



LEGENDS  
OF  
ARCANIS

THE WORLD OF SHATTERED EMPIRES

# CAMPAIGN GUIDE

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**Contributors:** Paradigm Concepts, Inc. and the Campaign Staff would like to thank all of the individuals who contributed to our first campaign; and to those individuals who are contributing to the Legends of Arcanis campaign. It is these people who make this campaign possible.

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## INTRODUCTION

LEGENDS OF ARCANIS is a shared-experience campaign set in Arcanis, the World of Shattered Empires. The campaign world is developed and supported by [Paradigm Concepts, Inc.](#) through a variety of products.

The LEGENDS OF ARCANIS campaign maintains a [discussion forum](#) on the Paradigm Concepts website. When the campaign website launches, an announcement will be made on those forums.

This document contains clarifications, when necessary, to the *SHATTERED EMPIRES ROLEPLAYING GAME* rules. Additionally, it details the campaign-specific rulings and decisions that impact play in the LEGENDS OF ARCANIS campaign. The rules and changes contained herein are considered effective for the entire campaign as of the date listed on the title page.

Please 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 is published), not to take away options. With that said, there may be times, however infrequent, when we may have to restrict choices that were previously available to preserve game balance or story cohesiveness. Know that we will only do so after careful consideration.

## CAMPAIGN ADMINISTRATION

All of the members of the campaign staff are volunteers; there are no paid positions on the LEGENDS OF ARCANIS campaign staff (though of course Paradigm Concepts hopes to make a profit on its print products relating to the campaign setting). 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 think you might be interested in joining the campaign staff, please send an e-mail to the campaign director and let us know how you'd like to help out, along with a brief 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 e-mail. Our contact information can be found in the credits section of this document. You can also reach us by posting on the PCI forums.

## HEROES AND SOURCE MATERIALS

This section contains rules that are applicable to all heroes in the LEGENDS OF ARCANIS campaign. All players and judges should pay careful attention to the rules in this section, as it is important that the campaign be administered properly and consistently for each player and each hero.

### CREATING A HERO

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The LEGENDS OF ARCANIS campaign uses the hero creation rules detailed in the *SHATTERED EMPIRES ROLEPLAYING GAME* book(s) with the following addendum.

- Hero attributes are purchased using the *Heroic* campaign level as detailed in *Table 2-4*.
- Starting nation and region may be chosen from the starting nations and regions listed in *Table 2-6*, with the exception of: *Canceri* (all), *Dwarven Enclaves: Tultipet, Unsealed Lands* (all) and *Ymandragore*.
- You gain all starting equipment for your background, and the remaining coin is determined by taking half of each die plus one. This is your starting silver. *For example, a Patrician with a d8 Charisma has 8d10 + 1d8 + 100 starting silver, or 153 silver.*

### REBUILDING YOUR HERO

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As a side-effect of the vast number of the available options at hero creation, the inherent complexity in learning a new system, and the desire to accommodate people trying out different things, it is possible to rebuild your hero.

You may rebuild all of your hero's details anytime between adventures, until such time as the hero in question has played a non-Introductory adventure.

Your hero's experience total, wealth and current fate total remain the same during a rebuild. Even if your hero's starting wealth or base fate would change due to the rebuild, you may not adjust your current wealth.

Finally, none of the story-achievements your hero has earned change during this process. You may sell any found items which your hero had previously owned (for the same value you paid to obtain the item); however, if they are single purchase items you will not be able to re-purchase them later. (What constitutes a single purchase item is discussed under *Chronicle Pages* later in this document.)

### ALLOWED SOURCEBOOKS AND DOCUMENTS

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LEGENDS OF ARCANIS uses the *Shattered Empires Roleplaying Game* as its ruleset. All products within the *Shattered Empires Roleplaying Game* line are valid for use in the campaign from the date they are published.

All LEGENDS OF ARCANIS heroes must comply with the most current versions of each of the following documents:

- *LEGENDS OF ARCANIS Campaign Guide* (this document)
- *Paradigm Concepts Product Errata and Updates* please note, this is not a single document, but rather the ensemble collection of product errata that have been released by Paradigm Concepts, Inc and which undergo periodic review and updates.

All of the above documents are always released with a version number, which represents the effective date for that version of that document. The most current version of each document always supersedes all previous versions. The most current versions of the above documents can always be downloaded from the [PCI online store](#) and/or the official campaign website, as well as from a variety of other sources.

The only time in which materials in a new *Shattered Empires Roleplaying Game* product may not be used as options for a hero is when a book (or a specific chapter within a book) is identified as a Game-Master resource.

