



CAMPAIGN GUIDE

Version 2.4

September 17, 2018

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Contributors: Paradigm Concepts, Inc. and the Campaign Staff would like to thank all the individuals who contributed to our first campaign and to those individuals who are contributing to the LIVING ARCANIS campaign. Without them this campaign would not be possible.

WELCOME TO THE LIVING ARCANIS 5E CAMPAIGN!

Living Arcanis 5E is an organized play campaign using the 5th Edition rule set and successor to the original Living Arcanis d20 campaign that was part of the RPGA. Like the original campaign, the *Living Arcanis 5E* campaign will tell epic stories in a fully fleshed out world that players can influence and mold through game play.

Most the *Living Arcanis 5E* adventures are designed to be played in approximately four hours, and are a combination of roleplaying and combat encounters. A few adventures, designated as 'Battles', will normally take longer

to play and focuses heavily on combat scenarios.

If you have any questions on either the rules or the world setting, please join the PCI Forums or the Facebook group where either the Campaign Staff or fellow players are happy to welcome you to the campaign and answer your questions.

The *Living Arcanis 5E* and the *Legends of Arcanis* campaigns both take place in the same universe and the events in each campaign take place simultaneously. The only difference between these two living campaigns is the rules system used to run the game.

Welcome to Arcanis and prepare to **Leave Your Mark Upon the Shattered Empires!**

INTRODUCTION

WHAT IS LIVING ARCANIS?

Living Arcanis is a shared-experience campaign set in Arcanis, the World of Shattered Empires utilizing the 5th edition of the most popular fantasy game roleplaying game in the world as well as additional rules and story material provided by Paradigm Concepts. To play LIVING ARCANIS you can make your own characters following the rules provided in the *Arcanis Campaign Setting* book, available in FLGS around the world, or you can use the free Arcanis Primer. If you'd rather take a pre-made character, you can select one of the pre-generated characters on the campaign website. Simply register at <http://www.LivingArcanis.com/> to download adventures, the Arcanis Primer, pre-generated characters and all other campaign documentation. Once you play an adventure don't forget to report the events that take place at your table! Players shape the story of Arcanis, not just in the campaign but in our published products. *Living Arcanis 5E*, and its sister campaign *Legends of Arcanis*, help shape

the future of the Shattered Empires and forge its legends.

WHAT IS THIS GUIDE?

This document is a guide to all the rules and publications used in the *Living Arcanis 5E* campaign. If at any time you come across a published rule that contradicts a specific campaign rule published in this document, the campaign guide takes precedence. Consider the rules and clarifications contained within effective for the entire campaign as of the date listed on the title page of this document.

Be aware that these guidelines will change over time as both the ongoing story and the campaign setting evolve. Our commitment to you, the player, is that our primary goal with any changes will be to add options to Heroes (as more material becomes published), and not to take away options. With that said, there may be times when we must restrict choices that were previously available to preserve game balance or maintain story coherence. Please know that we will only do so after careful consideration. If changes in the guidelines would negatively affect your character concept, you are welcome to change your character accordingly.

A WORD ON OUR CAMPAIGN STAFF

All the members of the campaign staff are volunteers; there are NO paid positions on the *Living Arcanis 5E* campaign staff nor on the *Legends of Arcanis* campaign. We are always looking for more dedicated volunteers. The primary qualities we look for are boundless enthusiasm, an ability to meet deadlines, and a thorough knowledge of the world of Arcanis. If you are interested in volunteering your time to the campaign, please send an email to pcihenry@gmail.com and let us know how you would like to help. Please provide a summary of what you feel are your qualifications and areas of expertise.

HOW TO CONTACT THE CAMPAIGN STAFF

The best way to get in contact with the campaign staff is via email to pcihenry@gmail.com, through the Paradigm Concepts, Inc. forums, or the Arcanis Facebook pages.

Note that new members to the forum need to have their first 5 posts approved before gaining full posting rights.

CAMPAIGN GUIDE CHANGELOG

- Version 2.3
 - Updated for the Arcanis: The World of Shattered Empires Campaign Setting book.
 - Updated for Blessed Lands, Children of the Sky, Codex of Adventures, and Sorcerous Pacts.

SPIRIT OF THE RULES

Reasonable people can disagree on interpretations of the rules and how game mechanics work. Therefore, one should always consider the Spirit of the Rules when trying to interpret the letter of the Rules.

The main purpose of any game is to have fun. The players and GMs work together to create an imaginative story for all to enjoy. Disruptive players, antagonistic GMs, and other problem causing individuals detract from everyone's enjoyment. Accordingly, everyone should remember the two cardinal rules of playing in a shared campaign.

1. Have Fun.
2. Don't be a Jerk.

THE BASICS

CAMPAIGN MATERIAL

When you play the *Living Arcanis 5E* campaign, you need to use the basic materials listed below. Any additional materials that are allowed for the campaign are not required, but give you more options for your characters.

BASIC MATERIALS

To play *Living Arcanis 5E* adventures you need the following documents.

- **The SRD-OGL version 5.1:** Available free from the Wizards of the Coast website. This PDF contains all the basic rules of the game. Note that there are differences between the Dungeons and Dragons Fifth Edition Players Handbook and the SRD, and only those details listed in the SRD are legal in the *Living Arcanis 5E* Campaign. For example, the SRD only contains one feat, grappler.
- **Arcanis: The World of Shattered Empires Campaign Setting:** The Core rulebook for Arcanis provides an overview of the world of Arcanis and the character options available. The campaign setting book is available from DriveThruRPG and at your FLGS.

ADDITIONAL MATERIAL

- **The 5th edition players' handbook:** The 5th edition players' handbook is available for use in the Living Arcanis campaign modified per this document and the Campaign Setting. Note that there are differences between the Dungeons and Dragons Fifth Edition Players Handbook, and only those details listed in the SRD are legal in the Living Arcanis Campaign.
- **Forged in Magic: Reforged:** Everything in this book is legal for use in the campaign, except for Chapter Nine - New Rules. Alchemical equipment is available for purchase at the listed cost.

Major cities, such as Grand Coryan, will have runesmiths available, and you can purchase their services to add or transfer runes to your arms and armor. The character must be of the appropriate level for the quality of the rune. If you are given the opportunity to acquire magic items, this book is a legal source for such items.

