

FEDERATION OF ADVENTURERS

Quick Start for Season 2

Rules for Public Events in the Long Beach D&D Meetup

WHAT IS THE FEDERATION OF ADVENTURERS?

The Federation of Adventurers is the in-game organization to which the Player Characters belong. The Federation of Adventurers is also the house rules for Public Games in our Dungeons & Dragons Meetup group.

FEDERATION OF ADVENTURERS RULES

This Quick Start contains the rules for D&D games hosted by our Meetup group. Federation of Adventurers (FoA) rules include many of the concepts, but fewer of the restrictions and record-keeping requirements of Adventurers League (AL) rules. The rules are intended to be *mostly* fair and equal for players, while adhering to the official D&D 5th Edition rules and giving DMs full control over the games they run and the adventures they bring to life.

Although FoA is modeled on AL, because FoA allows lots of things that AL does not, FoA characters can't be used in AL games, and FoA play does not count toward AL advancement.

SEASON 1 — THE FEDERATION'S RISE AND FELL

In Season 1, the headquarters of the Federation of Adventurers was established in Fell's Tattoo Parlor in Sigil, the City of Doors, in the Planescape campaign setting. The back room of the Parlor contained a unique portal that could be keyed to anywhere in the entire multiverse. Since Sigil is an interplanar/multi-universal crossroads, members of the Federation could be of any race, from anywhere. In the events that concluded Season 1, the Federation was all but destroyed and expelled from Sigil. Its leader, the dabus Fell, was cast into one of the Lady of Pain's mazes. The Speaker (Fell's right-hand illithid) absconded with the entire Federation armory of magic items.

SEASON 2 — WELCOME TO EBERRON!

As Season 2 opens, it has been four years since the final destructive events of Season 1, which only a handful of the most powerful members of the Federation escaped. Those Adventurers were on the world of Eberron when Her Serenity expelled the Federation and cast Fell and the Parlor into her Maze. They, and Maggie (with her iron golem, Mortimer),

somehow avoided Her Serenity's wrath and formed The Council which now leads the reconstituted Federation of Adventurers.

Eberron is a world of magic and adventure created by Keith Baker as the winning entry in a 2002 competition for a new D&D campaign setting. In November, 2019, The Eberron setting was released as a 5th Edition hardback book [**Eberron: Rising from the Last War**](#). Eberron is the campaign setting for the Oracle of War storyline for Adventurers League, and we expect there to be additional adventures released both by Wizards of the Coast and through DMs-guild.com, so there should be plenty of 5th Edition content, not to mention all the content from D&D v3.5 and v4. Our DMs will also be adapting adventures set in other D&D campaign worlds to the Eberron setting.

WHAT TO KNOW ABOUT EBERRON

For Season 2 we hope you'll get immersed in the lore and create a character that embraces the setting. Eberron offers a fresh take on the classic D&D races, monsters, and adventure tropes, and adds all sorts of new ones. As a brief introduction, here are five things you should know:

- **The Last War Has Ended — Sort Of.** The Last War plunged the continent of Khorvaire into a 100-year civil war, shattering the peace of the Five Nations that made up the Kingdom of Galifar. Two Years ago, the war ended with the signing of the Treaty of Thronehold that established the 12 recognized nations. Though there is peace, the pain of the war lingers on.
- **The Day of the Mourning.** Four years ago, a cataclysmic event wiped the biggest kingdom off the face of the world, leaving behind a mist-shrouded wasteland and no survivors. Nobody knows what caused this disaster, but each nation feared its rival had created some terrible weapon. Thus, the nations sued for peace, and signed the Treaty of Thronehold. To this day, the lands that were once the nation of Cyre lie devastated and barren.
- **Dragonmarked Dynasties.** Eberron has 12 dragonmarked families, who are not part of any kingdom or allowed to hold any political offices. These families derive their power from dragonmarks, magical tattoos that only their bloodlines carry. They are hereditary arcane sigils that grant them limited magical powers associated with the mark. The families have turned their magical powers into trades, and they run corporation-style businesses within

their specialties. Each of the 12 marks are a subrace option you can play within Eberron, and each of the marks is tied to a specific race.