## RESTRICTED ITEMS

LEGENDS OF ARCANIS attempts to provide as open a playing field as we can. However, for story reasons the following categories of items may not be purchased by heroes unless specifically stated on a Chronicle Page or campaign-issued certificate.

- Legendary quality items
- Items fashioned from special materials
- Magical items
- Runes

Furthermore, Kio Swords and Armor are restricted items and may only be acquired by meeting one of the following criteria:

- Race: Kio
- Selected as heirloom courtesy of the Heirloom talent
- Obtained from a campaign-issued certificate

## GENERAL PLAY RULES

The LEGENDS OF ARCANIS campaign is a fair-play campaign. This means that players are allowed to play their hero as they wish to, so long as doing so does not unreasonably reduce another player's enjoyment of the adventure.

In a situation where the fair-play rule is being abused or outright broken, the table GM has the authority to ask the offending player to leave the table.

Prior incarnations of the campaign took serious issue with cheating; while we continue to dislike people cheating, we will not, as a campaign, be actively policing this, except as it applies to the fair-play rule above. If the campaign staff finds that excessive cheating is occurring, or that the intent

of the fair-play rule is not being followed, then more extensive guidelines will be put in place.

## FATE POINTS

The LEGENDS OF ARCANIS campaign uses Fate Points, as detailed in the Rules with the following adjustments.

- GMs are able to issue any number of Fate Points during an adventure.
- A player may not use more Fate Points during each 4-hour duration of an adventure than their character's base Fate.
- Fate points do not reset between adventures.

## HERO VERSUS HERO (PvP)

The LEGENDS OF ARCANIS campaign does not, generally, allow for hero versus hero combat, or violent interaction to occur. There are a number of reasons why this is not allowed for, most stemming from the cardinal rule that it simply isn't fun for most people who are involved.

In the LEGENDS OF ARCANIS campaign, any hero who intentionally strikes another hero for Wound damage, or who conspires to do so by aiding and abetting foes during combat may be removed from legal campaign play at the end of that adventure, at the discretion of the table GM. Such is the consequence of taking those actions. Barring exceptional circumstances, heroes who violate the above rule should always be removed from play.

Furthermore, any hero who elects to steal or destroy another hero's equipment, funds, magical items, etc is also removed from legal campaign play at the end of the adventure. These actions also have consequences.

Exactly when and how this rule is applied is the jurisdiction of event coordinators, and each individual who is running a LEGENDS OF ARCANIS adventure. The campaign staff cannot issue a blanket global rule that will cover all situations in which PvP combat may occur, nor would doing so be worth the effort. The spirit of this rule is that if you, as a player, choose to have your hero take an action that will unduly injure or kill another hero, then you have chosen to have your hero removed from the LEGENDS OF ARCANIS campaign.

Heroes who are vanquished at the hands of their fellow heroes suffer all of the usual penalties (including death if all heroes on one side of the conflict are vanquished); to do otherwise devalues the decision of the other player(s) to sacrifice their hero to that end.

## PLAYING THE GAME

This section contains the general rules that apply to all LEGENDS OF ARCANIS adventures.

## GM AUTHORITY

When you are running a LEGENDS OF ARCANIS adventure, you have the final jurisdiction on rules judgements and other issues that arise. You may make any ruling that you feel is suitable, presuming it does not contradict the campaign rules in this document.

This includes making judgement calls on how a game-rules item works. Make the ruling, and post questions about it later; do not let the game be derailed by a rules argument. However, keep in mind that the ultimate goal is for the players to have a good time.

## TABLE SIZE

The LEGENDS OF ARCANIS campaign is ultimately balanced for 4 to 6 players; however, life is far from perfect at the best of times. Thus, the official table-size rules for the LEGENDS OF ARCANIS campaign is a minimum of 3 players and a maximum of 7 players.

However, in the case of seven players, the GM must be willing to run a seven-player table. If the GM is unwilling, then the table is capped at six (6) players.

## REPLAYING ADVENTURES

The LEGENDS OF ARCANIS campaign allows people to replay adventures however many times they would like to. You cannot play a given adventure multiple times with the same character. You may play an adventure after you have run the adventure, edited the adventure, or even just read the adventure. The only time you cannot play an adventure is if you wrote the adventure.

