot (6+M)$	$6+M$
Expert	$4 \cdot (8+M)$	$8+M$
Fighter	$4 \cdot (4+M)$	$4+M$
Monk	$4 \cdot (6+M)$	$6+M$
Paladin	$4 \cdot (4+M)$	$4+M$
Ranger	$4 \cdot (6+M)$	$6+M$
Rogue	$4 \cdot (8+M)$	$8+M$
Sorcerer	$4 \cdot (4+M)$	$4+M$
Wizard	$4 \cdot (4+M)$	$4+M$

To compensate for the fact that the other classes get additional skill points, a rogue gets a free skill focus feat for a skill of his or her choice at first level. Humans get bonus skill points as in standard D&D.

Languages are a different issue. Unlike core D&D, learning to speak a language and to read or write it are two different things. This is supposed to reflect a medieval or Renaissance setting more accurately, where literacy was not all that widespread.

To learn languages beyond the standard allotment, you need to spend two skill points to learn how speak the language, and a further two skill points to learn how to read and write it (dead languages as per p. 85 of the FRCS can of course still only be read and written, not spoken). This is independent of your class. **Bards** also get two additional skill

points per level that can only be used to learn languages.

Languages that you get at first level – your automatic languages and any bonus languages due to a positive intelligence modifier – you can both speak and read/write without having to spend any skill points. The exception are **barbarians** and NPC commoners, who still have to spend two skill points per language to learn how to read and write it.

2.6. Hit Points

You gain maximum hit points (plus any constitution bonus) at first level. After that, you get 75% of your maximum hit points (rounded down, plus any constitution bonus) at each level. This works as follows for each of the standard classes:

Class	Initial	Level 2+
Aristocrat	8	6
Barbarian	12	9
Bard	6	4
Cleric	8	6
Druid	8	6
Expert	6	4
Fighter	10	7
Monk	8	6
Paladin	10	7
Ranger	10	7
Rogue	6	4
Sorcerer	4	3
Wizard	4	3

2.7. Equipment

All characters get 3000 gold pieces starting money, with the exception of aristocrats, who get 500 additional gold pieces per aristocrat level. With this money, you can purchase equipment listed in chapter 7 of the PH, with the following exceptions: alchemist's fire, smokesticks, tanglefoot bags, thunderstones, tindertwigs. Silvered weapons are generally available at 5x the normal price, silvered arrows or crossbow bolts at 10x the normal price.

Beginning characters do **not** automatically get region-specific equipment from the FRCS. Of course, if available, it can be purchased normally.

You can also purchase **one** magic item from the following list; bracers of armor are available at the discounted price in parentheses only for arcane spellcasters, assumed to be obtained through guild connections or the like.

- A +1 weapon of your choice. A double-headed weapon will gain this enchantment for only one head, but of course the other head will still be masterwork quality.
- A +1 light or medium armor of your choice.
- A +1 shield of your choice.
- +1 bracers of armor (500 gp for arcane spellcasters).
- +2 bracers of armor (1000 gp for arcane spellcasters).
- +3 bracers of armor (1500 gp for arcane spellcasters).
- +4 bracers of armor (2500 gp for arcane spellcasters).
- If you are a spellcaster, a wand of any one spell that you can cast, with 20 charges (costing 40% of the normal price for such a wand).

The magic item must be paid for with starting money.

If you are a spellcaster with the brew potion or scribe scroll feat, you can also have up to three potions or scrolls (respectively) of a spell that you can cast, in addition to the magic item purchased above. Again, this has to be paid for with your starting money, and is supposed to be something you made while learning the feat under the tutelage of your teacher. No XP cost is incurred for these items.

2.8. Alignment

Your character can be of any of the following alignments: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral. Evil and Chaotic Neutral characters are not permitted in the campaign. Also, characters must adhere to the alignment restrictions for their class.

Characters with a good alignment (LG, NG, or CG) receive a bonus hero point at the beginning of the game. Usage of hero points is detailed below.

2.9. Deities & Domains

Patron deities for characters must be of good or neutral alignment, according to the FRCS. Divine spellcasters and paladins are restricted even further. Characters usually worship a deity from their own racial pantheon, with either the Faernian or Mulhorandi pantheon being acceptable for humans or half-orcs, if they grew up in the specific region.

Clerics must follow the alignment restrictions for their deities as laid down in the PH and FRCS. Alternatively, if you have a copy of the 2nd edition supplements *Faiths & Avatars*, *Demihuman Deities*, or *Powers & Pantheons*, you can also choose any alignment described as available for clergy of your deity in the corresponding book. You can alternatively choose alignments as per the 3rd edition supplement *Faiths & Pantheons*.

Certain deities will not grant certain spells to their clerics, even if they are part of domains otherwise granted, if considered unacceptable by the deity: for example, Eilistraee will not grant the Spiderform spell under any circumstances.

Priests of Ilmater are not granted access to the Suffering domain in this campaign; instead, they can choose the Protection domain as one of their two domains. Lawful and good aligned gods that normally grant the **Death domain** grant the **Spirit domain** instead (see below). The Spirit domain is also available to clerics of Sehanine Moonbow. Finally, the first level spell in the **Knowledge domain** is *Comprehend Languages* in this campaign, not *Detect Secret Doors*.