- **A World of Magic.** In Eberron, technology has developed not through science but through the mastery of magic. Magic exists within every facet of life in civilized society, and it's more common to find somebody walking down the street with a wand for protection than a sword. Airships fly through the sky, and lightning railways transport people at high speeds across the continent. Working-class mages, known as magewrights, use spells to provide energy for the common necessities of life. Magic is everywhere and raises the standard of living for everyone.
- **Wide Magic, not High.** While magic is indeed everywhere, it is not extraordinarily powerful. Simple magic (cantrips and 1st level spells) is commonplace and used frequently by many people. More complex magic (2nd and 3rd level spells) is employed only by those most dedicated to the craft or lucky enough to carry the Dragonmarks. Greater magic (4th to 6th level) is practically unheard of, and anyone capable of wielding such power is an exceptional individual, likely to become embroiled in politics and the intrigues of the dragonmark houses, the 12 nations, the religious organizations, and other powerbrokers. Entities that can cast epic spells (7th level or above) exist, but they pull the levers of history from beyond the ken of mere mortals. So, while magic can be found nearly everywhere, finding somebody to cast high-level spells as a service is very difficult and very expensive.

CHARACTER CREATION

To keep things fair and consistent, follow these rules for character creation:

EBERRON CONTENT IS LEGAL

Unlike Adventurers League, you are not restricted to the "PHB+1" rule. You may use any combination of class, race, background, feats, etc. from the "whitelisted content" below:

WHITELISTED CONTENT:

- Eberron: Rising from the Last War (this is the primary source for setting-specific content)
- Morgrave Miscellany (this is published by Keith Baker on DMsguild.com)
- Exploring Eberron (forthcoming in January 2020, this will also be published on DMsguild.com)

- Player's Handbook
- Xanathar's Guide to Everything
- Sword Coast Adventurer's Guide (conform to the Eberron guidelines on pages 155 and 156; adapt or ignore material specific to the Forgotten Realms / Faerûn)

To maintain the flavor of our Eberron setting, do not use material from this "blacklisted content":

BLACKLISTED CONTENT:

- Acquisitions Incorporated
- Guildmasters' Guide to Ravnica
- Mordenkainen's Tome of Foes
- Volo's Guide to Monsters
- Unearthed Arcana (is for playtest purposes, not officially released content)
- Wayfarer's Guide to Eberron (superseded by Eberron: Rising from the Last War)

You can make a character that has, for example, a subclass from Xanathar's, race from Rising from the Last War, background from SCAG, and feat from the Player's Handbook, but we encourage you to include at least one feature that connects your character to Eberron. This is the "Eberron is Legal" rule.

STARTING LEVEL

If you had a PC that played in Season 1 (i.e. you have at least one "stamp") you will create a new character for Season 2, and that character can start at 3rd level. If you did not have a PC in Season 1 (i.e. you are new to our Meetup group or didn't participate in Season 1) create a 1st level character.

ABILITY SCORES

For your character's ability scores, you can use either of two methods:

- **Standard Array:** Assign 15, 14, 13, 12, 10, and 8 to your character's six ability scores, in whatever order you want.
- **Point Buy:** See *Variant: Customizing Ability Scores* on page 13 of the Player's Handbook or Page 7 of the free basic rules available here: <http://media.wizards.com/2016/downloads/DND/PlayerBasicRulesVO3.pdf>
- *Do not use the roll-4d6-drop-lowest method.*

FEATS

Variant human (PHB 31), feats (PHB 165, Morgrave Miscellany 121, etc.), and racial feats (XGtE 73) are legal.

EQUIPMENT

You start with the equipment and gold set by your class and background. Don't roll for wealth. You may sell your starting equipment, for the prices in the Player's Handbook (Chapter 5) and purchase additional or alternate equipment listed there at the prices specified, if you have the gold.

BACKGROUNDS

Tailoring your character's background for the Eberron setting will provide more opportunities for role-playing and more connections to the campaign world for you (and your DM) to exploit. Players may choose a background from the whitelisted content or any of the backgrounds below. Customizing backgrounds is allowed (PHB 125), so feel free to tailor any background for your particular character.

Note that the below backgrounds were created for the Oracle of War storyline for Adventurers League, so you or your DM may want to adjust them for the DM's campaign. For example, several of the backgrounds refer to the town of Salvation, where the Oracle of War begins. If your campaign starts somewhere else, use that place instead of Salvation.