- **The Arcanis Primer:** Available free from Paradigm Concepts, the Arcanis Primer provides a great overview of the world of Arcanis and its people to new players. The options available in the Primer are limited and are designed to introduce new players into the world of Arcanis but the Primer is not a replacement for the Campaign Setting book.
- **Children of the Sky [5E]:** Everything in this book is legal for use in the campaign, **EXCEPT** for the Pure Blood Kio and the material in the Codex of Threats chapter.
- **Codex Geographica Vol. I: The Blessed Lands (5E):** Everything in this book is legal for use in the campaign, **EXCEPT** the playable races (Ibon and Sama) in Chapter 6. These races are only available with proper campaign documentation.
- **Codex of Adventure, Vol. I [5E]:** The adventures within the book are campaign legal and the campaign documentation may be downloaded http://paradigmconcepts.com/Downloads/Arcanis5E/Codex_of_Adventure_Vol_1
- **Sorcerous Pacts [5E]:** Everything in this book is legal for use in the campaign.

Additional materials will be added to this list as they become available. Material in new Paradigm Concepts books will be available for use in Living Arcanis on the day that the books are available for sale.

ADVENTURE DESIGNATIONS

The *LIVING ARCANIS 5E* campaign issues adventures in two major categories and four primary classifications. The two categories are **Hard Points**, or HP's, which denote adventures that form the core story of a given story-arc and **Soft Points**, or SP's, adventures which occur during or around the core story but are not necessarily part of the main story arc. Because Hard Points tell a story, it is best to play them in order. Soft Points are stand alone and may be played in any order in and around the Hard Points.

There are also four additional classifications which provide information as to the type of adventure (commonly referred to as a mod), level of play, and the nature of the challenges therein. These classifications are provided to help players decide which adventures are best suited to their play style, as well as which adventures are best suited to a given character. These four classifications are:

- **Introductory Scenarios:** Specifically written to introduce the world of Arcanis to new players, these adventures are typically written for 1st through 3rd level characters.
- **Standard Scenarios:** Playable by characters of any appropriate level, the standard scenario is the most common adventure that you will see both at home and convention play. They are designed to have intriguing stories use a combination of roleplaying and combat encounters to tell a heroic story.
- **Story Scenarios:** These adventures focus on social interaction and political intrigue rather than combat. These scenarios are used to forward campaign plotlines and may have little or no combat scenes at all. A character optimized for roleplaying scenarios and

social interaction would be a good choice for these adventures.

- **Battle Scenarios:** Also known as dungeon delves or battle interactives, these adventures usually have several challenging combats and/or trap-based encounters with little to no roleplay scenes at all. A character optimized for combat scenarios and trap-detection will do well in these adventures.

YOUR HERO

ALLOWED RULES AND MATERIALS

Characters for the Living Arcanis campaign have access to the following materials:

- **5e players' handbook, SRD-UGL version 5.1:** Everything herein as modified by this document and the Campaign Setting.
- **Arcanis: The World of Shattered Empires Campaign Setting.** Everything herein, except for those specifically listed as restricted by this document.
- **Arcanis Primer.** Everything herein. See this document for a quick overview for new players but the Primer is not a substitute for the Campaign Setting.
- **Forged in Magic: REFORGED.** Everything in this book is legal for use in the campaign, except for Chapter Nine - New Rules.
- **Codex Geographica Vol. I: The Blessed Lands (5E):** Everything herein, except for those specifically listed as restricted by this document.

CHARACTER CREATION

Your story matters

In Arcanis, your nation, religion, and race all play a part in your story. You will quickly learn that in Arcanis alliances matter, and those alliances will be tested.

Before you start to build a character, try to develop a personal history for them. Even if you are new to the world of Arcanis think about where your character came from and a little about their life before becoming an adventurer.

If you are new or looking for inspiration, you may want to use a pre-generated character to get your feet wet and get a better feel for the world. You can modify your character or completely rebuild it later.

Choosing your Ability Scores

The Living Arcanis campaign allows the use of either the standard array (15, 14, 13, 12, 10, 8) or the point buy variant method described herein.

- You have 27 points to spend on your ability scores. The cost of each score is shown in the table below.

SCORE	COST	SCORE	COST
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Choosing your race

The Campaign Setting book contains all of the races that are available for play in Living Arcanis, with the following exception:

- Tultipetan Dwarf

Any race not from the Campaign Setting book is unavailable without a specific Campaign Certificate. Several Campaign Certificates exist that allow a player to play a character of a race that is otherwise not available, such as the Kickstarter certificate to play one of the remaining Tultipetan dwarves. Other racial certificates may become available as the campaign progresses.

Choosing your class

All the classes found in the Campaign Setting are available for play in the Living Arcanis campaign.

Class Restrictions

Because of the events surrounding the destruction of the Elemental Lords, the elorii are very secretive and protective of their religion. No elorii will share the teachings of Belisarda with any other race and no elorii would insult their Lifemother by worshipping another deity. For any class that requires worship of a deity, such as cleric or holy champion, elorii may only choose Belisarda. No other race may choose Belisarda for such classes.

Among the ss'ressen, worship of the Fire Dragon is the duty and privilege of every ss'ressen. Even though the Milandric Church has accepted the Fire Dragon as an aspect of Nier, that teaching has yet to filter down to the common person. For any class that requires worship of a deity, such as cleric or holy champion, ss'ressen may only choose the Fire Dragon. No other race may choose the Fire Dragon for such classes.

These restrictions are in place in the Living Arcanis campaign not because it is physically impossible for an elorii to worship a deity other than Belisarda or for a human to worship the Fire Dragon but because such a character would be hunted down by the worshippers of the religion in question. In attempting to include such characters in the campaign would routinely involve some sort of assassination attempt. While such stories are interesting, especially in a home game, they quickly get repetitious in a living campaign.

Choose your background

The backgrounds from the Campaign Setting are all available for play. You may customize a background, as presented in the SRD, but these

changes should be made in support of your character's story and to fit the world of Arcanis.

Choose your Nationality

All the nations presented in the Campaign Setting are available for play with the following exceptions: Abessian Dominion, Canceri, the Dwarven Enclaves of Tultipet, Fiendish Expanse (All), Entares (Seremas – Elorii), and Ymandragore.

As well as fleshing out your character's history, your choice of nationality will affect what languages your character knows and your starting skill proficiencies.

There may be times when you acquire special orders from agents of your nation or face a choice that clearly favors your nation above others. By helping your nation gain more power and prestige, you can gain fame with your nation. See the Campaign Setting for more information on fame and its effects in the campaign.

