

# PLAYER'S GUIDE TO LIBERTERRA

This document provides you with the rules for creating and advancing characters within the library D&D world. Characters are bounty and treasure hunters working for the mysterious organization called The Arcane Institute which exists on a demi-plane called Liberterra. They are sent out by the Book Keepers to prevent disasters across the multiverse, both by changing outcomes of events, and by capturing powerful artifacts that could be dangerous in the wrong hands.

## CREATING A CHARACTER

### WHAT RULEBOOKS SHOULD I USE?

You can use the non-optional rules found in the Player's Handbook, the Basic Rules, and all the books listed below. If a rule has been reprinted in a newer resource, you must always use the latest printing.

- Eberron: Rising from the Last War (E:RLW)
- Explorer's Guide to Wildemont (EGW)
- Fizban's Treasury of Dragons (FTD)
- Mordenkainen's Tome of Foes (MTF)
- Mythic Odyssey's of Theros (MOT)
- Sword Coast Adventurer's Guide (SCAG)
- Tasha's Cauldron of Everything (TCE)
- Van Richten's Guide to Ravenloft (VRGR)
- Volo's Guide to Monsters (VGM)
- Xanathar's Guide to Everything (XGE)

You may also use the rules found in the following digital publications:

- Elemental Evil Player's Companion (EEPC)
- Locathah Rising (LR)
- One Grung Above (OGA)
- The Turtle Package (TP)

### STEP 1: CHOOSE A RACE OR LINEAGE

You can create your character using the base character creation rules found in the Player's Handbook, or use any of the following variant or optional rules:

- Blessed of Corellon (MTF – Chapter 2)
- Teifling Subrace Variants (MTF – Chapter 1)
- Variant Human Traits (PH – In Sidebar for Humans)
- Option: Human Languages (SCAG – Sidebar for Humans)
- Half-Elf Variants (SCAG – Sidebar under Half-Elves)
- Teifling Variants (SCAG – Sidebar under Teiflings)
- Customizing Your Origin (TCE)

### STEP 2: CHOOSE A CLASS

Choose a class for your character from one of the approved sourcebooks. You can also use the following optional rules to customize your class:

- Chapter 6: Customization Options (PH)
- Optional Class Features (TCE)

### STEP 3 DETERMINE ABILITY SCORES

Your ability scores are generated using one of the following methods:

- Standard set (15, 14, 13, 12, 10, 8).
- Variant: Customizing Ability Scores (PH)

### STEP 4: DESCRIBE YOUR CHARACTER

Describe your character and choose a background. Feel free to flesh out your character's backstory as much or as little as you want.

**Background.** Choose or create a background using the approved sourcebooks.

**Alignment.** Choose a non-evil alignment

**Deities.** Your character can choose any deity listed in the approved sourcebooks. Clerics must worship a single, specific deity, but aren't limited to the domains recommended for their deity/pantheon. Other characters are not required to have a deity.

### STEP 5: EQUIPMENT

Your starting equipment and gold are determined by your class and background; you don't roll for gold. You may start with a trinket of your choice from available rules choices. You can sell starting equipment using the rules in the PH and can buy equipment and spell components found in the PH or available rules choices.

### STARTING AT 5TH LEVEL

You may choose to create a 5th level character instead of starting at 1st level. As a 5th level character, you may choose one of the following magic items to possess in addition to your standard gear from your class and background.

- +1 weapon
- +1 shield
- +1 rod of the pact keeper
- +1 wand of the war mage
- +1 all-purpose tool (TCE)
- +1 amulet of the devout (TCE)
- +1 arcane grimoire (TCE)
- +1 bloodwell vial (TCE)
- +1 moon sickle (TCE)
- +1 rhythm-maker's drum (TCE)
- Bag of holding

## PLAYING ADVENTURES

You can play any adventures you'd like that are available as a part of Liberterra, provided you meet the level requirement for play. Each adventure has a tier associated with it, which tells you what level characters can participate in it. A character may not play the same adventure more than once, although a player can use a different character to play an adventure they have already played.

### TIER BY CHARACTER LEVEL

Level	Tier
1-4	1
5-10	2
11-16	3
17-20	4

### LOGSHEETS

You can use a logsheet to track rewards and note any other important information from play of an adventure. A logsheet is available on the discord server as a fillable pdf.