Disciple of The Sovereign Host (Acolyte)

Use the Acolyte background, with the following additions.

You were raised and trained in the light of the Sovereign Host. You do not raise any of the nine deities above the other, instead worshipping all of them in the understanding that only taken together do they show a complete picture of life on Eberron.

Dezina Museum Researcher (Archaeologist)

Use the Archaeologist background (from Tomb of Annihilation), with the following additions.

The Dezina Museum of Antiquities in Sharn has a remarkable collection of relics from across Eberron. The curator, Emeron Sennared, is hoping to create a new exhibit with relics from the ruined land of Sharn, showing normal objects twisted by the magic of the Mournland. You have found the best way to locate such objects is to join the salvage teams that head into the Gray from the town of Salvation.

War Impostor (Charlatan)

Use the Charlatan background, with the following additions.

When you joined the Karrnathi army near the end of the Last War, your life was not going well. Something in your past was haunting you so much that signing up to die was preferable to staying where you were. Then a miracle happened. You witnessed someone die who looked like you, and you suddenly had access to their life. You took their identity,

and when the war ended you could let your old self go and become a new person. The town of Salvation is the perfect place to start over as this new person.

Resistance Leader (Criminal)

Use the Criminal background, with the following additions.

At the end of the Last War, your home was occupied by enemy forces. You had to pretend to be subservient to your occupying forces, but you secretly led a resistance group against your captors, hoping to help drive them out and retake your home. Fortunately for you, the war ended before you were found out, but you learned a great number of skills as a member of the resistance. Your life will never be the same because of the war, but there may be a use for your skills in the world of salvage.

Camp Performer (Entertainer)

Use the Entertainer background, with the following additions.

You never wanted to become a soldier, but the Brelish army conscripted you. Fortunately, a superior officer recognized your talent and decided to make you a camp entertainer. You traveled from place to place, raising the spirits of the troops before or after a battle. You even saw your share of close calls, when the battlefield came to your location unexpectedly. You now have the taste for adventure, and still have your entertaining skills to fall back on.

War Hero (Folk Hero)

Use the Folk Hero background, with the following additions.

During your time in the Cyran army, you quickly earned accommodation after accommodation for valor, skill, and honor. You were on maneuvers outside of the Cyran borders on the Day of Mourning, and soon after the war ended. You no longer had the rank and title you once possessed, but the Cyran refugees know who you are, and they look to you to help reclaim the homeland.

Desperate Soul (Gambler)

Use the Gambler background (from Acquisitions Incorporated), with the following additions.

Your gambling debts were piling up, and your debtors were about to catch up with you. You heard from a friend that if you wanted to get lost—and potentially make enough money to pay off your debts—you should seek out a town called Salvation on the edge of the Mournland. Brokers were paying good coin for artifacts from the Mournland. Enterprising adventurers can make a fortune by just picking up trash in the ruins of Cyre! And if that doesn't work, you can always play cards with newly wealthy fools.

Aundairian Special Forces (Gladiator)

Use the Gladiator background, with the following additions.

During the final years of the Last War, you served in a special unit of the Aundairian army. You were inserted into dangerous areas with special mission objectives. These often involved defeating high profile targets that led groups of mercenaries working for opposing forces. By defeating the leaders of these mercenary groups, and impressing their mercenaries by doing so, you could gain their allegiance and turn them against their former patrons. Your army has no more use for your skills, but you can't get the love of danger out of your system.

Entrepreneur (Guild Merchant)

Use the Guild Merchant background, with the following additions.

Since the end of the Last War, making a living as a merchant has been more and more difficult. Connections are hard to make, and those who made a profit off the war have cornered the market in many commodities. And that doesn't even include the monopoly-seeking Dragonmarked Houses! Word from your former business connections indicates that a new market in artifacts from ruined Cyre might be a place to invest your time and energy. You might need to get your hands dirty, but the future looks like it could be bright in this new market!

Brelish Deserter (Hermit)

Use the Hermit background, with the following additions.

During the final years of the Last War, you'd had enough. After so much death and destruction, you needed to escape the madness of endless violence. Unable to go home because of your status as a deserter from the Brelish army, you made your home on the border between Cyre and Breland, dodging patrols of both armies and living alone in the wilderness. With the Last War now over, you find that your knowledge of Cyre's border is now coming in handy.