Clerics must worship a deity from their own racial pantheon, or a deity from the Faernian pantheon, if the deity is commonly worshiped in the region they grew up in. An exception is Eilistraee, who accepts clerics of almost all sentient races (cf. Powers & Pantheons); conversely, Deep Sashelas has exclusively sea-elven clergy. Half-elven clerics can elect to have an elven or a human patron deity, depending on their preferences and upbringing. Mielikki and Lurue belong to both the Faernian and the Elven pantheon; Tymora belongs to both the Faernian and the Halfling pantheon. Deities from the Mulhorandi pantheon can only be chosen by human clerics from Mulhorand; the female Mulhorandi deities – Hathor, Isis, and Nephthys – have an exclusively female clergy; Nephthys also admits only married or widowed priestesses. Also, clerics of Eilistraee and Lurue must be female.

For **paladins**, their patron deity can be any of those of LG, NG, CG, or LN alignment with the exception of Aerdrie Faenya, Lliira, Sharess, Thard Harr, and Tymora. Racial restrictions are the same as for clerics. There are no gender restrictions for paladins.

Druids can worship any nature deity of neutral or good alignment within the usual racial limits. The list of nature gods and goddesses can be found on page 23 of the FRCS and is extended to include Sheela Peryroyl.

Rangers typically, but not necessarily, worship nature deities, depending on their views. Rangers can, as per the FRCS, choose organizations or groups of individuals as their favored enemies.

Divine spellcasters from the following region deserve

Spirit Domain

Granted Power: You gain the Extra Turning feat.

1. Detect Undead
2. Consecrate
3. Gaseous Form
4. Death Ward
5. Emotion
6. Antilife Shell
7. Resurrection
8. Control Undead
9. Freedom

special consideration:

In **Kara Tur**, the predominant faith (at least in Shou Lung and Tu Lung) is the Celestial Bureaucracy. Clerics from Kara Tur can choose the Celestial Bureaucracy as their “patron deity”, with domains Fate, Family, Law, Knowledge, and Planning. Clerics of the Celestial Bureaucracy cannot be of chaotic alignment. They can choose any one oriental weapon as the weapon to be used with the *Spiritual Weapon* spell.

Some areas of Kara Tur have other belief systems. If you need rules for them, please contact the campaign staff.

Zakharan clerics are not limited by alignments; as described in the *Al-Qadim* supplement, their gods are above such quibbles. The great gods of Zakhara offer access to the following domains:

- Hajama the Courageous: War (favored weapon: short-sword).
- Hakijah of the Sea Breezes: Knowledge, Planning.
- Haku, Master of the Desert Wind: Luck.
- Jauhar the Gemmed: Trade.
- Jisan of the Floods: Renewal, Trade.
- Kor the Venerable: Family, Knowledge.
- Najm the Adventurous: Luck, Travel.
- Selan the Beautiful Moon: Charm, Moon.
- Zann the Learned: Knowledge, Rune.

In addition, all the great gods of Zakhara offer the Fate domain. Note that Selan is unrelated to the goddess Selune.

The Shining Lands also deserve special consideration, as they worship the *Adama*, the world spirit, that comprises the divine essence that permeates all beings, from gods and men to trees and rocks. Everything is an aspect of this world spirit, and he is worshiped through these manifestations. The following gods are worshiped as aspects of the *Adama*:

- Lucha, “She Who Guides”, is the aspect of Selune worshiped locally. Unlike Selune’s normal aspect, her alignment is LG, and she grants the Law instead of the Chaos domain. She is the most popular deity in the region, and her priests perform almost all marriages.
- Curna, “The Wise One”, the goddess of wisdom, is Oghma’s alter ego, but with a LN alignment. For all intents and purposes, she grants the same domains as Oghma. In addition to Oghma’s domains, she also grants access to the Law domain.
- Zionil, patron god of inventors, craftsmen, and creators is Gond by another name.
- Torm and Waukeen are worshiped under their traditional names.

Maztica has its own Pantheon. The following deities are available for worship by player characters:

- Maztica, Mother of Life (N). Domains: Renewal, Earth, Plant, Water. Favored Weapon: A tree limb, a stone, a wave (club).
- Qotal, the Feathered Dragon (LG). Domains: Good, Law, Protection, Healing, Air, Animal. Favored Weapon: Dragon Claw (*maca*).
- Plutoq, Master of Earth and Stone (LN). Domains: Law, Earth, Craft. Favored weapon: Fist of Stone (club)
- Kiltzi, Giver of Health, Nourishment, and Love (CG). Domains: Chaos, Good, Healing, Renewal, Charm, Family. Kiltzi does not use a weapon, and spells relying on a favored weapon are not available to her clerics; neither are *Inflct* spells or *Harm*.
- Eha, Wind Sprite (CN). Domains: Chaos, Air, Storm, Travel. Favored Weapon: Wind Grasp (bola).
- Watil, Guardian of Plants (NG). Domains: Good, Plant, Renewal. Favored Weapon: A vine (whip).
- Nula, Guardian of Animals (CN). Domains: Chaos, Animal, Travel. Favored weapon: Unarmed strike (in her monkey form).