### LEVELING UP

You gain a level at the end of each adventure, at your discretion. If you'd like to continue playing at your current level, you can decline to gain a level. You still keep any rewards earned.

You gain hit points listed as the fixed value for your class (plus any modifiers) when you level up.

Whenever you could gain a level (even if you decline), you may rebuild any aspect of your character.

Once you achieve 5th level, you may choose a magic item as presented in "Starting Play at 5th Level" above.

### REWARDS

At the end of an adventure, you'll earn rewards. These may include magic items, coins, and other treasure.

### MAGIC ITEMS

Whenever your party finds a magic item during play, the party determines who has it for the remainder of the adventure. At the end of the adventure, any number of characters may keep the magic item if it wasn't consumed or destroyed during play. You may keep as many magic items as you are awarded but must limit the number of magic items you bring on an adventure based on the table below.

### CARRIED MAGIC ITEMS BY TIER

Tier	Uncommon+	Common	Consumable
1	1	5	5
2	3	5	10
3	6	5	10
4	10	5	15

Uncommon, rare, very rare, legendary, and unique permanent magic items are included in the "Uncommon+" column. Common permanent magic items are included in the "Common" column. Consumable items include any magic item that is consumed if used (potions, scrolls, ammunition, etc.). If an item is destroyed, consumed, or lost during play, it is removed from your character and cannot be reacquired unless rewarded again through play.

Legendary magic items may only be used in tier 4 adventures. Characters of lower tiers that encounter a legendary magic item as a reward may possess it, but it remains unavailable for use until 17th level.

In addition, your use of magic items is limited by attunement and slots. You cannot use items if you do not have an item slot for it, and you can only be attuned to 3 items at a time.

### COINS AND OTHER TREASURE

Whenever your party finds treasure of a monetary value, they can keep it with them to use during play. Any remaining treasure unused at the end of the adventure is converted to gold pieces and divided evenly between all of the characters. The Dungeon Master can assist in this process.

Mundane items, such as found equipment, are divided however the party chooses at the end of the adventure.

### DEATH, DISEASE, AND CURSES

During play of an adventure, if you die, are subject to a lingering effect such as a disease or curse, or removed from the adventure, you deal with the consequences for the duration of the adventure. At the adventure's conclusion, you may choose the following fate:

- You return your character to life or remove the negative effect. If you were removed from the adventure, you gain rewards earned until removed. You may gain a level.
- You retire the character, succumbing to your fate.

If you are returned to the adventure before its conclusion, you may earn all the rewards offered to the party, including during your absence.

## BETWEEN ADVENTURES

### BUYING AND TRADING GEAR

You can sell and buy equipment and spell components using the rules in the Player's Handbook. Spell scrolls and potions can be purchased for prices listed under Appendix A: Shared Campaigns in Xanathar's Guide to Everything in addition to any component costs.

Equipment and consumable items can be lent to other characters during the adventure but must return at the end of the session (unless it's been consumed or lost).

Permanent magic items can be traded. Unique magic items may not be traded. Trading permanent magic items with other characters in Liberterra is on a one-for-one basis of equivalent rarity.

## **DOWNTIME**

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You earn 10 downtime days between each adventure. Your character can participate in downtime activities between adventures as listed under "Downtime Activities" in the Player's Handbook. The following additional downtime activities are available; all others are unavailable unless offered in an adventure.

**Catching Up.** Spend 10 downtime days to gain a level.

**Copying Spells.** If you can copy spells, you may use the rules presented in the "Your Spellbook" sidebar in the Player's Handbook to copy spells found in adventures, except it costs 1 downtime day for each spell up to 4th level and 2 downtime days for each spell 5th level and above. If you are copying spells from another character's spellbook, you may do so immediately after an adventure in which both characters were present. You are always successful at copying spells from scrolls.

**Brewing Potions.** You may brew potions of healing as presented in the "Guide to Crafting in Liberterra." A "workweek" is defined as 5 downtime days for the purposes of this campaign. Potions brewed count towards your consumable item limit.

**Scribing Scrolls.** You may scribe spell scrolls as presented in the "Guide to Crafting in Liberterra." A "workweek" is defined as 5 downtime days for the purposes of this campaign. Scrolls scribed count towards your consumable item limit.

**Trading Magic Items.** Whenever you trade a magic item, you spend 5 downtime days.