

# D&D LAIR ASSAULT CHARACTER CREATION RULES

*FORGE OF THE DAWN TITAN: SEPTEMBER 1 – NOVEMBER 30, 2011*

## 5TH LEVEL CHARACTERS

Characters cannot be above or below this level. Any official D&D 4<sup>th</sup> Edition books are valid for character creation.

## MAGIC ITEMS & OTHER GEAR

Characters receive the following equipment for their character. They cannot bring any other equipment.

- 1 magic item of 6<sup>th</sup> level (or lower) of the player's choice
- 1 magic item of 5<sup>th</sup> level (or lower) of the player's choice
- 1 magic item of 4<sup>th</sup> level (or lower) of the player's choice
- 840 gold pieces (gp) to spend on other equipment (mundane or magical) of the player's choice
- **Restriction:** No more than 1 rare magic item per character
- **Restriction:** No more than 2 consumable magic items (magic items that have a consumable power, such as potions or ammunition)

## D&D FORTUNE CARDS

D&D Fortune cards are legal for play in D&D Lair Assault sessions. They must adhere to the following rules.

- **Legal Cards:** All sets released by the date of the D&D Lair Assault session are legal for use. In addition, all promo cards released by the date of play are legal for use.
- **Deck Size:** All D&D Fortune Card decks must contain 10 cards
- **Deck Composition:** All D&D Fortune Card decks must contain at least 3 attack, 3 defense, and 3 tactic cards. You may have multiples of the same card in the deck.

## REPLAYING THE EVENT

You may replay the session with the same character or a different one, making whatever modifications necessary, so long as the new character remains legal.