

# LIVING ARCANIS Rules Update

## March 2006

This document contains rules text that has been updated since the last LARC release (the current official version of the LARC is dated 2005-01-25). The information in this document supersedes the information in the corresponding sections of the LARC. If you have any questions, the campaign staff may be contacted by posting on the [LA Rules Discussion Yahoo! Group](#).

Changes that the campaign staff considers particularly significant will be called out in this document by putting the text in a box, as in this example. However, there may be other changes above and beyond those that are specifically called out, so you should be sure to read this document completely and carefully.

### Legal Usage of *Magic of Arcanis*

Now that the softcover (2<sup>nd</sup> printing) of the PCI sourcebook *Magic of Arcanis* is widely available, the campaign rules need to be updated to officially incorporate this sourcebook into the campaign. (The sourcebook has been legal since it was first released in hardback at Gen Con Indy 2005, but only a limited number of copies were available at that time.)

The default for rules material from *Magic of Arcanis* is that all material is freely available in the LIVING ARCANIS campaign except where otherwise stated, either in the book or in this rules update. This is why there are no Arcanis “A” symbols in the book; we would have had to place symbols next to basically everything.

Just to be clear, here is a chapter-by-chapter breakdown of the book and notes about the material contained therein. Text in this Rules Update takes precedence over text in the book if there are any conflicts.

**Chapter One: Magic in the World of Arcanis** contains entirely story / setting material. The sections on the origin of magic and the cosmology of Arcanis contain information that would not be widely known. The section entitled “Views on Magic” contains information that would be widely known, especially to cosmopolitan folks like adventurers.

**Chapter Two: The Sanctorum of the Arcane** contains entirely story / setting material. This information would be known to all members of the Sanctorum (except where there are things explicitly stated to be secret even from the membership). The locations of specific safe houses and centers of learning, of course, are among the most important secrets and would never be shared with non-members. (The Sanctorum in Nishanpur is the one very obvious exception, since it operates in the open.) The sections on “Allies and Resources,” “The Sanctorum and the Elorii,” and “Options beyond the Sanctorum” contain information that could reasonably be learned by non-members. Revealing just about any of the other information in this chapter to a non-member would be considered a serious offense by the Sanctorum. Disclosing any of the secret information other than the location of a Sanctum or the identity of a member is considered a betrayal, earning the character 5 points of Infamy with the Sanctorum. Disclosing the identity of a member or the location of a Sanctum is considered a major betrayal, earning the character 10 points of Infamy. See the *Player’s Guide to Arcanis* for more details on the effects of Infamy.

**Chapter Three: Core Spellcasting Classes in Arcanis** is largely a reprint of material from the *Player’s Guide to Arcanis*. All of the rules material in this chapter is used in LIVING ARCANIS. **Table 3-2: Deity-Specific Turning Modifiers** is an update to the *Player’s*

*Guide* and should be considered official errata for that sourcebook. (In general, any rules item presented in *Magic of Arcanis* should be considered the current and official version, superseding any version previously presented in any PCI sourcebook released prior to January 2006.)

**Chapter Four: Base Classes** is legal in LIVING ARCANIS. PCs who meet the qualifications may freely take levels of Altherian Artificer, Hedge Mage, Shaman, Spellblade, Suromar, and/or Warder without needing additional campaign documentation. Although the Suromar description talks about select Undir and Kio being allowed to undergo the training, in LIVING ARCANIS only Elorii PCs may take levels in Suromar without specific campaign documentation. The version of all base classes presented in *Magic of Arcanis* is the current and official version, superseding any version previously presented in any PCI sourcebook released prior to January 2006.

**Chapter Five: Feats** is legal in LIVING ARCANIS. PCs may freely take any of the feats in *Magic of Arcanis* for which they qualify without additional campaign documentation. (The one exception is the Vieomantic Magic feat, which requires campaign documentation.) To be clear, PCs in LIVING ARCANIS may not take any feat for which they do not qualify (for example, Sadistic Euphoria requires an evil alignment, so no PC can ever gain that feat, but evil NPCs might have it.)

Several of the feats in this chapter were originally presented in earlier PCI sourcebooks; the version in *Magic of Arcanis* is the current and official version, superseding any version previously presented in any PCI sourcebook released prior to January 2006. In particular, the Potent Blood feat has undergone significant changes since it was first published in the *Player’s Guide to Arcanis*. The corrected version is presented here and is official for LIVING ARCANIS.

#### Potent Blood [General]

The blood of the Valinor runs strong in your veins.

**Prerequisite:** Val blood rank 3 or higher.

**Benefit:** Your blood rank is treated as if it were 2 points higher for all racial benefits that are modified by blood rank and for purposes of all variables in any of your bloodline powers that are calculated strictly on the basis of your blood rank.