Choose a Secret Society (Optional)

Arcanis is the home to many secret societies constantly working to advance their goals and gain influence over the world of Shattered Empires. If choose to be part of a secret society, you may gain fame in that organization by completing special missions. See the Campaign Setting for more information on fame and its effects in the campaign. You are not required to choose a secret society when you first create your character or at any time during your character's career. You may choose to join a secret society at any time between adventures (unless there is an in-game opportunity to do so).

All secret societies that player characters can participate in are available in the Campaign Setting.

A WORD ON ALLEGIANCES

There are times that a secret society or nation's secret mission may put you in direct opposition to another party member or the party itself. There may even be times that you must choose between following a nation's orders or your society's. These missions are NOT an excuse for Hero versus Hero combat or manipulating situations to have another character killed. Combat is not the only answer, especially when dealing with your Allegiances.

Starting Coin and Equipment

You start play with either the starting equipment as determined by your class and background or you may use the Starting Gold option rule listed on page 204 of the Campaign Setting. Characters using the Starting Gold option receive the maximum for their class' starting wealth plus the maximum for their social class.

- **Available Items:** All the items found in the SRD, the Campaign Setting, and the alchemical items is *Forged in Magic: Reforged*. Remember that owning a flintlock is a crime unless you are legally permitted to do so.
- **Equipment size and Encumbrance:** These variant rules are not use in the *Living Arcanis 5E* campaign.
- **Trinkets:** You may start play with a trinket found in the Player's Handbook, adjusting it to fit Arcanis. (No orc bones for example.)

RESTRICTED MATERIALS

The *Living Arcanis 5E* campaign attempts to provide as open of a playing field as possible. However, for story reasons the following items are restricted within the campaign, unless specifically appearing on an Adventure Record or Item Certificate.

- Items fashioned from Tempered Sarishan Steel
- Magical Items
- Kio Swords and Kio Hauberks, except in the case of Kio Heroes
- Amalgamated Runes

A WORD ON ALIGNMENT

Alignment has no real place in the world of Arcanis, a world of grays where sometimes the hardest thing to be is a hero. Feel free to put an alignment on your character sheet if you want, but don't limit yourself to it. Instead, truly attempt to see the world through your character's eyes. Not the world of today with our modern morality but the world of Arcanis with its complex motivations and allegiances. It's a world of secret societies and great families vying for power - sometimes working together and sometimes working at odds.

4TH LEVEL ADVANCEMENT CERTIFICATE

The 4th Level Advancement certificate allows a player to start as a new fourth level character. This character may not be used in any of the intro modules. Any gold and equipment earned through this certificate may not be traded.

BEFORE THE GAME

Before the game starts, there are a few things you should do as a player.

Make sure your character is updated and you have all your Adventure Chronicles, Item Certificates, books, dice, pencil and scratch paper.

Come prepared. If you are playing at a convention you are unfortunately limited by time. Make the most of it by being prepared.

Inform the Game Master of any cursed items in your possession, any major flaws, or if you have broken a Sarishan Oath.

TABLE SIZE

Adventures for the *Living Arcanis 5E* campaign are balanced for a table of four to six players. However, this is not always achievable. Consequently, the official table size is a minimum of three players and a maximum of seven players. Because of the difficulties in managing tables of seven players, a GM has the right to refuse to judge such a table, lowering the maximum size to six players.

REPLAYING ADVENTURES

The Living Arcanis campaign allows you to replay adventures as many times as you would like. However, each character can only play an adventure once. The first time you play through an adventure you receive full awards per the Adventure Chronicle. All subsequent times you play an adventure with a different character you receive a special Volunteer/Replay Adventure Chronicle.

Most of the time, Volunteer/Replay Adventure Chronicles do not have any of the favors or unique story awards from the adventure. However, any fame or infamy that you acquire during play is awarded on Volunteer/Replay Adventure Chronicles, just as if it was the first time you had played the adventure.

Each character may only benefit from one Adventure Chronicle for an individual adventure. For example, if you GM a module and then play the module or GM the same module twice, the two Adventure Chronicles must be applied to different characters.

AUTHOR REPLAY

If you have written an adventure, you may not play that adventure. However, you will receive a Volunteer/Replay Adventure Chronicle for that adventure.

LEGENDS OF ARCANIS REPLAY

If you are playing an adventure that you played in the *Legends of Arcanis* campaign, using the *Arcanis: Role-playing Game* rules, the first time you play that adventure in the *Living Arcanis 5E* campaign you will receive a normal Adventure Chronicle. After that, you follow the normal replay rules.

PLAYING THE GAME

The *Living Arcanis 5E* campaign is a fair-play campaign. You can play your character as you wish to, so long as you do so in such a way to not unreasonably reduce the enjoyment of another player of the adventure. In situations where the fair-play rule is being abused or purposefully broken, your GM or the judge of the event has the authority to ask the offending player to leave the table.

GAME MASTER AUTHORITY

Your GM/judge has final jurisdiction on rules judgments and other issues that may arise. The GM may make any ruling that they believe is suitable, so long as it does not contradict the campaign rules specified in this document or any official errata. Follow-up questions or clarifications can be raised on the Paradigm Concepts forums. Please do not allow rules disputes to derail games; the goal is for everyone to have a good time!

RESTING

Living Arcanis 5E uses the standard rule of 1 hour for a short rest and 8 hours for a long rest. In general, your party can choose to take a short or long rest whenever you would like to, if it fits within the context of the adventure. Most adventures will provide guidelines on when the party can safely take a rest as well.

Sometimes, certain adventures may change the standard rules for resting or provide the

benefits of a rest without the time requirement. This will be clearly spelled out in the adventure.

SPELLCASTING SERVICES

While in a settlement, town, or city, you may visit a temple(or shrine if there is an attendant priest) to request spell casting at the cost of a substantial donation. Usually the cost is related to the level of the spell - see the chart below for examples. Unless otherwise stated in a module, temples are not able to cast spells over 5th level.

Shrines do not house clergy to attend to the needs of the faithful. Instead, one or two itinerant priests tend to the shrine and the needs of the people and may be in attendance at the time the Heroes visit. Unless stated specifically in the adventure, the priest's availability is left to the GM's discretion.

Temples are larger structures attended by full staffs of the faithful, including Holy Champions.

The services listed below are common to all temples, with additional options available at specific temples as noted in specific adventures. These are a guideline, but not an exhaustive list.