Druids from the True World can serve Maztica, Watil, or Nula.

2.10. Initial Spells

Clerics, Sorcerers and Bards get spells as per the table for their class. Sorcerers and Bards do not have to fill all spell slots immediately, but can wait until later.

Wizards initially know all cantrips (zero-level spells) automatically. A character with a single wizard level also knows 3+IB first-level spells, where IB is your intelligence bonus. A character with two wizard levels knows 5+IB first-level spells. A character with three wizard levels knows 5+IB first-level spells, and an additional 3 first- or second level spells. Specialists must at least have one spell at each level from the school of magic they have specialized in. Wizards will also have the opportunity to acquire new spells during adventures, and perform spell research (for that, see section 4.5).

All spells from the PH are allowed to PC spellcasters. For spells occurring in supplements, see section 5.

2.11. Background

Your character can have an apartment, house, or in the case of somebody pursuing a trade (such as a blacksmith) even a shop, laboratory, or what else is needed at a location that isn’t occupied by a building listed in the “City of Splendors”. These quarters cannot be sold: essentially, they are the place where you live, and in the case of professionals may also provide your income.

In a port city such as Waterdeep, ships are a frequent occurrence. To have a ship that you can use, you normally have

to have at least six ranks in a sea-going profession, such as sailor, merchant captain, or pirate hunter **and** skill focus in the same profession. You need not expend money to buy the ship, but you cannot sell it, either. You can have a ship worth up to 10,000 gold pieces (see p. 151 of the DMG for available ships).

If you are an aristocrat from Waterdeep, you cannot be a member of any of the following noble families:

Adarbrent, Amcathra, Assambar, Bladesemmer, Casalanter, Dezlentyr, Eltorchul, Emveolstone, Estelmer, Gauntyl, Hunabar, Ilvastarr, Ilzimmer, Kormallis, Lathkule, Maernos, Majarra, Melshimber, Phylund, Raventree, Rosznar, Silmerhelve, Stormweather, Tarm, Tesper, Thann, Thongolir, Ulbrinter.

These families are likely to become involved in current or future plotlines or are unavailable for other reasons; if you find it necessary to have a character who is a member of one of them, please contact the campaign staff about it.

Feel free to develop a family for your character, but he or she should not be a relative (or even friend) of the Open Lord Piergeron or any of the secret Lords of Waterdeep, of course.

3. Character Advancement

Characters advance usually as per the PH. They can of course also lose levels as per the PH, which is why you should record even for the first three levels what you learned at what level.

Note that experience gain is slower than suggested by the DMG, and is mostly based on story-based awards.

3.1. Maximum Level

Characters can usually be played until 12th level; as soon as they reach 13th level, they retire from the campaign. They also retire from the campaign if their total experience (including experience lost to multiclassing, spells, level losses, or any other reason) reaches 78,000.

This is essentially to make things easier for the campaign staff: at thirteenth level or above we are simply not confident that we can offer you interesting scenarios for your characters.

3.2. Prestige Classes

While most character concepts can be implemented using the 12 basic classes from the player handbook, given that most of the existing restrictions have been lifted, there might still be interest in one of the prestige classes of the guidebooks, the DMG, or the Forgotten Realms Campaign Setting. See section 5 for what is allowed.

When choosing an allowed prestige class, you gain two additional skill points per level, to a maximum of 8 plus your intelligence modifier.

3.3. Step 1: Gain a Level

As soon as you have sufficient experience points, gain a level in the class you want. Note that you can multiclass freely with any class, even when playing paladins or monks, but note that this might still incur multi-classing penalties to experience. If you reach 4th, 8th or 12th level, you gain the usual bonus ability point.

3.4. Step 2: Hit Points

You acquire more hit points as you advance as per section 2.6.

3.5. Step 3: New Feats

You acquire additional feats at 6th, 9th, and 12th level, as per the normal PH rules. Fighters also acquire the usual fighter feats and Wizards their metamagic feats at the appropriate levels. Feats disallowed in section 2.4 cannot be taken with these new feat slots, either.

You do not have to fill a free feat slot immediately upon advancing; but it must be selected before advancing another level, or you lose the slot.

3.6. Step 4: New Skills

You acquire additional skills as you advance as per section 2.5. Skill points gained from advancing must be spent before your next adventure.

3.7. Step 5: Hero Points

If you are of any good alignment, you get a new hero point as you advance a level.

3.8. Step 6: New Spells

Upon advancing a level, both arcane and divine casters learn new spells as per the PH.

3.9. Other Statistics

Do not forget to update base attack bonus, saving throws, and other class features.

4. Playing the Game

There are relatively few changes to actual game play in order to minimize confusion.

4.1. Hero Points

Characters can earn hero points for heroic, selfless actions. Details for awarding hero points will be detailed in the GM guidelines.

A hero point can be used to get a one-time +1D6 bonus to a skill or ability check, saving throw, attack roll, damage roll (for hit point damage only), or to armor class. Hero points represents the courage that is inherent in a heroic character. You can use at most three hero points per action.