This does not increase the number of bloodline powers that you know, nor does it let you choose higher-level bloodline powers without first choosing the appropriate number of lower-level powers (and buying the appropriate number of blood ranks with ability points).

If some other permanent or temporary effect modifies your blood rank, then the bonus from this feat stacks with that effect for purposes of your Val racial abilities and bloodline powers.

The various [Scion] feats in *Magic of Arcanis* add all of the listed spells to the character’s list of sorcerer spells known. In other words, apart from taking the feat, the character does not need to use up any of his own spell selections in order to know the spells gained from the feat. The feat does not, in and of itself, give the character any additional spells per day or the ability to cast spells of a higher level than he normally could cast. The spells gained from the feat are only available to be cast as sorcerer spells; they are not available to any of the character’s other arcane spellcasting classes. (The character may have or gain access to some or all of the spells granted by the feat for his other arcane spellcasting classes from other sources, of course.)

**Chapter Six: Prestige Classes** is legal in LIVING ARCANIS. Most of the prestige classes may be taken without additional campaign documentation, but a few of them do require a certified invitation or

have other requirements. The following is a list of all the additional requirements for these prestige classes:

- The **Bound Guardian** prestige class requires the character to undergo a ritual of binding to a member of the Sanctorum. In LIVING ARCANIS, that Sanctorum member must be another player character, who then becomes the Bound Guardian's charge. Although the Bound Guardian is allowed to adventure in the absence of his charge, players of such characters should be advised that many of the Bound Guardian's class features will not function in the absence of his charge. The ritual of binding must be documented on the log sheets of both characters. The purchase of the two 2,500 gp rings and the expenditure of 5,000 gp for the material component, along with the payment of 10 Time Units and 500 XP by both characters, must also be documented and signed off on by a judge. It is not necessary to pay any NPC spellcasting cost for the *guardian ties* spell; this is provided by the Sanctorum free of charge. PCs may not cast the *guardian ties* spell.
- A PC who is a member of the Sanctorum can have a cohort who becomes a Bound Guardian (bound only to the primary PC) without requiring additional campaign documentation. The expenditure of gold and XP must still be documented. Since cohorts do not track XP, only the primary PC pays the 500 XP in this case.
- A PC may not become the Bound Guardian of his cohort.
- The **Magister** prestige class is restricted in LIVING ARCANIS and may not be taken without campaign documentation. The prerequisites for the prestige class are a little bit confusing. You must be able to cast 7<sup>th</sup>-level arcane spells and be a member in good standing of the Sanctorum in addition to meeting all of the other requirements. All PC Magisters are considered to be "in training" and do not assume leadership positions within any Sanctum, nor are they called upon to pass judgment or administer justice within the framework of governance described in Chapter 2.
- The **Vieomancer** prestige class is restricted in LIVING ARCANIS and may not be taken without campaign documentation (which we do not anticipate ever releasing).
- The **Ehtzara** prestige class is restricted in LIVING ARCANIS and may not be taken without campaign documentation. We will eventually release a campaign-approved "personal quest" (an adventure for one player and one judge) to gain access to this prestige class.
- Details on gaining access to the **Master-Smith** prestige class in LIVING ARCANIS are provided in the current LARC and those rules have not changed. However, two pieces of errata are needed for the updated version of the class in *Magic of Arcanis*. First, the prerequisites in the sourcebook say "Profession (Blacksmith)" but that should say "Craft (Blacksmith)" instead to match up with the core rules. Second, the sourcebook says that Master-Smiths must be of a Lawful alignment, but that prerequisite is waived in LIVING ARCANIS.
- The **Savant** prestige class is restricted in LIVING ARCANIS and may not be taken without campaign documentation.
- The **Afatkuq** (Pengik Doctor-Priest) prestige class is restricted in LIVING ARCANIS and may not be taken without campaign documentation.
- The **Berotar** prestige class requires a certified invitation, which is already available through scenario play.

**Chapter Seven: Equipment** is legal in LIVING ARCANIS, with only a few restricted items. Note that you may only purchase one of any individual alchemical item or special substance per scenario, and remember that all non-certed items must be tracked on your logsheet. (See page 93 in the LARC for details.)

Most of the alchemical substances and items listed in **Table 7-1** may be purchased without campaign documentation. The restricted items are: Altherian signal rocket (all types), mind cloud, refined mind cloud, mold spores, diseased mold spores, poison gas, refined poison gas, and alchemical wolfsbane. You must have campaign documentation to purchase a restricted item. Characters with the Craft (Alchemy) skill may create the non-restricted items as detailed in the core rules and the LARC, using the Craft DCs provided in the sourcebook. Campaign documentation is required to craft any of the restricted items.