House Agent

Use the House Agent background as detailed in *Eberron: Rising from the Last War* (p 53).

Mercenary Leader (Knight)

Use the Knight background, with the following additions.

You were a leader for a renowned mercenary group that sold its services to the highest bidder during the Last War. Your group fought valiantly and with honor for those who contracted you, but the war took its toll. By the end, you found it hard to find competent soldiers to serve you. When

the war ended, your group disbanded, leaving you with just a few retainers and a stellar reputation.

Cyran Aristocrat (Noble)

Use the Noble background, with the following additions.

You were born of noble blood in Cyre, and the service you provided your country involved acting as an ambassador to distant lands. With Cyre now destroyed and the Last War ended, you have no station in the world, except with the refugees from Cyre that look to you for leadership in attempting to start a new life. They want to go home, but the terrible event that brought down Cyre must be discovered and reversed before that can happen.

Conscientious Objector (Outlander)

Use the Outlander background, with the following additions.

As the Last War raged on, you somehow dodged conscription into the army of Breland. Civilized folks deemed your objections to the war cowardly and unpatriotic. You had to learn to survive in the hinterlands of Breland, living off the land and avoiding contact with the Brelish military and invaders alike. Now that the war is over, you still face scorn in civilized places, but the town of Salvation seems like a place where anyone might be welcome to start over.

Morgrave University Professor (Sage)

Use the Sage background, with the following additions.

You've gained a great deal of knowledge while you studied, and then taught, at Morgrave University in Sharn. When the Last War ended a few years ago, even the most learned academics scratched their heads at who or what caused the Day of Mourning that destroyed Cyre. Many of these are too cautious to truly investigate the Mournland, but your sense of curiosity outweighs that of self-preservation. Journeys into the Mournland might reveal its cause, which would make you the toast of the academic community.

Officer in the 12th Brelish Infantry (Soldier)

Use the Soldier background, with the following additions.

During the latter years of the Last War, you served in the Breland Army, under General Millven "Mad Dog" Marshallen. You and your peers were preparing for a foray into Cyre on the Day of Mourning. A few units were already across the border, when the gray fog rolled through and destroyed them in terrible ways. If another hour had passed, you would have been one of them. The visions still haunt you, and you have a driving desire to know what happened.

Ear of Thrane (Spy)

Use the Spy background, with the following additions.

During the Last War, you were an Ear of Thrane, acting as a spy for that nation, pretending to be a loyal soldier for a different nation. When the war ended, your secret identity was learned. Untrusted by your former friends, you found that the nation of Thrane also mistrusted you, thinking you may have been a double agent. Mistrusted now by both sides, you are a spy without a home.

War Orphan (Urchin)

Use the Urchin background, with the following additions.

You have a driving hatred of whatever military or mercenary force destroyed your home, left your family dead, and forced you to make your way in the world alone and by any means necessary. Yet you've made connections with others of your status and have heard that a new future—and potential fortunes—await in the town of Salvation. It sounds like a rough place, but it can't be worse than where you grew up.

CHARACTER REWARDS AND ADVANCEMENT

Your character is exceptionally gifted and has the potential to become a great hero, known all across Khorvaire.

GAINING LEVELS

Players and DMs do not need to track experience points. Instead we use a system of “stamps” for character advancement. The number of stamps required for each level is illustrated by the circles and squares along the right side of this page. The first stamp allows you to level up to 2nd level, and it takes one or two more stamps for each level above 2nd. Stamps may be an ink stamp, sticker, or DM's initials, applied to a character sheet, this handout, or a stamp card.

Our intent is to advance characters fairly rapidly, and DMs will usually give a stamp after each game session. However, the DM has the sole right to decide whether or not to award a stamp. Some reasons a DM might not award a stamp: awarding a stamp would advance the PCs too quickly for the campaign arc, a player has not participated fully (e.g., excessive tardiness), or your character died and was brought back to life (see Death and Resurrection, below).

FEDERATION DUES

Each Adventurer shall pay dues to the Federation. Dues should be paid each time a character levels up, in gold pieces equal to 10% of the experience points normally required for their *previous* level (see PHB 15). For example,

when you level up to 4th level, you owe dues of 90gp, because 900 XP is needed for 3rd level. If you can't pay your dues, you'll need to talk to your DM; maybe someone will make you a loan on easy terms.