Itinerant priests at shrines, regardless of their deity, may only provide players with *cure wounds* and *lesser restoration*.

General Spell Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Greater restoration</i>	250 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i>	40 gp
<i>Raise dead</i>	750 gp
<i>Remove curse</i>	90 gp

Temples of Neroth spell services

Spell	Cost
<i>Animate Dead</i>	100 gp

Temples of Sarish spell services

Spell	Cost
<i>Sarishan Oath</i>	50 gp

Temples of Larissa spell services

Spell	Cost
<i>Divination</i>	160 gp

INITIATE OF THE GODS BACKGROUND & DIVINE SPELLCASTERS

A character with the Initiate of the Gods background, Priest of Sarish, or a divine spellcaster may receive **one free spell per adventure** if it is from a church or temple of the same religious faction (Mother Church of Coryan for example).

If the character worships the same god as a temple but are part of another religious faction, you can get a once per adventure 50% discount instead. The exception to this rule is the Church of the Dark Triumvirate in the Theocracy of Canceri where they are more likely to arrest, torture, and execute you for being from another Church faction.

DYING HEROICALLY

Sometimes the worst happens and your character fails that last death saving throw. Hopefully, your character died doing something worthy of being called a Hero. But regardless of how it happened, what do you do now?

In Arcanis, each dawn the souls of the recently departed travel from the Mortal Realm (Material Plane) to face the Judgement of Nier. There, they are either sent to Beltine's Cauldron to face dissolution and rebirth or allowed entry into the Paradise of the Gods.

Elorii souls travel to the Orumar at dawn, and the souls of dwarves take up residence in their soul stones at dawn as well.

This means that spells like *raise dead* function a little differently than presented in the core rules.

Revivify and *Gentle Repose* function exactly as written.

Raise dead will only function if cast before the dawn on someone who has died. If necessary, this can be abstracted to only functioning on a being that has been dead less than 24 hours.

Neither *resurrection*, *reincarnate*, nor *true resurrection* exist in Arcanis. Rumors abound of rituals and grand adventures where brave Heroes descend into the Cauldron to rescue the soul of a lost loved one, but such stories are usually seen as myth and legends.

AFTER THE GAME

After each play session, players will get an Adventure Chronicle and a chance to acquire Item Certificates.

ADVENTURE CHRONICLE

Your character will receive an Adventure Chronicle for each scenario that your character survives. This important document proves that you played the scenario and documents the benefits (and penalties) that you acquired through play. For example, the Adventure Chronicle tells you:

- Experience point and treasure awards
- Favors, boons, or other unique effects (such as curses)
- Your fame and infamy with your Allegiances
- The number of attuned magic items you possess.

When you first play your character, your experience, fame, and number of a magical items are 0.

After each adventure, your Game Master will fill out your Adventure Chronicle with the

experience, treasure, fame, favor, or other unique items you gained during the adventure. Make sure to record any gold or fame that you spent during the adventure, including gold spent to acquire an item found during the adventure.

Material Components

Remember that to cast any spell with a material component with a listed cost, you must have the component on hand. To simplify this, you can record the gold you spend casting spells while you play the adventure and then list that as gold spent on your Adventure Chronicle. This only applies to spells that have a material component that is consumed by the casting.

For spells that have an unconsumed material component with a cost, you can pay for the component when you first learn or gain access to the spell. Record the expenditure and the acquisition of the component on your Adventure Chronicle. If the spell requires different components of this nature for different effects, like the spell *plane shift*, you can only purchase one component when you acquire the spell. You can purchase other versions of the component during later adventures by spending the appropriate gold. For spells that have large and unwieldy components, such as *clone*, you may not purchase the component when you acquire the spell. Instead, you must find a location or ally that will store the component for you or let you use a version of the component that they own. Such locations will be noted in various adventures and if in doubt, ask your GM.

RUNNING A LIVING ARCANIS ADVENTURE

When you run an Arcanis adventure you are charged with bringing the world to life. We pride ourselves on delivering a deep world

where a player's actions are just as, if not more, important than their die rolls.

We ask our GMs to be familiar with the location the adventure is set in and the cultures the players may encounter. But we also understand that during convention play some GMs may be forced to run an Arcanis adventure on short notice. When cultural details come into play we will do our best to call them out in "Arcanis Cliff Notes" side bars.

Beyond that, the important job you have as a GM is to make the table as fun as possible by engaging players and drawing them into the story.

Pay close attention to the player's actions, not character's, players. Are they on their cell phone or tablet? Do they seem disengaged? Distracted? Don't be afraid to engage them or shift the spot light to their character a little.

Please note that in combat, NPCs will not take an action to coup-de-grace a dying character while there are still PCs up, unless explicitly stated otherwise in the adventure. NPCs also will not spend actions to mutilate bodies, unless explicitly stated otherwise in the module.

PERMISSION NOT REQUIRED

As a *Living Arcanis 5E* GM, you don't need to strictly adhere to the letter of the adventure. The reason we have live GM's instead of computers is so when players inevitably come up with some crazy idea, the GM can roll with it and make it work.

To facilitate this, you are empowered to adjust and modify the adventure in several ways:

- You may make on the fly adjustments to the adventure if the players find a clever way to tackle a problem, especially when out of combat. If the idea is reasonable, run with it! When

you must say “no” always try and say “no, but,” This keeps the game moving and makes it fun for everyone.

- Don’t be an adversarial GM. Some tables like to be challenged, but there is a difference between being adversarial and offering a challenge. At the same time, don’t make an adventure so easy that the players become bored.
- Keep the pace going to keep players engaged. Switch the spot light, have them make some rolls, ask them what their character is doing. If the party is stuck, nudge them though some ability rolls or improvise some details, just keep the game going.
- During conventions and game days be aware if you are going short or long on time while running an adventure. Skip some encounters if necessary, but try and tell the entire story. Give the players closure, even if you need to fudge the numbers.
- Read-aloud text may be adjusted as you see fit, but make sure you give the players the appropriate hints and clues needed to keep the story going.
- There will be occasions when a piece of information seems immaterial or unnecessary for the adventure. **DO NOT SKIP THIS INFORMATION OVER!** Arcanis adventures are written for the larger campaign as well as the extant adventure. Adventures may be seeded with information that may not seem important now, but will be critical down the line. Unless something is marked “Red Herring”, they should not be ignored or not relayed to the Heroes.