The alchemical tools on **Table 7-2** and the other equipment on **Table 7-3** may be purchased without campaign documentation, except for the following restricted items: transportable alchemy laboratory and permanent alchemy laboratory.

All of the weapons and ammunition on **Table 7-4** are considered standard and may be purchased without additional campaign documentation.

**Chapter Eight: New Spells** is legal in LIVING ARCANIS, with a few restrictions and caveats. The text of any spell found in *Magic of Arcanis* supersedes any version previously presented in any PCI sourcebook released prior to January 2006.

- All divine spellcasters and arcane spellcasters who cast their spells spontaneously (such as bards and sorcerers) simply have access to the new spells on their class lists without requiring campaign documentation.
- Arcane spellcasters who prepare their spells from a spellbook (such as wizards) may select spells from *Magic of Arcanis* instead of spells from the core rules whenever they get automatic or "free" spells from their class. (For example, a wizard begins play with all 0-level spells and a certain number of 1<sup>st</sup>-level spells, and gains two free spells at each level thereafter.) These automatic spells come at no cost. For any additional *Magic of Arcanis* spells that the character wants to add to his spellbook above and beyond his automatic spell selections, he must obtain scrolls of the new spells in order to scribe them. See below for the rules on obtaining scrolls of spells from *Magic of Arcanis*.

**Buying Scrolls:** Scrolls of arcane and divine spells from *Magic of Arcanis* may be purchased at a Marketplace or during a Supply Run following the normal rules (and limits) for those activities. You must pay the full normal market price for scrolls that you purchase and the scroll must be recorded on a Marketplace or Supply Run certificate. Scrolls of restricted spells may not be purchased on the open market, of course.

**Using Favors to Obtain Spell Access:** Alternatively, a PC may expend a certified favor to learn a total number of spell levels of new arcane spells from *Magic of Arcanis* (or any other non-restricted source from which the character can legally learn new spells) equal to the Power Level of the favor. For example, spending a Power Level 5 favor would let the PC choose 5 total levels of new spells and add them to his spellbook. That could be one 5<sup>th</sup>-level spell, one 2<sup>nd</sup> and one 3<sup>rd</sup>, five 1<sup>st</sup>, etc. 0-level spells count as one-half level. (PCs must still observe whatever class restrictions they normally have on the total number of spells that they can know of each spell level.) All favors are treated equally for this purpose regardless of which NPC, nation, or organization granted the favor. Favors spent for this purpose are consumed. The favor cert must be voided and the list of spells gained and the level of each spell must be written on the cert. These spells are added directly to the character's spellbook; you do not get actual scrolls in exchange for a favor. The presumption is that spending the favor gets you temporary access to a copy of the spell which you then study and



Unfortunately, the dark-kin's strange internal architecture also makes it more difficult to treat his wounds. Heal checks made on this character suffer a -5 penalty.

## Clarification: Val and Psionics

The *Player's Guide to Arcanis* describes Val as being "naturally psionic" and gives them a racial ability that grants them bonus power points to their power point reserve. While that ability is definitely used in LIVING ARCANIS, what the *Player's Guide* fails to mention (as, unfortunately, does the LARC) is that those bonus PP cannot be accessed (and effectively do not exist for any purpose) until the Val is psionically awakened. This restriction has existed since the beginning of the campaign. Val are a small percentage of the total population of the Known Lands, and psionically-awakened Val are a small percentage of the population of Val.

**To be clear:** A Val that has not been awakened does not have a power point reserve, is not considered a psionic creature, and cannot access the "bonus" PP granted by the racial ability. A non-awakened Val cannot take feats with the [Psionic] subtype and is not able to spend power points for any purpose (such as activating deep crystal weapons).

At present, there are only two ways for a Val to become awakened (in game-mechanical terms). The first way is to take a level in a class that grants the character the ability to manifest psionic powers. The second way is by gaining the Wild Talent feat. (However, the Wild Talent feat is restricted, and requires campaign documentation to be taken.) From a story standpoint, it is the process of becoming awakened that turns a Val's eyes from grey to clear. Note that Val who become awakened via the *Favored of the Silence* certificate do not look any different from Val who become awakened via more traditional means.

### Val Slayers

The Slayer prestige class needs a few clarifications to account for the fact that non-awakened Val are not considered psionic creatures. The following changes update the information in the current LARC:

- To qualify as a Val Slayer, you must slay a psionically-active Val (and have the event documented on your log sheet). This is not a retroactive change, so PCs that already have levels of Val Slayer do not lose anything even if the Val they originally slew for the class was not awakened.
- The Slayer's Favored Enemy ability functions against all Val, whether they are awakened or not.
- The Death Attack ability (gained at 10<sup>th</sup> level as detailed in the LARC) only functions against awakened Val.