## ADVANCED MANUEVERS AND ADVANCED SPELLS

The LEGENDS OF ARCANIS campaign allows players to make use of the advanced maneuvers and advanced spells features of the *Shattered Empires Roleplaying Game*. However, you will be expected to have any advanced maneuver or spell you wish to use prepared before the adventure begins and documented on a copy of the official template (which will be included in a future release of this document). GMs are allowed to audit advanced maneuvers and spells, and disallow their use at the table if the advanced rules item fails to meet the rules for creating them.

## ADVENTURE DESIGNATIONS

LEGENDS OF ARCANIS issues adventures in two categories and four primary classifications. The two categories are used solely to denote adventures that form the core story-arc material and other adventures that occur in and around that story. Adventures that are part of the core story-arc are labelled as Hard-Point adventures, while the other adventures are marked as Soft-Point adventures.

The four classifications provide some information about the type of module and the level and nature of the challenges therein. This is intended to help players decide which modules are best suited to their play style, as well as which modules to play with which heroes.

**Introductory scenarios** are written specifically to introduce the world of Arcanis and to ease people into the rules system. These adventures are written for Tier 1 heroes of ranks zero (0) through five (5), although existing heroes below Tier 2 may be played in these adventures.

These adventures sometimes contain pre-generated heroes for people to use, if they wish. If they do, please remind new players of the rebuild rules, which allow them to tweak and/or retool their hero to suit their desires.

**Standard scenarios** are the “bread and butter” adventures and represent the bulk of scenario releases in each campaign year. They have an intriguing story that frequently involves a few combat scenes that help to forward the plot. It is common for **Standard** scenarios to support entry-level play, but it is not a requirement.

**Story scenarios** are adventures that focus more on plot exposition and political intrigue. These scenarios will be used to forward significant campaign plotlines and may involve very little to no combat. This information might help a player decide to use a hero that is more optimized for scenarios with an emphasis on role-playing and social interaction.

**Grind scenarios** are classic dungeon crawls. This type of scenario will usually have a high number of challenging combat or trap scenes that are loosely tied together by some common plot or located in a particular site of interest. This information might help a player decide to use a hero that is more optimized for scenarios with an emphasis on combat and battle tactics.

## TIME-UNITS

The LEGENDS OF ARCANIS campaign does not use Time-Units. You are free to play whatever adventures are released each year using any hero you have that falls within the Tier requirements of the adventure.

## META-REWARDS

This section details various reward systems that have been implemented by Paradigm Concepts, and the campaign staff. These rewards are not directly tied to any particular adventure but they may have an impact on every adventure.

### The Reward Heap

#### PCI Clothing

It has become custom for PCI to issue a new “cert shirt” during the summer conventions (Origins and Gen Con Indy). These shirts are available for purchase at most conventions where PCI maintains a booth; they are also available from the PCI website as supplies allow.

To use a PCI Clothing item, you must have the article of clothing at the table; however, there is no requirement for you to physically wear the clothing in order to make use of it. Furthermore, if you should desire (for whatever reason), you may remove the cert portions of the shirt and only carry those.

Only PCI Clothing items that are specifically issued for the LEGENDS OF ARCANIS campaign may be used.

### **Reward Certificates**

Some LEGENDS OF ARCANIS adventures may contain specially labelled reward certificates. These certificates are not allocated to a specific hero, and are instead issued to the player and may be used as a meta-reward item.

### **Use of Rewards During Play**

Players can accumulate a large variety of PCI clothing and reward certificates, and while the LEGENDS OF ARCANIS campaign staff appreciates the enthusiasm of players, we also don't feel that unfettered use of these reward items is healthy for the campaign.

Thus, during any given adventure there are limits to how many reward items can be used. The items available to a player are referred to as his or her *reward heap*. The size of the *reward heap* is based on the length of the adventure (as listed on its cover-page) and the Tier of the hero being played.

For each full 4-hours that the adventure is designed to cover, you may add one item to your *reward heap*. Furthermore, you gain a bonus number of items in your *reward heap* equal to your hero's Tier - 1 (minimum 0, rounding ranks down).

<b>Hero Tier</b>	<b>Reward Heap Size</b>
1	0 plus 1 per 4-hours
2	1 plus 1 per 4-hours
3	2 plus 1 per 4-hours
4	3 plus 1 per 4-hours
5	4 plus 1 per 4-hours

Certain special events may provide an opportunity to use a more generous *reward heap*. However, such opportunities are the sole jurisdiction of the campaign staff.

When assembling your *reward heap*, you may include at most one copy of any given reward item. You must assemble your *reward heap* before the adventure begins, and once these choices are made you cannot change them.