Good-aligned characters begin play with one hero point. Each time they advance a level past third, they gain another one. It is assumed that these characters perform heroic deeds even off-screen. Should a good-aligned character change to a neutral alignment (voluntarily or involuntarily) they have to give up one hero point. If they don't have a hero point, the next hero point they would normally be awarded is forfeit; but after that, they can earn hero points normally.

Characters are given *hero cards* to represent hero points. If you reach a new level or start play with a good-aligned character, request your free hero point from the GM.

4.2. Villain Points

The campaign has a two-tiered system for dealing with disruptive and evil acts. While we don't expect this to be a big problem, we'd like to have the rules for this in place here and now.

The most extreme case is that if we won't tolerate acts of total depravity or anything that's similarly disruptive. If that happens, the GM will give a fair warning; if the player chooses to ignore it, the PC is declared to be evil and becomes an NPC under the control of the GM immediately. We don't expect this to happen except in rare circumstances, but we'd like to make clear up front that we won't tolerate this for the sake of the other players who come to have fun.

More often, however, matters aren't that clear-cut, and for this we introduce a simple system to keep track of morally questionable acts. For behaving like a villain would – such as killing helpless people, threat of torture, theft from innocent people – you can also earn villain points. A paladin with even a single villain point will lose all powers until the deed is atoned for, and often not even then. The GM is also free to award more than one villain point in more extreme cases.

If you have as many villain points as you have levels, your alignment shifts towards evil. If you were good, you become neutral; if you were neutral, you become evil. If you were chaotic good, you can choose to become neutral instead of

chaotic neutral. Chaotic neutral and evil characters become NPCs. A character with as many villain points as levels cannot be of a good alignment. You cannot shift your alignment from neutral to good while you have any villain points.

If you have twice as many villain points as you have levels, you become irrevocably evil and an NPC.

However, redemption is possible for anybody who hasn't yet turned to evil. Any act that gives you a hero point can instead be used to cancel out a villain point, if **in addition** you subject yourself to an atonement (existing hero points or hero points earned from gaining a level cannot be used for this). You will also lose 1000 experience points for this atonement, as you spend time performing your penance. Note that a good act plus an evil act does **not** equal neutrality.

Theft is a problematic subject, since some characters of the rogue class can reasonably expect to not be deprived of the use of their skills; it is assumed that they steal only from people who "deserve it". Also, stealing from an inappropriate "mark" while honestly assuming that, say, that NPC is the henchman of a villain is likewise not worth a villain point. Villain points are only awarded for consciously acting in an evil fashion.

It should also be noted that this doesn't require every character to be a saint; only continued and premeditated evil acts are going to be a concern.

4.3. Income

Monetary rewards for characters will be rare, even though loot can often be found. Characters with ranks in a profession, craft, or the perform skill can make a skill check at the beginning of each adventure and multiply the result by 5 (you can *take 10* here); this is the number of gold pieces the character earns between adventures. Example: Elja has Profession: Jeweler at +8; she rolls a 13, giving her $(8+13) \cdot 5 = 105$ gold pieces. Characters with levels in the expert class can add a +1 bonus per expert level to the skill check; so, for example, if Elja were a level 2 Expert, she'd earn $(8+13+2) \cdot 5 = 115$ gold pieces instead. Characters without a profession or craft can do unlearned work, substituting their intelligence or wisdom bonus (whichever is higher), plus 2, for the skill bonus. Characters with aristocrat levels get an additional 10 gold pieces per adventure and per level of aristocrat from their family holdings.

Conversely, there is no need to pay monthly or yearly dues to organizations, as long as they do not exceed 100 gold pieces per month.

4.4. Possessions

Record equipment of mundane nature on your character sheet. Magic items (except for your starting item or items) are recorded on *treasure cards*. To use them, you have to bring the cards along to the game.

4.5. Creating Items & New Spells

Creating magical items or **researching spells** takes time; generally, you can take only so much time off from your activities to devote to magical research and the creation of magical items.

It takes one adventure to create a scroll with a single spell, a rune, or a potion. It takes five adventures to create any other type of item. It takes two adventures, plus the number of spell levels, to research a new wizard spell.

There is no experience cost for creating small magic items. Any non-permanent magic item whose experience cost would normally be 100 experience points or less does not cost any experience at all.

For instance, if you craft a wand, then you cannot create another magical item or research a spell for this or the next four adventures.

Above and beyond all magic item and research activities, a wizard can copy one item per adventure from a scroll or spellbook, as per the rules on p. 155 PH, with the exception that writing the spell costs 20 gold pieces per page, not 100 gold pieces.

Researching a spell does not require any spellcraft roll; you can research any spell that you could normally acquire when gaining a new level, that is in the listed source materials, and that you can cast. The cost of researching a spell is 20 gold pieces per spell level in addition to the cost of scribing it into your spellbook.

Magic item creation is supervised by the GM at the table, who will also give you a treasure card. Note that the list of items that can be created (other than scrolls, runes, potions, wands) is restricted; this is due to game balance concerns. +1 or +2 items are generally allowed without restriction; conversely, items that increase ability scores will likely be restricted.