### Soulknives and Wild Talent

The Soulknife base class from the *Expanded Psionics Handbook* (also found in the Psionics section of the SRD) grants the Wild Talent feat as a bonus feat at 1<sup>st</sup> level. This is considered "campaign documentation" and all Soulknives do gain the Wild Talent feat as part of their class features. Among the playable races in LIVING ARCANIS, only Val may take levels in the Soulknife base class.

### Psionic Fists and Wild Talent

Because Wild Talent is a restricted feat, but Psionic Fist is not a restricted prestige class, the Wild Talent prerequisite is waived for Val characters who wish to become Psionic Fists. If he does not already have at least one level in a psionic base class, the Val goes through the appropriate rituals and becomes awakened upon taking

his first level in the prestige class. This turns his eyes clear and grants him access to his racial bonus PP, which are added to the points gained through the class.

## Pyrokineticists, Slayers, and Warminds

Because the prerequisites for these prestige classes require the character to have a PP reserve of at least 1 point, a Val cannot qualify for them without first becoming awakened. The only non-restricted path for a Val character to become awakened is by taking at least one level in a psionic base class (Psion, Psychic Warrior, Soulknife, or Wilder) or the Psionic Fist prestige class.

There are also certain certificates that can grant a character (whether Val or not) the Wild Talent feat and thereby give her a PP reserve; however, these certificates also turn the character into a preternatural psionicist, which means that the character must receive all of her psionic training from the Mourners in Silence. This is addressed in the next section.

## Preternatural Psionics

Certain campaign certificates give a character the ability to become psionically awakened regardless of race. This is the only way for a non-Val PC to gain access to psionics. Gaining the Wild Talent and/or Hidden Talent feats as a boon from the Silence makes the character a preternaturally psionic creature. See the LARC for details on the differences between preternatural psionics and "normal" psionics. A preternaturally psionic character has a PP reserve and may choose feats of the [Psionic], [Metapsionic], and [Psionic Item Creation] types without additional campaign documentation, but this does not permit the character to take levels of psionic base classes or psionic prestige classes without special training. (Any attempt by a non-Val or even a preternaturally psionic Val to obtain training from the traditional Val sources would quickly result in the character's being detected and killed.)

The only way for a preternaturally psionic character to obtain the necessary training is through a secret society known as the Mourners in Silence. (See the LARC for more details on secret societies in general and the Mourners in particular.) A preternaturally psionic character (whether Val or non-Val) who is a member in good standing of the Mourners and has at least 5 points of Fame with the society may take levels of psionic base classes and/or psionic prestige classes for which he meets the listed prerequisites. The membership and Fame requirements are checked each time the character wishes to gain another level in any psionic class, but falling out of favor with the organization does not negate any training that the character has already received.

For a character that willingly accepted the touch of the Silence and is a member of the Mourners in Silence, the *Favor of the Silence* and *Chosen of the Silence* certificates do convey a certain notoriety within that organization. These certificates grant the character Fame with the Mourners. See the **Certificate Errata** section of this Rules Update for details.

Some characters may have received the *Favor of the Silence* certificate without deliberately doing anything specifically to attract the attention of the Silence. Because this certificate can have significant negative repercussions, it is important that only those who voluntarily seek out the Silence should possess this certificate. Any character who has the *Favor of the Silence* (but not the *Chosen of the Silence*) certificate and who has never voluntarily joined the Mourners in Silence may choose to repudiate the Silence. A character who has the *Chosen of the Silence* certificate, who is a member of the Mourners in Silence, or who has voluntarily accepted the touch of the Silence may not take this option. This voids the *Favor of the Silence* certificate and removes all of its

effects (good and bad) from the PC. If the PC also has the *Brazen Idol* and/or the *Strange Idol*, those certificates must be voided as well: they dissolve into noxious yellow goo the instant that the character makes the conscious decision to reject the Silence. The PC gains two (2) points of Infamy with the Mourners for having spurned the gifts of the Silence, but suffers no other ill effects.

### Rebuild Option for Affected Val Characters

We recognize that the clarification in this Rules Update concerning Val not having automatic access to their racial PP reserve will cause significant problems for some characters. For example, someone who had interpreted the text of the *Player's Guide to Arcanis* to mean that a Val character could qualify for the Pyrokineticist, Slayer, or Warmind prestige class without first taking a level in a psionic base class probably has a character build which now no longer qualifies for those prestige classes. Other Val might have taken psionic or metapsionic feats strictly on the basis of their racial PP reserve without first taking a level in a psionic base class to become awakened, and as a result has a character build which does not qualify for those feats.

Any character whose build has been invalidated by this Rules Update may be rebuilt (according to the Annual Rebuild rules in the LARC) immediately at no TU cost.