If a reward item lists prerequisites, then your hero must meet those requirements in order to add that item to your *reward heap*. However, you may loan reward items to other players before play starts so they may use them when building their *reward heap*. At all times, the decision about when or where to use a reward item falls to the player whose *reward heap* the item is found in; not the player who owns the reward item.

When you choose to use a reward item from your *reward heap*, it does not have to be in response solely to an effect that is affecting your hero. You may apply, at your discretion, the benefits of a reward item to any other hero at the table. Unless otherwise noted, using a reward item has no Speed cost or Strain cost.

Finally, under no circumstances can multiple items that produce similar effects be applied to the same effect. The GM of the adventure has final say on whether a reward item can be stacked with another reward item.

GMs cannot use reward items or maintain a *reward heap* while running an adventure.

### **GM, Author, Editor and Replay Rewards**

It is an unfortunate thing, but all too common, that a player must 'eat' an adventure at some point. The act of 'eating' an adventure covers the following situations: you are the author, you are the editor, or you have been a GM for the adventure without having played it first.

Each adventure will include a 'Volunteer's Chronicle Page' that details the benefits that you receive for 'eating' the associated adventure. If you are a GM receiving this certificate, the players at the first table you run must all sign the certificate.

You may only ever gain the benefit of one Chronicle Page per adventure. Once you take a Volunteer Chronicle Page, you may not ever play the adventure or receive the standard Chronicle Page.

If you replay an adventure, you receive a Volunteer's Chronicle Page.

## **CHRONICLE PAGES**

The LEGENDS OF ARCANIS campaign uses two primary certificate types: the Chronicle Page and specific single-item or single-incident certificates. Chronicle Pages are issued for each adventure (although, some adventures may contain multiple Chronicle Pages, or simply longer Chronicle Pages).

A Chronicle Page serves as both a record of the outcome of the adventure, and as a log of your hero's current wealth, experience and fate points. You are not required to carry all earned Chronicle Pages with you, however, any Chronicle Page that contains story-achievements, found-items that your hero owns or which is the most recently earned Chronicle Page must always be brought with you when playing a CHRONICLES OF THE SHATTERED EMPIRES adventure.

A Chronicle Page must be signed by the adventure's GM to be valid; at the GM's discretion, he or she may use their email address in place of a signature. Some Chronicle Pages, typically at special events run by the Campaign Staff, are not signed, instead they will bear the name of the

current campaign director; these are valid Chronicle Pages as well.

Chronicle Pages are not transferable between heroes.

### Story Achievements

The Story Achievements section of a Chronicle Page may contain one or more entries that detail the ramifications of your choices during the adventure. The GM of your table is responsible for crossing out any Story Achievement entries for which you did not qualify.

### Items Found

This section lists all non-basic equipment and gear that was potentially found during the adventure (or equipment that has special purchasing rules involved). All heroes may take copies of items listed in this section, regardless of how many existed in the adventure. The campaign staff realizes that this deviates from prior practices, but in the grand-scheme, if we are releasing an item with special rules that we don't want multiple copies of handed out per table, we will simply issue a stand-alone certificate for the item.

The GM of your adventure is responsible for crossing out any entries that were not available to your hero. You are not required to take any of the items listed, and should cross-out any items you did not choose to take.

### Found Items

Heroes may keep any items which are listed under Found Items in the treasure summary. Heroes do not have to pay for these items unless specified on the Chronicle Page.

### Purchased Items

Some found items will specifically state in their entry that they must be purchased in order to be obtained, and such entries will, more often than not, state whether multiples may be purchased or not. Typically, items that fall under this category, will only allow for single copies to be purchased. If your hero does not have sufficient gold to purchase the item at the end of the adventure, you may purchase it later by having your judge initial this Chronicle Page.

## TREASURE SUMMARIES

Every LEGENDS OF ARCANIS adventure includes a Treasure Summary, which lists all of the tangible and intangible rewards that the heroes may gain during that scenario. Any item that is not listed in the Treasure Summary for that adventure may not be taken, claimed, sold, or bartered by any hero. There are no exceptions to this rule.

In cases of conflict between a Chronicle Page and the adventure's Treasure Summary, the Chronicle Page takes precedence.

## CAMPAIGN CERTIFICATES

Rarely, a LEGENDS OF ARCANIS adventure will contain one or more (even more rarely) certificates that are issued above and beyond the Chronicle Page. These certificates may be issued for a diverse number of reasons, and each will fully detail its use on the certificate itself.

Unlike Chronicle Pages, individual certificates *must* be signed by the table GM, even for online play. While this may be an added burden, unless the volume of certificates issued increases beyond our expectations, this additional burden is not expected to be challenging to meet.