ADJUSTING ENCOUNTERS

Before you begin play you should determine the average strength of the party and compare that to the base level of the adventure. Each combat encounter has a box titled Adventure

Difficulty guiding you on how to adjust the encounter to the party’s power level.

These adjustments are suggestions; if a party is having an easy or hard time don’t be afraid to adjust the difficulty.

To set the adventure difficulty you must first determine your table’s Average Party Level.

Add up all the levels of all the characters, then divide by the number of players. Round up fractions to the nearest whole number. This is the Average Party Level.

Consult the table below to set the adventure difficulty based on the APL.

ADVENTURE DIFFICULTY

This is an example of the table that is included in every adventure to help determine the level of challenge for the players.

This adventure has been optimized for a table of 5 players playing <xxx> level characters.

# of Players	APL to BL	Adventure Difficulty
3-4	Equal	Easy
3-4	Greater than	Normal
5	Less/Equal	Normal
5	Greater than	Difficult
6-7	Less/Equal	Difficult
6-7	Greater	Perilous

CAMPAIGN RULES INFRACTIONS

If a player consciously chooses to take an action (without specific in-game compulsion) that will cause harm to another character or their possessions without that other character’s consent, then that player has shown that they wish to have that character removed from the campaign. There are, after all, consequences to such actions.

At the discretion of the GM, a character may be removed from play for breaking campaign rules.

The GM should ask the player to leave the table and report the entire incident to the campaign staff via email (email both Pedro Barrenechea at PCI.statmonkey@gmail.com and Henry Lopez at pcihenry@gmail.com) Once received the campaign staff shall make an official ruling and may ban the offending player.

The player may appeal the ruling at the table by emailing the staff as well, but once the campaign staff has made a ruling, that ruling is final.

CHARACTER VS. CHARACTER COMBAT

The Living Arcanis campaign does not generally allow for any violent encounter between characters to occur. This stems from the fair-play policy of the campaign; many players do not find such encounters fun.

In the campaign, any player who intentionally attacks another player's character (outside of cases when the first character is under a some in-game effect compelling them to do so) or those who conspire to deal damage by aiding and abetting foes during combat (not including adventure-specific instances when this is allowed) may be removed from legal campaign play. Should the GM deem that the character should still be allowed to legally be played, that GM (and if necessary, that player) should not be invited to sit with the offended players at the original table.

STEALING FROM CHARACTERS

Any character who elects to steal or destroy another character's equipment, funds, magical items, or any other possession can be removed from legal campaign play at the end of the adventure, at the discretion of the GM. At the least, the character should not be invited to play with the offended character(s) in future adventures.

CHARACTER ADVANCEMENT

EXPERIENCE POINTS & MILESTONES

Every adventure will give your character experience points, recorded on your Adventure Chronicle. In *Living Arcanis 5E*, characters gain experience for non-combat choices and events as well as for defeating foes. Sometimes an adventure will even reward more experience for avoiding an unnecessary fight.

Special events and published adventure arcs may rarely reward milestones instead of experience points. A milestone increases your character's experience point total to 1 point above what is needed for the next level.

LEVELING UP YOUR CHARACTER

Use all the rules presented in the Campaign Setting book and the SRD for leveling up your character, using the average hit points listed for your character class. Feats and multiclassing are allowed with additional restrictions listed in the Campaign Setting (such as limitations on how those with access to the Arcanum can multiclass).

REBUILDING CHARACTERS

As the campaign progresses, more character options will become available. Paradigm Concepts is currently creating new products for the 5e rules. As these products become available, the campaign will allow players to incorporate them into their existing characters.

- If you are playing a pre-gen character, you may completely rebuild your character any time before the character reaches 5th level. You must keep the character's name, experience points, and current gold piece amount but everything else can be changed.

- You may completely rebuild your character any time before you play your 5th adventure with that character. You must keep your character's name and current gold piece amount but everything else can be changed. This includes race, class, background, nationality, etc.
- After your 5th adventure with a character, there will be times when you may perform a partial rebuild. During a partial rebuild, you must keep your character's name, race, equipment, treasure, Harvester Notice, fame, and certified items.
 - You may perform 1 partial rebuild after the release of a new book by Paradigm Concepts.
 - The campaign may allow a rebuild due to errata or changes to the campaign materials.

A WORD ON FATE

Due to the moral ambiguity of Arcanis and the *Living Arcanis 5E* campaign, the rules for Inspiration have been replaced by Fate. A GM may not only award Fate but they may also take away Fate in response to a character's actions. Evil or selfish acts are not the actions of Heroes and can result in the loss of Inspiration. Characters start every adventure without Fate and may gain it through the following methods:

- Playing up your character's personality, traits, bonds, flaws, allegiances, as well as your character's racial or national viewpoint.
- Being a hero. This includes not only performing selfless /heroic actions but acting like a hero when it becomes far more expedient to not be one.
- Good roleplaying.

Players may use Fate to provide advantage on an ability check, attack roll, or saving throw, but can choose to use Fate either before or after the roll is made, but before the outcome is learned.

CAMPAIGN ECONOMY

The *LIVING ARCANIS 5E* campaign grants characters the opportunity to both earn money and items, spend those monies and items, and trade them between other characters. While the campaign strives to not limit the options of characters, some rules must be put in place to ensure fair play among the entire breadth of the campaign. This section deals with how money, items, relics, and other such items are managed by a character.

Most of the time, whenever an adventure or material from the *Legends of Arcanis* campaign is converted to *Living Arcanis 5E*, we strive to ensure the items and coinage within the adventure make sense in *Living Arcanis 5E*. *Legends of Arcanis* uses a silver-based economy rather than the gold piece standard of *Living Arcanis 5E*, so if in doubt, use the general rule that 1 gc (*Legends of Arcanis* gold coin or gold imperial) is equal to 100 gp (*Living Arcanis 5E* gold piece).

CRAFTING

Currently, no crafting of mundane or magical items is allowed in the campaign. Certain classes or archetypes, like the Ehtzara archetype of the shaman class and the Ranger class, do have class features that allow for item creation. Those features function as written and are allowed. However, no other crafting of mundane or magical items is allowed.

In the future, the campaign plans on implementing downtime options and expanding crafting options. At the moment, we want to keep things simple and easy to manage.

PURCHASING ITEMS

During any standard adventure in which your character enters a town or a city, you may purchase any number of mundane items, except for flintlocks and blast powder.