**To be clear:** All Val characters must be in compliance with this Rules Update before they may be played in any LIVING ARCANIS scenario. Please contact the campaign staff or post on the [LA Rules Discussion list](#) if you have any specific questions about the impact of this Rules Update on your Val character.

### Errata: “Auto-Threaten” Abilities

The *Player's Guide to Arcanis* introduced a number of Val bloodline powers and special class features that grant the ability to declare a melee attack as an automatic critical threat regardless of the weapon's normal threat range (which almost always results in a confirmed critical hit if the attack hits). These abilities have been reviewed by PCI and the LIVING ARCANIS Development Team and we have concluded that they are overpowered. As a result, all such abilities have their effect changed from “auto-threaten” to the following:

**Powerful Strike (Ex):** The use of this ability is declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

The list of abilities from the *Player's Guide to Arcanis* affected by this change includes the following:

- The *Perfect Cut* ability of the Grand Master prestige class
- The *Puissant Warrior* power of the val'Emman and val'Viridan bloodlines
- The *Gift of Perfection* power of the val'Assanté bloodline
- The *Dead Eye* ability of the Altherian Sharpshooter
- The *Dead Shot* ability of the Pistoleer

Note that the Deadly Aim and Superior Critical feats state very clearly that they do not stack with any other effect that increases the critical multiplier of a weapon. This remains true. However, the

Powerful Strike ability and the other similar abilities in this document are not actually increasing the weapon's base critical multiplier. They allow the weapon to deal double damage under certain specific circumstances, which isn't the same thing. Therefore Deadly Aim and Superior Critical do stack with the Powerful Strike, Dead Eye, or Dead Shot abilities, as appropriate.

### Val'Assanté: *Gift of Perfection*

The val'Assanté bloodline power *The Gift of Perfection* is not changed to the Powerful Strike ability described above. However, when this power is used to declare an attack roll as a natural 20, although the attack automatically hits, the power does not automatically make the attack a critical threat. A separate d20 must be rolled, and if the result of that d20 is within the weapon's current threat range, then the attack is a critical threat. The *Gift of Perfection* only substitutes a natural 20 for the original attack roll; if a threat is rolled, then a normal critical-confirmation roll must still be made in order to turn that threat into a critical hit.

### Altherian Sharpshooter: *Dead Eye*

The *Dead Eye* ability of the Altherian Sharpshooter prestige class from the *Player's Guide to Arcanis* has been modified. The new version of this ability reads as follows:

**Dead Eye (Ex):** At 5<sup>th</sup> level, the Sharpshooter may fire his flintlock rifle with deadly accuracy. As a standard action, the Sharpshooter may take a single shot at any target within range. He must succeed on a Concentration check (DC 10 + 5 per range increment beyond the first). If the check fails, then the attack is resolved as a normal attack and deals its normal damage if it hits. If the check succeeds, then the attack is resolved as a ranged touch attack. If the ranged touch attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the ranged touch attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

### Pistoleer: *Dead Shot*

The *Dead Shot* ability of the Pistoleer prestige class from the *Player's Guide to Arcanis* has been modified. The new version of the ability reads as follows:

**Dead Shot (Ex):** At 4<sup>th</sup> level, once per round, the Pistoleer may declare an attack with a flintlock pistol that he makes against a flat-footed opponent as a Dead Shot. If the attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

### High-Level Characters

The LIVING ARCANIS campaign staff is still considering various options for high-level play. This section updates some of the rules that currently appear on pages 17 and 18 of the 2005-01-25 LARC. The intent of these changes is to enable high-level characters to continue playing (i.e. we do not want to force people to retire characters that they have played since the beginning of the campaign) while at the same time avoiding the introduction of APL 17 to general scenario play.

Although the campaign will eventually allow characters to reach 20<sup>th</sup> level in Year Six, the Year Four Hard Point series (which will premiere at Origins 2006) will cap at APL 15. Special events (such as Battle Interactives and Delves) will continue to exceed the APL 15 maximum, supporting APL 17 (and possibly higher) tiers. “Regular” scenarios might offer an APL 17 “glory tier” as an option for high-level characters who think they are up to the challenge; however, the XP and treasure awarded in such scenarios will be identical to the XP and treasure awarded at APL 15.