MUNDANE TREASURE

The coins, gems, art objects and other non-magical treasure that adventuring parties liberate during their adventures should be shared out amongst the party members and kept track of on their character sheets. The DM determines the exchange rate and street prices for buying and selling goods in their adventures. Players should keep track of the money their characters spend to maintain their “lifestyle” (PHB 157).

MAGIC TREASURE

The Federation learned from The Speaker's treachery that hoarding all our magic items in a vault is not the best way to keep them safe. For Season 2, Adventurers keep the magic items they recover. It is up to the party and the DM to negotiate the sharing of magic items.

DOWNTIME

The Federation is generous to Adventurers that wish to undertake downtime activities (PHB 187, XGtE 123) in service of the Federation or for personal growth. Adventurers may take days off or a leave of absence to pursue other activities. Each stamp grants 1 week (7 days) of downtime. *You must coordinate downtime with your DM.*

Crafting Magic Items

When a character uses their downtime to craft a magic item, they must pay the cost in workweeks and gold for the creation of the item *plus* they must pay the cost in gold to the Federation as dues for each item successfully crafted (see XGtE 129). For example, to craft a common magic item, the character spends 1 week of downtime and 50gp for the materials and researches needed to craft the item, plus pays an additional 50gp as dues to the Federation. If they use a dragonshard in the crafting, the time, cost, and dues are reduced (ERftLW 281).

Copying/Scribing Spells

Once each time you gain a level, you can scribe one spell into your spellbook, Book of Shadows, or ritual book at the normal cost. This spell must be from the whitelisted content (see above). DMs might also allow characters to scribe spells if it fits their campaign. This is in addition to other spells that you gain through normal leveling and character advancement.

DEATH AND RESURRECTION

A player whose character dies does not get a stamp for that game session, and:

1. If your PC was 1st, 2nd, or 3rd level, roll up a new PC at the same level as your deceased PC, with the minimum number of stamps for that level. For example, if your dead PC had 4 stamps, they were 3rd level; your new PC will be 3rd level, but only have 3 stamps.
2. If your PC was 4th level or higher, you lose two stamps, and can transfer the remaining stamps to a new character. For example, if your dead PC had 8 stamps, they were 5th level; your new PC will have 6 stamps and be 4th level.
3. If the in-game circumstances make it possible to bring your character back to life (e.g., by a *raise dead* spell), follow the rules and DM's decisions, but the DM should NOT apply a stamp for that game session.

TYPES OF GAMES IN OUR MEETUP

Our Meetup hosts several types of game sessions:

- Private Games
- Public Events
 - Noob Games*
 - Campaign Games*
 - Short-shots*
- Other public games

PRIVATE GAMES

If you see a game on our Meetup that says "Private Game" that game is by invitation only. Do not sign up for a Private Game unless you have been invited by the DM. Private Games are usually ongoing campaigns played at someone's home, and they're just tracking attendance on Meetup. Private Games need not conform to the FoA rules.

PUBLIC EVENTS

A game (aka a "table") is one DM and a party of player characters. When multiple games will be running at the same time and location, we will call it a Public Event and only post one Meetup for the event. A Public Event will typically include a Noob Game, plus one or more Campaign Games and One-shots. Games in our Public Events follow the FoA rules.

Noob Games

If you are new to our group, look for Meetups marked Noob Game or Public Events that list a Noob Game for one of the

ARE YOU A NOOB?

If you haven't played a game with our Meetup group yet, you are a Noob, even if you're a D&D mastermind. **Noobs start at 1st level and need to attend three Noob sessions to advance to 3rd level and be invited to join the Federation.** If you are new to D&D the Noob sessions will help you learn the basics of the game. If you are an experienced D&D gamer, the Noob sessions will introduce you to the lore and background of the Federation and Eberron. After three Noob sessions you'll have made some friends, demonstrated your commitment to your fellow adventurers, and be ready to join the Federation.

One of the goals of Season 2 is to make more of our Federation of Adventurers games ongoing campaigns that continue from session to session with a regular cast of characters. Noob games help us onboard new players, while letting continuing players get right into the action each game session.

tables. These are our introductory games for players new to D&D or our Meetup group. See the sidebar for more info.