A WORD ON ITEM DISTRIBUTION

Aka “Play nice and don’t be a cert hog.”

Non-magical items and expendable magical items should be relatively easy to distribute. If not, favor should go to characters with the least number of items.

Also, there are times when you should take into account the nature of specific characters into account. For example: If the party finds a gladius from the Imperium of Man with the holy symbol of Illiir and a few players are fighting over it, ask them which character benefits from it most, not which player. If there is a cleric of Illiir and an elorii fighter who just wants to sell it to gain some coin, the gladius should go to the cleric.

Permanent magic items are another matter entirely. When such items become available there are four ways to distribute such items.

- If all the players agree that one player should get the item, the matter is settled and the player gets the item in question.
- If there is a dispute between one or more players that want an item, the player with the lowest number of permanent magical items gets the item.
- In cases where a character with more magical items has a strong in-character reason to request an item, they must replace the item with an item of the same or greater rarity.
- If the players are unable to reach a consensus, or if there is a tie, the player who rolls highest on a d20 gets the item.

GM’s are encouraged to restrict available items to the scope and location of the adventure. If the characters are in a small rural farming village, it is highly unlikely that they would be

able to purchase a spyglass. Similarly, if the party is in Pahjiro in the League of Princes, being able to purchase a suit of Cancere Gothic Plate is highly unlikely. Some adventures that do not take place in a town or city may still have the opportunity to purchase items; this will be clearly spelled out in such adventures.

All the equipment found in the Campaign Setting book as well as all the equipment in the SRD equipment section is available in the campaign as long as the restriction listed are observed. Val and those with legal permission are the only characters who may purchase flintlocks or blast powder.

SELLING AND TRADING ITEMS

After an adventure, you may sell or trade mundane items and Item Certificates per the following guidelines.

MUNDANE ITEMS

Items such as jewelry, gems, art objects, and trade goods found during the adventure are sold at their full value while armor and weapons acquired by the Heroes are sold for half their value. This is already calculated as part of the total gold awarded by the adventure along with any gold gained from achieving story objectives.

Players may take mundane items from an adventure that are found during the course of the adventure and are listed in the **Found Items**. This may reduce the total gold for each character based on the sale value of the item. Some players may request that the player replace the gold reduction from his coffers. But this is not mandatory.

If you wish to sell a mundane item, they may do so with the following restrictions:

- Item Certificates that can be sold will have the sale value presented on the cert itself.

- All items may be sold per the Selling Treasure guidelines found in the SRD.

TRANSFERRING COIN AND MUNDANE ITEMS

Sums of coin or uncertified mundane items may only be moved between characters during an adventure or sanctioned *Living Arcanis 5E* event (such as a LARP or Battle Interactive). Such transfers must be recorded on the Adventure Chronicle at the end of the adventure. This includes buying something for another character.

Players may spend coin on services, like spellcasting or rune transfers, for another player's character immediately after the adventure. Recording these expenditures is required and must be completed prior to leaving the gaming table so that your GM can approve your Chronicle.

TRANSFERRING ITEM CERTIFICATES

Every Item Certificate indicates if it can be traded between characters.

When trading a certificate, you must record the trade on your latest Adventure Chronicle as well as on the back of the Item Certificate. You must record the Adventure Chronicle # where the trade is being recorded, your name, your character name, and the name of the character receiving the item. The same information must be recorded on both characters' Adventure Chronicles.

All records must be completely legible in ink and a certificate's trade history must show the progress of the certificate from the original owner (as indicated on the front) to the current owner. Trading items are subject to limitations as detailed below.

- No cert may be traded between characters belonging to the same player, regardless of how many other

characters the cert may have belonged to in the interim.

- If a character of a first player trades a certificate to another character of a second player, six months of real-world time must pass before the first player can have the cert traded or sold back to the original character.

A player may never possess any certificate that originated in an adventure they wrote.

REFUNDS DUE TO ACCIDENTAL BREAKING OF CAMPAIGN RULES

Mistakes happen – sometimes a person misunderstands a rule, or sometimes a member of staff misspeaks at a convention. It is not nor shall it ever be the intent of the campaign to penalize players for honest mistakes. When these mistakes occur, they should be noted and corrected on the next Adventure Chronicle. This includes removing incorrect or disallowed items, refunding lost gold, and/or reducing gold gained through mistaken actions.

ALLEGIANCE AND FAME

FACCTIONS: NATIONS, RELIGIONS, AND SECRET SOCIETIES

One facet to the story of Arcanis is the power of allegiances and obligations. Characters will commonly possess some level of allegiance to one faction with many characters being part of up to three factions – their nation, religious faction, and a secret society.

A list of Nations/Regions can be found in the Campaign Setting. However, your national allegiance need not be your home nation. For example, you may be escaped slave from Coryan but are now a proud Milandisian citizen.

Religious factions are covered in the religion section of the Campaign Setting. You need not have any strong religious allegiance; you may be a simple lay worshiper or just be someone that wishes to stay out of church politics.

Lastly, you may be part of a secret society who works from the shadows or an organization with a public face but secret motives. As with religious organizations, you are not required to be a member of a secret society.

Fame in these organizations is awarded by completing special missions and gaining certain story achievements.

The Paradigm Concepts forums also have special sub forums for specific secret societies. If you wish to join one of these sub forums, please send a private message to a forum administrator to grant you permission to these forums. You may only have access to a single secret society sub forum per user account on the Paradigm Concepts forums.

More information on Factions and Fame may be found in the Campaign Setting book.

FAVORS

During the *Living Arcanis 5E* campaign, you will gain several “Favors of XX” or “Disfavor of YY” that have no specific ability. Unless a Favor has a listed benefit (such as the Favor of the Dovitoni in the adventure *Unbated and Envenomed*), all Favors and Disfavors gain the following benefits:

- Disfavor with a faction imposes disadvantage on all Charisma (Persuasion) and Charisma (Intimidate) skill checks made with that faction. In the case of Favors with large groups (such as the Republic of Altheria), you only gain this penalty when interacting with those of high station such as a general, a king, or the patriarch of a

patrician family associated with that power.

- You may use a Favor to cancel a Disfavor from the same faction. This voids both the Favor and Disfavor immediately.
- You may spend a Favor with a given faction/group/individual (at GM's discussion) to gain the benefits of a one-time expenditure of 3 fame with that faction/group/individual. You may spend two favors with the same faction to gain the benefits of a 5-point fame expenditure.