If you wish to sell magic items, that usually happens at a cost. You can get at most 10 gold pieces for a potion, scroll, or other one-shot item; 5 gold pieces per charge for a charged item; and 500 gold pieces for a permanent item, plus the sale value of mundane materials. This is supposed to reflect two things: One, the low demand for “adventuring gear”. Two, the reality of a heroic fantasy world, where magic items are usually not haggled over in a magic shop: instead, they are gained on daring adventures, created with secret and laborious processes, or given as hard-earned gifts.

Mundane items can be created as well. A normal mundane item takes one adventure to make, a masterwork item takes three adventures to make. Mundane items can be crafted if and only if they are available for purchase or have no game effect. These items cannot be sold to NPCs, since income from a craft or profession is already handled abstractly by the income rules.

4.6. Purchasing Spells

Spells can be purchased from arcane and divine spellcasters at the appropriate cost, if they are willing and available. Churches of good deities are assumed to require payment to finance their work for those who cannot afford the payment; churches of neutral deities may simply choose to require payment because they can.

Clerics will generally not cast spells on or for characters whose acts or reputation they deem to be offensive to their deity.

True Resurrection, Wish, or Miracle spells cannot be purchased.

4.7. Knowledge & Trade Skills

You can generally have knowledge in any appropriate area, no matter how narrow or broad. However, DCs for broad knowledge skills will generally be much higher.

Similarly, professions and crafts can be anything that has historically been a profession or craft in the Forgotten Realms; however, this should not be considered an excuse for inappropriate behavior at the table.

Ranks in profession and craft skills are assumed to imply concomitant knowledge and contacts in the area.

4.8. Specific Spells

Divination magic is often unclear and puzzling; do not expect a *divination* or *commune* spell to give you a clear answer. The gods and goddesses of the Forgotten Realms will not solve your problems for you, even where they provide some guidance.

Summoned monsters will not use abilities that cost experience points (PH, p. 157).

The *Planar Ally* spells can be used only so often, and should only be used when a task important to the deity is to be done. They can be used at most once every five adventures, unless the scenario or the GM decide that the problem at hand is of direct and utmost importance for your deity. An example would be saving a unicorn from the claws of worshipers of Malar, if you play a priestess of Lurue, the goddess of unicorns. In addition, the task you do in return is assumed to cost you 500 gold pieces for a *Lesser Planar Ally*, 2,000 gold pieces for a *Planar Ally*, and 10,000 gold pieces for a *Greater Planar Ally*. Planetars and Solars don't come cheap.

The effect of a *Haste* or *Mass Haste* does not begin until just before the casters next turn. This is a campaign house rule, not an erratum or a clarification.

Both *Polymorph Self* and *Polymorph Other* are subject to the errata from *Tome and Blood*. In particular, the hit dice of the creature that the subject is changed into cannot exceed

those of either the caster or the subject. In addition to that, the following changes are in effect:

- Both *Polymorph Self* and *Polymorph Other* have a casting time of one full round.
- Both *Polymorph Self* and *Polymorph Other* have a duration of 10 minutes/level (D).
- Neither spell gives you an increased dexterity, constitution, and you do not gain the natural armor bonus of the creature you change into. Strength can change, but an increase in strength will not increase your attack bonus or damage dealt without months of training how to use the new form efficiently.

On a pragmatic level, evil monsters (or creatures that look close enough to them) will frequently be attacked on sight by the general populace or the local Don Quixote. In extreme cases, the GM can assume that Khelben “Blackstaff” Arunsun or Lady Alustriel drop by personally to deal with the matter (on the positive side, they will likely be able to avoid lethal force, unlike farmers with pitchforks; on the other hand, they might choose to hand the PC over to the law).

Harm can cause at most 100 hit points worth of damage.

A character who is *reincarnated* as a race that is not an allowed PC race becomes an NPC.

Speak with Dead functions as described in the PH; however, it can be assumed that certain organizations have ways and means to prevent a dead body from remembering too much, either by mundane or by magic means.

The campaign staff reserves the right to limit or reject other spells; arcane spellcasters who are affected by this can choose to instead pick another spell of the same or lower level that they qualify for.

4.9. Reputation

There are no explicit reputation rules in D&D. It can generally be assumed that there is roughly a 5% chance per level for a character to be known by a random NPC or group of NPCs, and half that chance to actually be recognized. So, a 7th-level wizard would have a 35% chance to be known, and a 17% chance to be recognized face-to-face.

This chance can be adjusted upwards for characters such as bards or nobles, and downwards for people who actively try to stay anonymous, or if they travel to a place where their exploits haven’t been heard of.

4.10. General Rules

Saves fail automatically on a natural 1 and succeed automatically on a natural 20.

Game masters are free to employ the variant rule for Opposed Tumble Checks from page 38 of *Song & Silence* where appropriate. Essentially, whenever a character is tum-

bling through a threatened area, the opponent may make a reflex save with the result of the tumble check as the DC to still take an attack of opportunity.

Horseback riding will not allow you to travel much faster, nor is riding any less tiring than walking yourself: contrary to popular belief, horses cannot trot or gallop for extended periods of time anymore than a human can; see the overland movement rules on p. 143 of the PH for details. The main benefit of using horses is that you can take more gear with you, and travel *slightly* faster, but only if you are an experienced rider. Also, some of the smaller races benefit significantly from the faster speed of a sufficiently large mount.