Campaign Games

Campaign games are ongoing adventures where the DM and players want to stay together through multiple game sessions. There may be several Campaign Games being played at a Public Event. When you sign up for a Public Event, Meetup will ask you a question about whether you are a continuing player in a Campaign Game.

Short-shots

If you sign up for a Public Event, and you're not a Noob, and you're not continuing in a Campaign Game, you'll play in a Short-shot. Short-shots usually last just one-to-three game sessions and allow players and DMs to rotate in and out of our D&D games, without committing to a campaign. If you and your fellow players can convince the DM to keep going, you can turn your Short-shot into a Campaign Game.

OTHER PUBLIC GAMES

We also host other Meetups/games that are open to our members. We do DM training sessions, try out games that aren't D&D in our RPG Discovery sessions, have Organizer Meetings, etc. If it doesn't say "Private Game" you're welcome to join any of these other Meetups.

(NO MORE) TABLE LEVELS

In Season 1, we organized our Public Events around “table levels” so that characters of similar levels could adventure together (like the “Tiers of Play” in Adventurer’s League). For Season 2, we are not using table levels. The appropriate level for Campaign Games will be set by the DM running that game. Noob games will be for 1st and 2nd level characters. Short-shots will usually be for 3rd to 6th level, but the DM can adjust the table level for the characters that actually join the table.

OUR MEETUP: WHAT WE’RE ABOUT

This Meetup is about: Playing Dungeons & Dragons (5th Edition rules), learning the game, and meeting other gamers. Games posted to this Meetup may be Public or Private (see below). The goal is to connect with, and get to know other friendly gamers, then form your own regular D&D group and enjoy the camaraderie and fun of a D&D campaign. We are based in the Long Beach, California area. Please respect the rules of our Meetup:

NO SOLICITATION

Do not solicit our members for any purpose other than role playing games. Please do not solicit members for private games until you’ve participated in public games with our Meetup group.

PUBLIC GAMES

We play D&D at hobby shops and other public locations. Games that are open to all members are listed as “Public Game” or “Public Event” in the Meetup title. Members may bring a friend, however space is limited, so be sure to sign up quick after the Meetup is posted.

PRIVATE GAMES

We also play D&D in ongoing campaigns at people’s private homes or other locations. You must receive a personal invitation to join a Meetup listed as “Private Game.” For everyone’s comfort and safety, you **MUST** participate in public games with our Meetup before posting or hosting a private game through our Meetup or being invited to a private game hosted by our Meetup. Feel free to contact Clay or an Assistant Organizer if you are interested in joining a private game.

SAFETY

ALWAYS follow basic safety rules when meeting new people or going to a private location: meet the person hosting the game in a public location and get to know them before going to a private location; tell someone where you’ll be; attend with a trusted member of the Meetup group. **NEVER** invite

strangers into your home, and **NEVER** meet a stranger in a private setting. These rules will help everyone feel more comfortable. Being at-ease is good for role-playing!

GAME RULES

With respect to the game rules, each DM interprets the D&D 5th Edition rules for a game they run, and can allow (or disallow) any official, variant, or home-brew rules.

VENUE RULES

With respect to the rules of the venue (the play space) the Host (the owner, tenant, or manager of the venue) sets the rules. A common rule for public games is to keep it family friendly (“no profanity”). Some venues allow outside food and drink to be brought in, others do not. Ask the Host or an Assistant Organizer if you are unsure.

GOOD GAMER ETIQUETTE

Be respectful of the place, the players, and the pacing. Shine when the spotlight is on you, but let others have their moment. Be ready when it’s your turn. Don’t get bogged down in rules minutia. Bring an imagination, a sense of adventure, and respect and love for your fellow nerd. Leave behind the mundane troubles, foibles, and prejudices of the default world. Accept other players where they’re at and how they are and help them learn and contribute to the fun.

ONLINE RESOURCES

Our Meetup group can be found online at:

Website: <https://www.dmageddon.com/>

Meetup: <https://www.meetup.com/DnD-5e-Face-to-Face-Long-Beach-CA/>

WorldAnvil:

<https://www.worldanvil.com/epic/FederationOfAdventurers>

Discord: <https://discordapp.com/invite/bQNSXBZ>



Still Have Questions? Feel free to post a Discussion on DMageddon.com, Comment on a Meetup, or Message the Organizer (Click the link "Clay" near the top of the Meetup home page to send the Organizer a message).