

FORGOTTEN REALMS[®] *Campaign Setting*

Frequently Asked Questions

Last Updated 3/6/03

About the FAQ

If you have a question about the *FORGOTTEN REALMS Campaign Setting* or *Magic of Faerûn*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in red text for your convenience. Red text changes to black text in the next version. If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

Email: tsrsage@aol.com

Mail: "Sage Advice"

Paizo Publishing

3245 146th PL SE, Suite 110

Bellevue, WA 98007

We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

U.S. CANADA, ASIA
PACIFIC & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

Based on the original DUNGEONS & DRAGONS[®] game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, FORGOTTEN REALMS, PLANESCAPE, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The d20 System logo is a trademark owned by Wizards of the Coast, Inc.

All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

©2003 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/dnd

Suppose I have an archmage or hierophant who chooses the spell-like ability power. What is my caster level for this ability? Do feats like Spell Focus and Spell Penetration still apply?

The caster level for the spell-like ability is the same as for any other spell the character casts. A 15th-level wizard/5-level archmage, for example, casts spells as a 20th-level caster.

A feat such as Spell Penetration, which affects any spell the user casts, also affects the spell-like ability. The Spell Focus feat also affects the spell-like ability, provided the spell-like ability is from the correct school. For example, if you have Spell Focus (Evocation) the feat applies to your *fireball* spell-like ability. Note that you can make a spell that has been modified with a metamagic feat by devoting the appropriate spell slot to the spell-like ability. (See page 42 of the *FORGOTTEN REALMS Campaign Setting* book.)

Several characters in the *FORGOTTEN REALMS Campaign Setting* seem to have access to spells of 10th-level or higher, but there are no spells of those levels included anywhere in the book. Where can I find these spells?

Some spellcasters of level 21 or higher have access to spell slots of level 10 or more, not to spells of level 10 or more. These spell slots can be used for spells that have been modified with metamagic feats, or simply for spells of lower level. For example, a quickened *meteor swarm* would require a 13th-level spell slot. See the sidebar on page 289 of the *FORGOTTEN REALMS Campaign Setting* book.

The description of Szass Tam on page 208 of the *FORGOTTEN REALMS Campaign Setting* shows that he has up to 16th-level spells. But his Intelligence is only 22, meaning he should be able to cast up to 12th-level spells only, right? Is there some sort of exception to the rule governing what level spells you can cast when you're taking epic levels to gain spell slots? Or is this just a typo?

Actually, Szass Tam's description says he has 16th-level spell slots available. This is not an error. You can have a spell slot available without being able to cast spells of that level. As noted in the previous question, you can put a lower level spell in the slot or use a lower-level spell and a metamagic feat to fill the slot, except for Heighten Spell, which actually raises the modified spell's level.

Can old reference books for older versions of the *FORGOTTEN REALMS* setting still be used in the new version. Can we use, for example, the list of battles and legends from *Fall of Myth Drannor* boxed set or the maps from the *City of Waterdeep* boxed set?

The vast majority of background material from older products (such as maps and historical details) is still valid with the new setting; if you find a conflict, the new book is the definitive source.

What feats given in the *FORGOTTEN REALMS Campaign Setting* book can a fighter take for his bonus feats? Same question for wizards and their bonus feats.

For fighters, use any feat marked [Fighter, General]—see page 33 of the *FORGOTTEN REALMS Campaign Setting* book.

Wizards can choose any metamagic feat or item creation feat as a bonus feat. (See page 54 of the *Player's Handbook*.)

In the *FORGOTTEN REALMS Campaign Setting* book, the

Bloodline of Fire feat increases the DC of sorcerer spells with the fire descriptor by +2. Can wizards also benefit from the Bloodline of Fire feat when they cast sorcerer/wizard spells with the fire descriptor? Is this feat open to both wizards and sorcerers?

Wizards do not get the increase to spell save DCs. Neither do bards, clerics, druids, rangers, or paladins.

The feat is open to any 1st-level character, but only sorcerers get the spell DC benefit. Spellcasting is literally in a sorcerer's blood; other spellcasting classes learn how to cast spells. Any character who has the feat gets the +4 bonus on saving throws against fire that the feat provides.