#### Executive Summary: High-Level Characters

- At this time, no player character in the campaign is allowed to advance to 17<sup>th</sup> level. A 16<sup>th</sup>-level character continues to earn and track XP exactly as before, but the character cannot actually gain 17<sup>th</sup> level until such time as the campaign rules are updated to raise the level cap.
- To avoid unfairly punishing a 16<sup>th</sup>-level character that dies under this ruling, there is also now a “death cap” of 23,500 XP lost from a single death. If a 16<sup>th</sup>-level character dies, loses the maximum of 23,500 XP, and still has enough XP to be 16<sup>th</sup> level, then the character remains 16<sup>th</sup> level. A 16<sup>th</sup>-level character who has earned less than 23,500 XP towards 17<sup>th</sup> level loses the normal amount specified by the core rules and always falls back to 15<sup>th</sup> level.
- To prevent abuse of the magic item creation rules, 16<sup>th</sup>-level characters may not spend more than 16,000 XP on crafting a single magic item, even if the character has enough total XP to spend 16,000 XP and still remain 16<sup>th</sup> level.
- The “lifetime XP cap” for all characters is increased from 240,000 XP to 300,000 XP. A character that reaches the lifetime XP cap must be retired from the campaign.

### High-Level Campaign

Although the 2005-01-25 LARC makes reference to a separate “high-level campaign” for characters of 15<sup>th</sup> level and above, after considering the options, the campaign staff has determined that launching an entirely separate story arc specifically for high-level characters would not be in the best interests of the campaign as a whole at this time. We want as many players as possible to be able to experience the entire Hard Point story arc, and separating that story arc into “low-level” and “high-level” tracks does not seem like the best way to accomplish that goal. At the same time, the escalating nature of the threats plaguing Onara calls for heroes of a certain caliber, and we don’t want to have to diminish the threats to an unrealistic level by scaling them down to APL 2.

To try and strike a balance between showcasing a level of danger that is appropriate to the story while still keeping the adventures accessible to all players, we will slowly ratchet up the minimum APL needed for the Hard Point adventures in Year Four and beyond. For example, all of the Year Four Hard Point adventures will have a minimum APL of 7 and a maximum APL of 15. Year Five Hard Points will have a minimum APL of 7 or 9 and a maximum APL of 17.

We believe that these changes will keep the campaign accessible to all players (getting a character to 6<sup>th</sup> level is fairly quick) without forcing us to write special adventures for a very small subset of the total player base. We will always support the full range of APLs at our campaign-wide special events, such as Battle Interactives, and we plan to release special events for home play that are targeted specifically to high-level (or low-level) characters, but there will not be an entirely separate “high-level campaign.”

### Level Cap for 16<sup>th</sup>-Level Characters

One of the promises that we made when the campaign first began was that PCs would have the opportunity to reach 20<sup>th</sup> level. We still intend to fulfill that promise, but we have not figured out the best way to do so while still preserving the integrity of the story over the entire range of PC levels. Therefore, we are introducing an artificial “level cap” of 16<sup>th</sup> level. Characters who reach 16<sup>th</sup> level cannot advance to 17<sup>th</sup> level, no matter how much XP the character accumulates.

The purpose of this change is to keep PCs at 16<sup>th</sup> level for an extra year while we get the campaign ready to support APL 17, APL 19, and ultimately APL 21. When the campaign is ready for higher-level play, most likely in early 2007, we will raise the level cap and those characters who have earned enough XP to advance beyond 16<sup>th</sup> level will be able to do so immediately.

At one time, the campaign implemented a “half XP for all characters above a certain level” rule. Experience has shown that this rule did not affect all characters (or all players) equally. Instead of repeating that mistake, we feel that simply stalling the advancement of the highest-level characters currently in the campaign will achieve the same objective but without bias.

**To be clear:** 16<sup>th</sup>-level characters continue to earn full XP for the adventures they play, and must continue to track their adventures played and XP earned on a log sheet just like any other character.

This is a retroactive change, which means that as of the March 2006 issuance of this ruling, there are no 17<sup>th</sup>-level player characters in LIVING ARCANIS, period. Any character that currently has enough XP to be 17<sup>th</sup> level is reduced to 16<sup>th</sup> level until the campaign rules are updated to raise the level cap. The character does not suffer any loss of XP or other penalty as a result of this ruling and is not considered to have “died” or undergone any other sort of traumatic event.

There are several potential consequences of stopping characters from gaining levels while not stopping them from earning experience points. One is that by the time we increase the level cap and a character who had been 16<sup>th</sup> level for a long time finally reaches 17<sup>th</sup> level, that character will have had a much greater opportunity than normal to accumulate wealth, including magical equipment. Considering the overall power levels of high-APL characters, this is not a situation that the campaign staff is worried about. There will be no lowering of the treasure cap for APL 15 modules nor will there be any special total wealth or other restrictions placed on 16<sup>th</sup>-level characters above and beyond what is already in the LARC.