Conversely, the speed of ships detailed in the DMG is too low; even averaged over the course of a 24 hour day, you can expect most ships to make anywhere between three and eight miles per hour, depending on build.

5. Game Supplements

This section lists the supplements that can be used in the campaign, and the allowed feats, prestige classes, spells, and equipment. They should not be necessary – we want the campaign to be playable with the PH and the FRCS alone – but may provide more options. If you are not interested in using one of the supplements, the rules regarding them (except the FRCS, of course) can safely be ignored.

The following rules apply to all supplements:

- Spells such as Eagle’s Splendor that increase a spellcaster’s primary attribute will not affect either the number of spell slots available nor the DC of spells being cast. The latter part is a house rule.
- Free metamagic effects (such as a Spelldancer’s abilities or spells cast in a temple of Mystra by her clerics) can only be used if the caster has access to a spell slot that the spell would normally utilize if metamagicked. For instance, for a maximized fireball a wizard would have to be able to cast sixth-level spells normally. Free metamagic effects cannot extend a spell’s duration (as with *Extend Spell* or *Persistent Spell*).
- Spells of 7th level or higher that are listed in the supplements are not considered available. They cannot even be purchased.

5.1. Dungeon Masters Guide

The DMG lists a number of prestige classes. From these, player characters can choose the following: Arcane Archer, Dwarven Defender, Loremaster, Shadowdancer.

5.2. FR Campaign Setting

The *Forgotten Realms Campaign Setting* has a number of spells, feats, and prestige classes, as well as equipment. Variant forms of magic such as circle magic are not accessible to PCs.

Feats: The following feats are not allowed: Ethran, Insidious Magic, Pernicious Magic, Sadistic Training, Shadow Weave Magic, Tenacious Magic, Tattoo Focus, Thug, Thunder Twin. All other feats from the FRCS are allowed.

Prestige Classes: The following prestige classes are allowed: Arcane Devotee, Divine Champion, Divine Disciple, Divine Seeker, Runecaster.

Spells: All spells from the FRCS are allowed, provided the character qualifies for them.

Equipment: The following additional equipment is allowed: Aspergillum, Bandoleer (normal or masterwork), Games, Hammock, Insect Netting, Marbles, Potion Belt (normal or masterwork), Scroll Organizer, Disappearing Ink, Cassil Herb, Nararoot Herb, Scentbreaker, Blade Boots, Chakram, Cutlass, Khopesh, Maul, Saber.

5.3. Magic of Faern

The *Magic of Faern* supplement adds a number of spells, feats, and prestige classes. Variant forms of magic such as spellfire or gem magic described in the book are for the time being not accessible to PCs.

Prestige Classes: The following prestige classes are allowed: Master Alchemist, Mystic Wanderer, Spell dancer. The Mystic Wanderer does not gain any Gem Magic abilities.

Feats: The following feats are allowed: Eschew Materials, Spell Girding, Spell Thematics, Widen Spell.

Spells: The following spells are allowed: **[A]** Acid Splash, Acid Storm, Amanuensis, Amplify, Aura against Flame, Aura of Glory, Azuth's Exalted Triad, **[B]** Backlash, Balagarn's Iron Horn, Battering Ram, Binding Winds, Blade Thirst, Blinding Spittle, Blood Frenzy, Branch to Branch, **[C]** Cacophonous Shield, Camouflage, Celebration, Claws of the Beast, Cloudburst, Corrosive Grasp, Crumble, Deafening Clang, **[D]** Death Armor, Decoy Image, Detect Crossroads, Dhulark's Glasstrike, Disquietude, Drown, **[E]** Earthfast, Easy Climb, Easy Trail, Echo Skull, Electric Jolt, Explosive Cascade, **[F]** Faith Healing, Favor of Ilmater, Fire Spiders, Flame Dagger, Force Ladder, Forceward, Forcewave, **[G]** Gedlee's Electric Loop, G'elsewhere Chant, Ghorus Toth's Metal Melt, Ghostharp, Glory of the Martyr, Greater Mage Hand, Gutsnake, **[H]** Handfire, Hand of Divinity, Hand of Torm, Hardening, Harmony, Harmony, Haunting Tune, Healing Sting, Healing Touch, Heralds Call, Horizikaul's Boom, Horizikaul's Cough, Horizikaul's Versatile Vibration, Hunter's Mercy, **[I]** Ice Dagger, Igedraaar's Miasma, Inferno, Iron Bones, Ironguts, **[J]** Jaws of the Wolf, **[K]** Kaupaer's