LEGENDS OF ARCANIS campaign certificates and Chronicle Pages have no cash value and are the property of Paradigm Concepts, Inc. and must be returned to the campaign staff upon request. They may **not** be bartered, traded, exchanged, given away, or sold for real-world considerations under **any** circumstances. They may only be traded or sold for other in-game considerations, and only in accordance with the rules in this document. Fraudulent or improper usage of certificates is grounds for revocation of the certificates in question and possibly harsher penalties from the campaign staff and/or PCI, depending on the severity of the offense.

### Use Restrictions

Unless otherwise stated on a campaign certificate, a hero may only ever have a single copy of any given campaign certificate. These certificates will also state on them whether they may be transferred between heroes or not.

To transfer a campaign certificate, have both players initial the reverse side, and record the hero to whom the certificate has been given next to the initials.

### Living Arcanis Legacy Certificates

#### Friendship of Loshnek

You may, upon completing your first adventure, attach this certificate to your character's first Chronicle Page. When you do so, choose one of the following lesser runes; your character receives an unmarked package, sealed only with a single drop of still-soft wax containing the rune you selected.

Irregardless 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 LEGENDS OF ARCANIS Campaign.

#### Available Runes

- Avalance
- Perseverance
- Shadow
- Sorcery

### Origins 2009 - Dedicated Judge

This certificate, issued to volunteer judges at the finale of LIVING ARCANIS, requires some attention as the rules items it refers to are not included in the Quickplay book. You have two options; you may hold this certificate until the full

rules book is released, leaving it unchanged; or you may replace the entirety of its benefits with the following.

You may choose, at character creation, one weapon, one suit of armor or one piece of gear. That item is of Fine quality; however, it should be considered an heirloom (and thus, cannot be sold). If you take this option, write 'Alternate' across the certificate and fill your new character's name on the certificate.

## **TRADING ITEMS AND MONEY**

Items that are listed in the *Items Found* section of a Chronicle Page may not be traded. Heroes may trade or exchange currency with other heroes at any time during an adventure. Such exchanges should be noted in the left-hand record keeping area of the Chronicle Page with the table GM initialing the transaction record (after verifying both Chronicle Pages for accuracy).

## **EARNING MONEY**

During any non-Introductory adventure, a hero may use the *Earn a Living* skill rules to make extra income. This income is obtained at the end of the adventure, and may only be obtained once per adventure.

## **AFTER THE GAME**

### **FACTIONS**

The LEGENDS OF ARCANIS campaign will be using both national and regional factions. Tracking of your reputation levels with these factions will be done via Story Achievement entries on Chronicle Pages. Specific uses of varying reputation levels will be included, where appropriate and at the discretion of the Campaign Staff, in adventures.

The campaign will not be making active use, at this time, of Secret Societies. That does not mean you cannot join one, simply do not expect faction orders, reputation or general involvement in the first story-arc.

## **FINAL THOUGHTS**

One year ago, we launched the *Chronicles of the Shattered Empires* campaign; now one year later with the final rules now available, we are transforming the campaign into the LEGENDS OF ARCANIS campaign. The past year has been a fever pitch for both myself, and all of the other members of PCI, as we have toiled long and hard over the *Arcanis Roleplaying Game*.

Any time the campaign staff and/or PCI look to address a rules issue; the core question that will be kept in mind is: does changing the rules to 'unbreak' them cause more frustration than whatever the broken portion is causing?

We often lost sight of that in the past; but for the final few years of the last campaign, and continuing forward, my personal goal for the campaign rules, and the new rules-set overall, is to keep the base-required complexity to a minimum; while allowing players to make their heroes as individually complex as they desire. Which is to say, I am a fan of a 1-page errata document; not one the size of a new book.

As the director of the campaign I am ultimately responsible for the outlook and atmosphere of the campaign; my focus in that regard is simply to ensure that players have fun. While we place great stock in the story, we should also not lose sight of the fact that this is a game, and people play this game to have fun. I firmly believe that we deliver on this; but I can't really know for sure as I can only attend a fraction of the events that host our adventures.

So please let me know your thoughts. My e-mail address is at the front of this document, and while I may not answer every correspondence I receive, I do promise you that I read each e-mail that I receive, and that I make every attempt to stay current with what is posted to the campaign forums. If you want to get hold of me, I'm not difficult to find, and I'm always glad to hear what you have to say.

I would like to give one final thank-you to the players, the judges, convention organizers, and volunteers who make this campaign possible.

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