A second (and more problematic) issue with instituting a level cap is that the consequences of dying suddenly have the potential to become much more severe in terms of lost XP. To avoid 16<sup>th</sup>-level characters suffering massive XP loss, the campaign is also implementing a cap on the amount of XP that a character can lose from a single death. Under the core rules, the most XP a 16<sup>th</sup>-level character could possibly lose from dying would be if that character died while 1 XP away from 17<sup>th</sup> level. The character would fall to 15<sup>th</sup> level, halfway to 16<sup>th</sup>, and so the character would lose 15,999 plus 7,500 = 23,499 XP. Therefore, we are ruling that in LIVING ARCANIS, a 16<sup>th</sup>-level character cannot lose more than 23,500 XP from a single death.

Under this ruling, it is possible that a 16<sup>th</sup>-level character who has earned 23,500 XP or more towards 17<sup>th</sup> level could die, lose the maximum of 23,500 XP, and still be 16<sup>th</sup> level. A 16<sup>th</sup>-level character who has not earned at least 23,500 XP will still fall back to 15<sup>th</sup> level if she dies. If a character dies multiple times, the

character still loses the appropriate amount of XP each time, so our example character (who died and was still 16<sup>th</sup> level) would fall back to 15<sup>th</sup> level as usual if she died again before earning back all of the XP that she lost from her first death. This change has absolutely no effect on characters of 15<sup>th</sup> level or below, since even a character that is 1 XP away from 16<sup>th</sup> level and dies will lose less than 23,500 XP.

A third consequence of allowing 16<sup>th</sup>-level characters to accumulate more XP than they “need” to reach 17<sup>th</sup> level is that it might open up opportunities for characters to spend massive amounts of XP on the creation of powerful magic items. To prevent abuse of the crafting rules in this fashion, we are implementing a single-item limit of 16,000 XP. In other words, a 16<sup>th</sup>-level character cannot spend more than 16,000 XP on the creation of a single item, even if the character has earned enough XP to be able to spend 16,000 XP and still remain 16<sup>th</sup> level.

## Character Retirement

In the 2005-01-25 LARC, we implemented a “lifetime XP cap” of 240,000 XP. A character who reaches the total lifetime XP cap must retire from play. This rule is intended to prevent players from prolonging a character’s life indefinitely by deliberately getting the character killed, crafting a gigantic number of magic items, etc. Because we are increasing the amount of XP characters can earn before they are permitted to make 17<sup>th</sup> level, we also need to increase the lifetime XP cap.

All characters in the LIVING ARCANIS campaign must retire after reaching a total of 300,000 experience points earned, regardless of whether they have reached 21<sup>st</sup> level or not. This number represents a total of all experience gained in the campaign and includes any experience lost for any reason, including death, magic item creation, and the 20% XP penalty for “uneven” multiclassing.

All PCs must track their “lifetime experience” separately from their regular experience total. This “lifetime” total must include all XP ever gained by that PC. The standard campaign log sheet provides a place to track this lifetime XP total; any variant log sheet that a player designs for her own characters must also contain a way to track lifetime XP.

## Certificate Errata

Although we try to keep the campaign certificates error-free, mistakes do occur. This section should be considered a replacement or addendum to the relevant text in the LARC.

### Favor of the Silence and Chosen of the Silence

As detailed in this Rules Update, these two certificates have undergone some changes. Any character who has either of these certificates may treat the following text as in-character information:

*Since the day when you were first touched by the mysterious force known as the Silence, you have carried a spark within you. That spark opened up new pathways within your mind and gave you strange and wonderful abilities. For the last several days you have felt that a change was coming. Your dreams have been filled with visions of a perfect Onara, a utopia where all living things will be at peace, existing in a state of perfection. Surely this must be the world, the paradise, that was intended at the moment of Creation.*

*The spark within you is beginning to grow. It conveys a sense of longing, of need. You hear no voices, no whispers in your head; just the ever-brighter visions of perfection, visions that you somehow know will only come to pass with your help. The Silence has come to you for a purpose. Your purpose. In that instant, you realize that you have a choice to make: embrace the Silence and its gifts or repudiate them. Assist in the birth of that perfect Onara, or abandon it and watch as all of Creation’s true glory falls into ashes and is lost forever. A sense of urgency builds within your soul. The moment is upon you: which world will you choose?*

All characters who are not members of the Mourners in Silence and who have the *Favor of the Silence* and/or *Chosen of the Silence* certificates must now choose whether or not to keep them. Characters who are members of the Mourners in Silence do not have the option; their choice has already been made. Keeping the certificates does not automatically require a character to join the Mourners, but doing so provides certain benefits and access to training as detailed in the section on **Preternatural Psionics** earlier in this Rules Update. Regardless, any character who keeps these certificates should take note of the new rules text provided herein, which supersedes all other text on the certificates themselves and in the 2005-01-25 LARC.

#### Favor of the Silence

*You have accepted the touch of a strange and mysterious entity known only as the Silence. You now carry a spark of powerful psionic energy within you.*

You gain the Wild Talent feat as detailed in the d20 Psionics SRD. This conveys upon you the status of a psionic character. You gain a reserve of 2 power points and may gain psionic feats, metapsionic feats, and psionic item creation feats.

