



Freestone

House Rules Document

(Version 1.1, 7/14/08)

Mission Statement

The Freestone Campaign is intended to be a regular role-playing group, open to any residents or visitors, highlighting both the 4th edition rules set and the Freestone campaign world.

Any and all players are welcome to join this campaign. Because space is limited, sign-ups sheets for each evening's sessions are available in the store in advance, and players are seated on a first-come first-served basis. Freestone is a "point of light," one small town holding out against a world that has grown dark and inhuman. Monsters and worse prowl the woods and ruins outside the city proper, and refugees from this foulness pack the streets of this small town. As adventurers, it is your task to reestablish civilization and drive back the darkness. A lofty goal, to be sure, but a worthy one.

Necessary Materials

All players should have the following items available at all times:

- *D&D 4th Edition Player's Handbook*
- Character Sheet. (Legible third-party sheets are acceptable)
- Writing Implement
- Set of D20 Dice (D4, D6, D8, D10, D12, D20)
- Miniature to represent your character

In addition to these materials, any items needed to properly portray your character must be present and at hand at the table.

We will provide the following items for use in this campaign:

- Battlemat (Vinyl or pre-printed)
- Battlemat markers
- DM dice
- NPC Miniatures
- Table space
- Rules Adjudication
- DMs
- Awards for exceptional sportsmanship or roleplaying, such as promotional minis.

Allowed Materials

- *D&D 4th Edition Player's Handbook*
- *D&D 4th Edition Dungeon Master's Guide*
- *D&D 4th Edition Monster Manual*
- *Keep on the Shadowfell*
- *Thunderspire Labyrinth*
- Any handouts provided in the game.

Character Creation

Character creation is done as per the *Player's Handbook*, pages 14-31. This campaign uses method 2 of generating ability scores (Customizing scores). The table for ability scores and costs can be found on page 17.

Any alignment is allowed in this campaign. However, Freestone is a "point of light." Evil characters will often meet a cold shoulder, if not outright hostility, and any evil act will be punished in accordance with the codes of a good society.

A DM may ask to approve your character before his or her first session.

Adventuring

Same Player, Different Characters:

While players may have more than one character in the campaign at the same time, the separate player characters may not interact in any way, shape or form. The dungeon master may at their own prerogative have the separate player characters interact

Restricted Rules Items

There are currently no restricted rules items.

Errata

There are currently no errata.

DMs

We are always happy to have additional volunteer DMs. DMs do receive compensation for their efforts from the store, most often in the form of promotional items from Wizards of the Coast or other RPG manufacturers. If you are interested in becoming a DM, talk to Head DM Andrew Bullene or Store Representative Tyler Yull to begin the process.