Skittish Nerves, Know Greatest Enemy, **[L]** Laeral's Cutting Hand, Land Womb, Launch Bolt, Launch Item, Life Bolt, Living Prints, Low-Light Vision, Loyal Vassal, Lutzen's Frequent Jaunt, **[M]** Mace of Odo, Mass Camouflage, Master Air, Mestil's Acid Breath, Mestil's Acid Sheath, Minor Disguise, Murderous Mist, **[N]** Naturewatch, Net of Shadows, Nightmare Lullaby, **[O]** One with the Land, Owl's Insight, **[P]** Puppeteer, **[Q]** Quillfire, **[R]** Ram's Might, Remedy Moderate Wounds, Reveille, Revenance, Reverse Arrows, Righteous Fury, Righteous Fury, Rosemantle, **[S]** Safe Clearing, Scintillating Sphere, Shadow Hand, Shadow Well, Share Husk, Shatterfloor, Shelgarn's Persistent Blade, Shroud of Undeath, Silent Portal, Silverbeard, Smell of Fear, Songbird, Speechlink, Speed Swim, Spell Enhancer, Spellmantle, Spell Phylactery, Spell Shield, Spider Poison, Stalking Brand, Stone Bones, Stonehold, Stone Shatter, Strategic Charge, Strength of Stone, Suppress Glyph, Surefoot, **[T]** Tirumael's Energy Spheres, Tortoise Shell, Towering Oak, Translocation Trick, **[U]** Undead Bane Weapon, Understand Device, **[V]** Vine Mine, Vision of Glory, **[W]** Wall of Chaos, Wall of Good, Wall of Law, War Cry, Warning Shout, Weapon of the Deity, Weapon of Impact, Wind at Back, Wounding Whispers.

5.4. Faiths & Pantheons

Prestige classes and other aspects from Faiths & Pantheons can at this time not be taken. With prestige classes only available for a few faiths, that would unfairly favor these faiths over others.

Using background information from this book is of course possible, and alignments for clerics can be chosen as per the deity write ups, but this is optional. You can also select alignments as per the Player's Handbook or as per the Faiths & Avatars series.

5.5. Sword & Fist

The *Sword & Fist* Supplement provides a number of additional feats, prestige classes, and equipment for warrior types and monks.

Feats: The following feats are allowed: Blindsight 5 Radius, Circle Kick, Close Quarters Fighting, Dirty Fighting, Dual Strike, Eagle Claw Attack, Extra Stunning Attacks, Eyes in the Back of your Head, Feign Weakness [the bluff requires a standard action], Fist of Iron, Hold the Line, Improved Overrun, Improved Sunder, Knock-Down [cant be combined with Improved Trip], Lightning Fists, Mantis Leap, Off-hand Parry, Pin Shield, Power Lunge, Prone Attack, Rapid Reload, Remain Conscious, Sharp-shooting, Shield Expert, Snatch Arrows, Throw Anything.

Prestige Classes: The following prestige classes are allowed: Cavalier, Devoted Defender, Duelist, Ghostwalker, Gladiator [up to 5th level], Halfling Outrider, Lasher, Tribal

Protector [can be taken by human barbarians, too], Weapon Master.

Also, the Master Samurai, Ninja, and Warmaster prestige classes will be available, but require you to contact the campaign staff first.

Equipment: The following pieces of equipment are **not** allowed: Mercurial weapons, Alchemist's Arrow, Tumbling Bolt, Orc Shotgun.

Great crossbows can be purchased, but it takes a medium-sized character two full-round actions to load one.

All the other equipment from *Sword & Fist* can be purchased normally.

5.6. Defenders of the Faith

The *Defenders of the Faith* guidebook provides additional feats, spells, prestige classes, prestige domains, and equipment, mostly for divine spellcasters.

Feats: All feats from *Defenders of the Faith* are allowed, except Divine Might and Divine Shield.

Prestige Classes: The following prestige classes are allowed: Church Inquisitor, Contemplative, Divine Oracle, Holy Liberator, Hospitaler, Hunter of the Dead, Knight of the Chalice, Sacred Exorcist, Sacred Fist, Templar.

Prestige Domains: The following prestige domains are allowed:

- **Beastmaster.** Granted by any deity that grants the Animal domain. The *Speak with Animals* power can only be used once per day.
- **Community.** Granted by any deity that grants the Family, Protection, or Healing domain.
- **Creation.** Granted by any deity that grant the Craft, Gnome, or Illusion domain.
- **Divination.** Granted by any deity that grants the Knowledge or Magic domains or as part of the Divine Oracle prestige class.
- **Domination.** Granted by any deity that grants the Strength, War, or Destruction domain.
- **Exorcism.** Granted by Kelemvor, Sehanine Moonbow, Urogolan, Jergal, Osiris or as part of the Sacred Exorcist prestige class.
- **Inquisition.** Granted by deities that grant the Law or Retribution domain, or as part of the Church Inquisitor prestige class.
- **Mysticism.**

Contrary to what is said on page 77, only clerics (and clerics with prestige classes that stack with a clerics spellcasting ability) can gain additional domains from prestige classes in general and prestige domains in particular. Arcane spellcasters, druids, rangers, and paladins do not get domain spells or domain powers.

Spells: The following spells are not allowed: Brambles, Curse of the Brute. All other spells are allowed.

Equipment: All Sacred Gear is allowed.

5.7. Tome & Blood

The *Tome & Blood* Supplement provides additional feats, spells, prestige classes, familiars, and equipment, mostly for arcane spellcasters.