Spending Favors removes them from the Adventure Chronicle and prevents their use of any future benefits that particular Favor may grant in later adventures.

THE HARVESTERS OF YMANDRAGORE

At various points during the *LIVING ARCANIS 5E* campaign, anyone who casts Arcane magic (see the Campaign Setting) may gain points in *Notice of the Harvesters*. At any time during a scenario that has been stated as having a potential Harvester Combats, the GM may insert one of the pre-generated Harvester Scenes that are provided for download on the *LIVING ARCANIS 5E* campaign website.

This encounter's combat's difficulty is determined by your Notice of the Harvester score. The higher your score, the more difficult the encounter becomes; **your character level and the APL of your table has no bearing**. If you lose a battle against Harvesters, all non-arcane casters are "left for dead" and stripped of any magical items. The targeted caster as well as any other Arcane players that openly displayed their spells during the combat, are granted the "Harvested" Campaign Certificate, removing their characters from play.

In the future, there may be campaign opportunities to remove the cert's conditions and have the character once again playable in the campaign, but these events are very rare and very dangerous.

Should your group defeat a group of Harvesters, any Arcane casters who were involved in the combat, who openly used their spells during the battle, will gain an additional point of Notice of the Harvesters for having survived the attempted Harvest.

DOWNTIME

There are no downtime events available for the *LIVING ARCANIS* campaign at this time.

CAMPAIGN DOCUMENTATION

The *Living Arcanis 5E* campaign uses three forms of documentation. The Adventure Chronicle tracks a character's wealth, experience, Favors, fame, and story achievements gained during an adventure.

Item Certificates represent unique or permanent items, such as magic items. While some of these items may not be sold, many of them may be traded to other characters.

Campaign Certificates give specific players the right to play certain races, use certain items, or take certain feats that are otherwise unavailable to most players.

All campaign documentation must be signed and dated by the adventure's GM, in ink, to be valid. If the GM wishes, they may substitute their email address in place of their signature. Some documentation, typically those from Special Events run by campaign staff, bear the name of the current campaign director or a member of Paradigm Concepts. These are valid campaign documents.

ADVENTURE CHRONICLE

The Adventure Chronicles serves as both a record of the outcome of a given adventure as well as a log of your character's current wealth, experience, and fame. You are required to carry all earned Adventure Chronicles with you at official events. However, you may scan and store them on an electronic device (such as a tablet) and bring them to the event instead of bringing your Adventure Chronicles to the table.

Adventure Chronicles are not transferrable between characters, and neither are any printed achievements listed on a Chronicle page unless specified by the Chronicle in question or the adventure from where it was obtained.

VOLUNTEER/REWARD CHRONICLES

When you are the GM for an adventure, instead of receiving an Adventure Chronicle you get a Volunteer/Reward Chronicle. You can apply experience and gold and anything else on the chronicle to any character that was eligible to play the adventure you ran. You must fill out the chronicle and have it signed either by a majority of the players from your table or by whomever is running the event you ran the adventure. GMs also receive Item Certificates for modules they run, where the Item Certificates are rewarded to all players. For example, the GM receives the Yhing hir Light Warhorse from *Taboo – Intro 1-1*. The GM earns these rewards whether or not the players achieve the Conclusion that awards them. GMs do not receive any single copy item certificates that may be rewarded, such as an adventure that has an item certificate for a single +1 longsword.

If you replay an adventure or if you play an adventure that you wrote, edited, or playtested, you will receive a Volunteer/Reward Chronicle.

Just like an Adventure Chronicle, any character can only benefit from the Volunteer/Reward

Chronicle of an adventure once. You cannot apply a Volunteer/Reward to a character if the character has also benefited for the Adventure Chronicle from that adventure.

ITEM CERTIFICATES

Item Certificates represent unique items such as a gladius from the Imperium of Man, a set of armor, or even a useful tome. Magic items, even expendable ones, are always presented with Item Certificates.

If an Item Certificate has text about how the item works, that text takes precedence over any other listing of the item, such as in the SRD.

CAMPAIGN CERTIFICATES

These special, full-size certificates may be released as part of the campaign, given to volunteers, awarded during special events, or be special rewards from things like Kickstarter campaigns.

GM REWARDS

Our GMs are the backbone of our campaign. Your willingness to spend your time running games needs to be rewarded.

For running a game, the GM receives:

- a Volunteer/Replay Certificate to apply to one of his or her characters including any fame his or her character would earn
- any Item Certificates that are to be awarded to all players at the table
- One GM Reward Point

GM REWARD POINTS

For each 4 hour game that a GM runs, they earn a reward point. An eight hour module provides 2 reward points, running 2 two hour modules provides a single reward point, and so on. Reward points may be spent for items from the following list.

1 point – Any one alchemical item from the SRD or *Forged in Magic: Reforged*

2 points – One common spell scroll (no secret spells)

3 points – One uncommon spell scroll (no secret spells)

5 points – One common or uncommon fetish, one uncommon rune, or a +1 magical shield, armor, or weapon

7 points – A single individual magic item from any module that the GM has run

These items may be applied to any character of the GM, but may not be traded to other players or sold. The item must be taken from a valid source, such as the Campaign Setting book, the SRD, and/or *Forged in Magic: Reforged*. A GM may take any number of the above choices provided the GM has enough points to purchase multiple. For example, a GM with 10 reward points may spend the 10 points to buy a +1 shield and +1 armor.

Volunteer Rewards: Conventions require multiple individuals in addition to the GMs. Accordingly, anyone running HQ, mustering, and/or organizing events at a convention also earns 5 reward points.

The Campaign reserves the right to provide additional rewards for extraordinary service, such as additional reward points, Arcanis books, and special campaign certificates.

LIVING ARCANIS LEGACY CERTIFICATES

There exist in the campaign certain special rewards given out to characters who participated in the events of the 2009 Origins Game Fair Battle Interactive. These certificates may be used for the *Living Arcanis 5E* campaign only if the certificate in question was not used in the *Legends of Arcanis* campaign.

FRIENDSHIP OF LOSHNEK & ORIGINS 2009 – DEDICATED JUDGE

You may, upon completing your first adventure, attach this certificate to your character's first Adventure Chronicle. When you do so, choose one permanent magical item from Magic Item Table B in the DMG; your character receives an unmarked package, sealed only with a single drop of still-soft wax containing the item requested. This counts as a magic item on your Adventure Chronicle.