The description for the Thunder Twin feat in the *FORGOTTEN REALMS Campaign Setting* book says the character receives a +2 bonus on every Charisma-based check! Does this mean that the character would get +2 on every Charisma-based skill check and on turning checks, too? What does having a twin have to do with conducting diplomacy, performing, or turning undead?

The text means exactly what it says: A character with the feat gains +2 on *any* check involving the character's Charisma score, including Charisma checks, Charisma-based skill checks, turning checks, and turning damage rolls. Having a twin has absolutely nothing to do with any of these tasks, but having the blessing of Moradin (which is why you have the twin), does.

I'm wondering about rune magic presented in the new *FORGOTTEN REALMS Campaign Setting* book. How long, or what kind of action, does it take to trigger a rune?

A standard action.

Is the layout of the planes in the *FORGOTTEN REALMS Campaign Setting* book the new norm for the D&D game? Or will the old planar layout from the *PLANESCAPE* setting be used again? Is this new planar layout the correct layout? Or is it just the interpretation of the planes that the *Faerûnians* have?

The planar layout in *FORGOTTEN REALMS Campaign Setting* book is correct (the residents of Toril are pretty savvy about planar matters), but it applies *only* to the *FORGOTTEN REALMS* setting. The standard D&D cosmology is the Great Wheel, which was used in the old *PLANESCAPE*® setting. The new D&D game allows for a variety of cosmologies, and this is further detailed in the *Manual of the Planes* book.

I'm looking at the maps and I'm wondering where the equator is?

Look at the world map on page 231. The equator lies roughly north of Zhakhara and south of Chult. (Chult is the peninsula that lies immediately to the south of the Shining Sea.)

When you've selected a region for your character in the *FORGOTTEN REALMS* setting, do you get all the equipment listed for that region, or just one of the items?

Look for your character's region on Table 4–1 and choose one item (A, B, or C) from the region's listing. If the letter you select includes two or more items separated by commas or the word "and," you get all the items. If the listing has two or more items separated by the word "or," you must choose between them. For example, item A from the Deep Gnome region reads: "Dagger* or light pick* or heavy pick." If you choose item A, you get one of the three weapons listed. Item B from the Deep

Gnome region reads: “Chain shirt* and 20 bolts*.” If you choose item B you get both the armor and the ammunition.

*Indicates a masterwork item.

What are the rules regarding divine spellcasters in the new FORGOTTEN REALMS setting? Can a human become a cleric of a nonhuman deity? Can a human become a paladin, druid, or ranger of a nonhuman deity?

If you’re a divine spellcaster of any kind in the FORGOTTEN REALMS setting, you must choose a patron deity. When choosing a patron deity, you follow the “one-step” rule described in the Alignment subsection of the Cleric section of Chapter 3: Classes in the *Player’s Handbook*. Your alignment can be up to one “step” away from your patron’s. For example, a chaotic neutral ranger can choose Malar (a chaotic evil deity) as his patron, but could not choose Mielikki (a neutral good deity). Note that the one-step rule applies to anyone choosing a patron, not just divine spellcasters. (See page 39 of the *FORGOTTEN REALMS Campaign Setting* book.)

The FORGOTTEN REALMS setting has no rule restricting the race of noncleric divine spellcasters (consider the notable example of Drizzt as a ranger of Mielikki), and neither does the D&D game. The D&D game, however, requires that clerics of racial deities be the correct race (see page 31 in the *Player’s Handbook*), and the FORGOTTEN REALMS setting has no rule contravening that. So, you could have a human paladin of a dwarf deity or a human druid of an elf deity, but you could not have a human cleric of a dwarf or elf deity. (Such characters should be fairly rare, however, and it’s entirely appropriate for DMs to demand some sort of explanation for the character’s rather odd choice of a deity.)

A human cleric in the FORGOTTEN REALMS setting should choose a deity from either the Faerûnian or Mulhorandi pantheon depending upon where the character lives or grew up. Note that your choice of deity affects whether you’re favored in your region, which in turn will affect your starting equipment and what feats are initially available to you. (See Character Region on pages 8 and 28 of the *FORGOTTEN REALMS Campaign Setting* book.)