Feats: The following feats from *Tome & Blood* are allowed: Arcane Defense, Arcane Preparation, Cooperative Spell, Delay Spell, Energy Substitution, Eschew Materials, Extra Slot, Extra Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Persistent Spell, Repeat Spell, Sanctum Spell, Sculpt Spell, Spell Specialization, Subdual Substitution, Split Ray, Subdual Substitution, Twin Spell, Widen Spell. Note that the *Improved Familiar* feat still does not allow you to choose an evil or undead familiar. Elemental familiars are allowed; however, many cities will **not** permit elementals to roam freely. And consider also that evil clerics with elemental domains might easily command, turn, or even destroy an elemental familiar.

Prestige Classes: The following prestige classes are allowed: Arcane Trickster, Bladesinger, Candle Caster, Elemental Savant, Spellsworn, Wayfarer Guide. Note that the Elemental Savant prestige class is available to divine casters as well as arcane casters.

Spells: The following spells are allowed: Acid Orb, Arcane Sight, Cold Orb, Command Undead, Corpse Candle, Dimensional Lock, Eagle's Splendor, Electric Orb, Energy Buffer, Enhance Familiar, Familiar Pocket, False Life, Feign Death, Filter, Fire Orb, Fortify Familiar, Fox's Cunning, Gaze Screen, Ice Burst, Ice Knife, Imbue Familiar with Spell Ability, Indifference, Lesser Acid Orb, Lesser Cold Orb, Lesser Electric Orb, Lesser Fire Orb, Lesser Sonic Orb, Mass Resist Elements, Mordenkainen's Private Sanctum, Otiluke's Dispelling Screen, Repair Critical Damage, Repair Light Damage, Repair Minor Damage, Repair Moderate Damage, Repair Serious Damage, Sonic Orb.

Equipment: All mundane items from *Tome & Blood* can be purchased. Also, the following special items can be purchased: Disappearing Ink, Phantom Ink, Scentbreaker, Suregrip.

5.8. Song & Silence

The *Song & Silence* supplement provides additional feats, spells, prestige classes, and equipment, mostly for bards and rogues.

Feats: The following feats from *Song & Silence* are allowed: Acrobatic, Athletic, Charlatan, Chink in the Armor, Dash, Disguise Spell, Fleet of Foot, Fleet of Foot, Flick of the Wrist, Green Ear, Lingering Song, Multicultural, Ob-

scure Lore, Persuasive, Shadow, Snatch Weapon, Subsonics, Trustworthy.

Prestige Classes: You can be a Dread Pirate, with the following constraints: You must be following an honorable code of conduct, and operate under a letter of marque from the City of Waterdeep, essentially as a pirate hunter. You can be a (Royal) Explorer, except that you can be a member of just about any society or organization that is interested in knowledge. You can be a Thief-Acrobat, with the exception that you can be lawful and need not be associated with any thieves guilds. Finally, you can be a Vigilante. All other prestige classes from *Song & Silence* are not allowed.

Spells: All bard spells except Infernal Threnody are allowed.

Equipment: All bard instruments can be purchased, but do not grant any special bonuses in this campaign. In addition, the following weapons and items can be purchased: Bayonet, Weighted Sleeve, Covered Hand Crossbow, Double-Sided Clothes, Expandable Pole, Gorget (Plain or Spiked), Leather Collar (Plain or Decorated), Longreach Tongs, Reverse Lock, Waterproofing.

5.9. Masters of the Wild

The *Masters of the Wild* supplement provides additional feats, spells, and prestige classes, mostly for druids, rangers, and barbarians.

Feats: The following feats are allowed: Brachiation, Clever Wrestling, Destructive Rage, Dragon's Toughness, Dwarf's Toughness, Extended Rage, Extra Favored Enemy, Extra Rage, Extra Wild Shape, Fast Wild Shape, Faster Healing, Favored Critical, Flyby Attack, Giant's Toughness, Greater Resiliency, Greater Two-Weapon Fighting, Improved Flight, Improved Swimming, Instantaneous Rage, Intimidating Rage, Multiattack, Multidexterity, Natural Spell, Off-Hand Parry, Plant Control, Plant Defiance, Power Critical, Remain Conscious, Resist Disease, Resist Poison, Resistance to Energy, Shadow, Supernatural Blow, Wingover.

Prestige Classes: The following prestige classes are allowed: Exotic Weapon Master, King/Queen of the Wild, Tempest, Watch Detective. The Exotic Weapon Master's *Greater Improvised Weapons* ability can only be used to fashion large weapons.

Spells: The following spells are allowed: Adrenaline Surge, Animal Reduction, Animal Trick, Bloodhound, Bottle of Smoke, Cloak of the Sea, Countermoon, Dawn, Daze Animal, Detect Favored Enemy, False Bravado, Fire Eyes, Greater Call Lightning, Green Blockade, Hawkeye, Last Breath, Lookingglass, Mass Calm, Might of the Oak, Nature's Favor, Persistence of the Waves, Regenerate Critical Wounds, Regenerate Light Wounds, Regenerate Moderate Wounds, Regenerate Serious Wounds, Sandblast, Speed of the Wind, Standing Wave.

Infusions: Infusions are currently not allowed.