Regardless of how many copies of this certificate you may possess (courtesy of cohorts), you may only apply a single instance of this certificate to any character(s) you have in the *Living Arcanis 5E* campaign.

SPECIAL PROPS

There are other items, shirts and special rewards that also have in-game events. If you have multiple such props, you may only gain the benefits of a single prop in a single four-hour adventure. For every 5 levels, you may add an additional prop for use in a single four-hour adventure (for a maximum of five (5) props per four-hour adventure for level 20 Characters). You may only use one prop in each action.

SPECIAL REWARDS

Some adventures may contain specially labeled reward certificates. These certificates are not allocated to a specific character, but are instead issued to the players themselves and may be applied to multiple characters.

ARCANIS CLOTHING

Paradigm Concepts may release special shirts or other articles of clothing with special in-game effects. While these shirts are commonly sold at Gen Con or Origins Game Convention they may also become available on the campaign website.

Arcanis clothing items may only be used during a *Living Arcanis 5E* event if the item is physically

present at the table. You do not need to be wearing the article of clothing during the event, but they must be at the table. Should you choose, you may also remove the “certificate” portion of the shirt and carry those with you to games.

BATTLE INTERACTIVE BADGES

In the past, some Battle Interactives have rewarded a commemorative patch with an in-game effect. These props may be used to gain advantage on a single roll during a Battle Interactive.

KICKSTARTER CERTIFICATES

The Kickstarter for the *Arcanis: The World of Shattered Empires Campaign Setting* book allowed supporters to buy in-game items for their characters. Each individual certificate may only be applied to a single character. However, individual characters may benefit from multiple different certificates. Note: Only a single copy of an individual certificate may be used.

SPECIAL CHARACTER CERTIFICATES

The Kickstarter for the *Arcanis: The World of Shattered Empires Campaign Setting* book allowed supporters to purchase Special Character certs. Unless the player possesses an authentic Special Character cert, they may not play said character in the campaign.

The following Special Character certs are legal for the campaign:

- Altherian Clockwork Warrior
- Brood of Uhxbractit
- Hatchling of Ven val’Sosi
- Ibon
- Fury with the Path of the Kolkaran Minotauros
- Sama
- Tultipetan Dwarf

ADDITIONAL RULES

OPTIONAL RULES

Feats: Living Arcanis uses the optional rule for feats, which allows characters to choose a feat when they earn an Ability Score Increase instead of taking the Ability Score Increase.

Starting Gold: Available in *Living Arcanis 5E*. When creating a character, players may either use the equipment given to them by their class and background or use the Starting Gold option rule listed on page 204 of the Campaign Setting. Characters using the Starting Gold option receive the maximum for their class’ starting wealth plus the maximum for their social class.

Large Weapons and Armor: **Not** used in *Living Arcanis 5E*. While Large size characters may wear armor and wield weapons that are sized for them. These do not provide the additional benefits and penalties listed in the sidebar on page 207 of the Campaign Setting.

Dual Weapon Fighting in Arcanis: Available in *Living Arcanis 5E*. Used as written on page 215 of the Campaign Setting.

Crafting with Herb Craft: Available in *Living Arcanis 5E*. In a **Hard Point** module, a ranger may use herbal bundles to create a single item. These items include a potion of healing and any of the alchemical items in *Forged in Magic: Reforged*. This item may not be traded or sold.

Magical Family Heirloom Kio Swords: Available in *Living Arcanis 5E*. Used as written on page 53 of the Children of the Sky: A Kio Source Book

RUNES

Major cities, such as Grand Coryan or the First City, will have runesmiths available. You can purchase their services to add or transfer runes to your items. Runes cost the full price listed,

unless the character has a certificate saying otherwise.

To buy a rune, the character must be of the appropriate level for the quality of the rune. A player may have a rune upgraded to a new quality by paying the difference between the two qualities and being of the appropriate level for the new quality of the rune. For example, Quintus the 4th level fighter may purchase an Uncommon Fire Rune for his Gladius for 1000 gp. When Quintus becomes 5th level, he may upgrade the Fire Rune to Rare for 2000 gp or he may buy a Rare Unassailable Rune for his shield for 3000 gp.

Amalgamated Runes are currently restricted and unavailable.

In the *Living Arcanis 5E* campaign, when choosing a spell for a Spell Rune, Heroes cannot choose secret spells unless the Hero would qualify for the secret spell or has a campaign certificate granting access. For example, a val'Mehan priest of Sarish may not have a spell rune for Luck of Fools, which is restricted to the Faithful of Larissa.

COME AS YOU ARE PROGRAM

In an effort to allow brand new players the opportunity to try out the campaign, we are starting a new program. At many conventions, players will attempt to join a slot of Arcanis because they have a free slot. However, the differences between Arcanis and what is presented in the Player's Handbook can be daunting to new players. With this in mind we are now going to allow a new player to bring in any Player's Handbook character to play in Arcanis for three games. This is to give them an idea about Arcanis and get them interested. After three games, the player needs to convert the character to be Arcanis legal through either the Primer or the Campaign Setting.

For those three modules, the character will keep the abilities that they normally have, however, since the races are different, they will be converted to an appropriate race in name only. Read them the appropriate entry to let them know about their race.

Dragonborn – You are a ss'ressen. Formerly making up the bulk of the Ssethregoran Empire's military might, your egg clutch, the Black Talons, rebelled to seek a destiny rather than living and dying under the oppressive coils of your former serpentine masters.

Dwarf – You are a dwarf, formerly a race of giants your people were cursed by the Gods. You and your people now strive to redeem yourselves by protecting mankind and hope that you will prove worthy of lifting the curse.

Elf – You are an elorii, an elemental being that was created as a servitor race by the Ssethregorans but rebelled and went on to rule their own Empire. However, you were replaced by the humans as masters of the Known Lands.

Halfling or Gnome – You are a gnome, the twisted and deformed offspring of humans and dwarves and reviled by both. You strive to overcome the obstacles set against you since birth.

Half-Elf – You are a kio. A scion of beings that once rules from floating Sky Kingdoms. You are part of a people firmly on the ground, seeking to regain your lost glory.

Half-Orc or Tiefling – You are a dark-kin, a human tainted with the blood of infernal ancestry. You are hated and feared by almost everyone that you meet.

Human – You are a human. The most numerous, diverse, and widespread of all of the races. Human beings rule the Known Lands.