At 1st level, the red wizard prestige class from the FORGOTTEN REALMS Campaign Setting book receives the enhanced specialization ability. The description of this ability says a red wizard must choose more prohibited schools but does not say what gaining this ability actually does. Does enhanced specialization work something like wizard’s specialization as outlined in the Player’s Handbook so that a red wizard gets to cast an extra spell per spell level in her specialized school? Or does gaining this ability simply open the door to all the later abilities the red wizard will get?

Enhanced specialization is something you *must* do upon becoming a red wizard; there is no benefit except, as you point out, that it opens the door for the rest of the class’s abilities.

If a character has levels in the wizard, sorcerer, and archmage classes (as the Symbol from FORGOTTEN REALMS setting does), can she use the high arcana abilities she gets from the archmage class with any arcane spell?

Yes. Simply indicate which kind of spell slot you’re sacrificing for each high arcana power.

The Powerful Races sidebar on page 21 of the FORGOTTEN REALMS Campaign Setting book says you use the

character’s effective character level (ECL) for determining how much money and experience the character has when starting play. But what about other level-dependent features, such as ability increases and feats? What level is important for these? Character level or ECL?

Use ECL for awarding the character experience and for determining how much experience the character needs to gain a new level. Use character level for everything else.

For example, an aasimar character has an ECL of +1; a 1st-level aasimar sorcerer is effectively a 2nd-level character, so that character starts play with 1,000 experience points and 900 gp for equipment. (See Table 3–2 in the *Player’s Handbook* and Table 2–24 in the *DUNGEON MASTER’s Guide*.) This character has the skills, feats, saving throws, and spells of a 1st-level sorcerer. The character needs 3,000 experience points to add her next character level. When the character adds two more character levels (3rd level, but effectively 4th) she gains a feat, just as a regular 3rd-level character does. When she adds a 4th character level (4th-level, effectively 5th), she can add a point to an ability score, just as a regular 4th-level character does.

How does a bladesinger prepare and cast spells? What ability score determines the DC for saving throws against a bladesinger’s spells? What about bonus spells?

A bladesinger prepares and casts spells just as a wizard does. Intelligence governs a bladesinger’s bonus spells and the DC for those spells’ saving throws. See the web enhancement covering the material in *Tome and Blood* <<http://www.wizards.com/dnd/article.asp?x=dnd/we/we20010713a>> for an update to the bladesinger. The material in the web enhancement supersedes the bladesinger entry in *Tome and Blood*.

At 8th level, the runecaster prestige class from the FORGOTTEN REALMS Campaign Setting gains the ability to make a rune permanent until dispelled, at the same cost as making a use-activated magic item (spell level × caster level × 2,000 gp). Does this permanency provide infinite uses of a spell with an instantaneous duration, such as cure light wounds or flame strike? How does this permanency affect spells that have a duration? Does it extend the effect or just make the duration permanent? For example, if you used a permanent rune to create a stonewalk or barkskin effect, would that effect become permanent?

Only the rune is permanent—that is, it remains after it has been triggered instead of disappearing. Just like a magic item activated by command word, the rune produces its effect each time it is triggered. Thus, it does provide potentially infinite uses of a spell with an instantaneous duration. For a spell with a variable duration, the duration of the rune’s effect depends on its caster level, just as it would if the same effect had been produced by any other magic item.

Magic of Faerûn

The Reactive Counterspell feat from Magic of Faerûn lets you use the counterspell action without a readied action. Does that mean I have to use the delay action instead? If my character takes no action in the round, can he take a counterspell action prior to his original initiative score? What happens to my initiative score if I use a counterspell before it’s my turn? Can I use a Reactive Counterspell when I’m flat-footed?

If you have the Reactive Counterspell feat, you can use a

counterspell almost anytime. You cannot use Reactive Counterspell when flat-footed. You can use the feat before your turn in the initiative order (when you have not yet acted for the turn) or after your turn (when you have already acted during the turn). In either case, you lose your next action.

Can I use the spellfire ability (from *Magic of Faerûn*) as a counterspell?

No, you cannot use spellfire as counterspell, and counterspells are not effective against spellfire.