If you are a Val, you are now considered awakened and may access your racial PP reserve (which stacks with the benefits of the Wild Talent feat).

You do not gain the ability to manifest powers simply by virtue of having this feat, but you may now take levels in psionic base classes and certain psionic prestige classes for which you meet the prerequisites, even if you are not a Val. However, all of your psionic powers are now considered preternatural, which means that they follow the “psionics is different” variant in the d20 Psionics SRD. See the current LARC for a detailed explanation of the differences between preternatural psionics and regular psionics, and how both interact with magic in the world of Arcanis.

Although you do not have to join the Mourners in Silence, the only way for you to receive training in any psionic base class or psionic prestige class is through the Mourners. You must have a minimum of five (5) points of Fame with the Mourners before they will agree to train you. You do not have to be a member of the Mourners, nor do you have to have any Fame with them, in order to select psionic, metapsionic, or psionic item creation feats.

If you are a member of the Mourners in Silence, you gain a one-time bonus of two (2) points of Fame with that organization upon receiving this certificate. If you are not currently a member, then you do not gain the Fame unless and until you join the Mourners. See the LARC for more details on Fame and Infamy in general and the Mourners in Silence in particular.

Some characters who started out with the *Favor of the Silence* subsequently gained the opportunity to advance their standing with the Silence, acquiring the *Chosen of the Silence* certificate. This cert is a companion to the *Favor of the Silence* (i.e. it does not void the earlier cert; they work together). Its new text is as follows:

### **Chosen of the Silence**

*You have proven yourself a worthy instrument of the Silence. The spark of psionic energy within you grows stronger, and new pathways are opened within your mind.*

You gain the ability to manifest a single 1<sup>st</sup>-level psionic power of your choice from either the Psion/Wilder or Psychic Warrior class lists. If you already have a manifester level from other psionic classes, then you can manifest this power at the highest manifester level you have attained; otherwise, you have a manifester level of 1 for all purposes pertaining to this power. (This cert does not grant you an actual manifester level, and it does not add to any manifester levels gained by taking psionic classes.)

If you already have one or more manifesting classes, then you may choose to add this new power to your list of powers known and treat it like any of your other powers known from that class. If you do not have levels in any manifesting classes, then you use your Charisma modifier to determine the saving throw DC (if any) for your power.

If you are a member of the Mourners in Silence, you gain a one-time bonus of three (3) points of Fame with that organization upon receiving this certificate. If you are not currently a member, then you do not gain the Fame unless and until you join the Mourners. See the LARC for more details on Fame and Infamy in general and the Mourners in Silence in particular.

### **Recognition / Favor from Heart of the Matter**

We're not quite sure how it happened, but a few of the conventions that premiered the adventure *LA-SP4-10 Heart of the Matter* ended up with a draft version of the certificate file instead of the final version. The only change of any significance pertains to the Elorii favor cert. The cert is titled either ... *of Elonbé* or ... *of the Laerestri* depending on which version of the file the convention was sent.

The correct text of this certificate is provided here. We hate to issue a spoiler, but the change to the cert is very dramatic and could have a significant impact on someone's character, so we wanted to make sure it was widely distributed. If you have a version of the

certificate that does not match this text, then you must abide by the updated text presented here.

If you have already used the cert in a way that is not allowed by the new text, then you must retroactively repair your character to remove the effects of the cert (and you get the cert back, to be used according to the corrected text). In particular, this cert cannot be used by a non-Elorii character to gain an invitation to a base class (such as Suomar) or prestige class (such as Berotar) that is restricted to Elorii only.

Please [contact the campaign staff](#) if you have any questions.

### **Recognition of the Laerestri**

For your actions, you have been recognized by Hanalathir of Elonbé, one of the senior counselors to the Laerestri. He may call upon you in the future should the need arise. You gain a +1 circumstance bonus on social skill checks with Laerestri NPCs if you mention that you have done a service for Hanalathir. Additional uses of this favor may be revealed in future scenarios.

Any character (regardless of race) may expend this favor as a Power Level 4 favor in the nation of Elonbé. An Elorii may instead expend this favor to gain access to any prestige class that requires a certified invitation and is restricted to Elorii only. Strike through this paragraph when either benefit is used.

### **-OR- Favor of the Laerestri**

In addition to the actions that garnered you his recognition, you have performed an additional service of great value to Hanalathir and the Laerestri. As a result, in addition to the other benefits listed above, this favor is treated as a Power Level 7 instead of a Power Level 4. It is still only valid in the nation of Elonbé.

Furthermore, a non-Elorii character who is to be punished for trespassing into Elorii-controlled lands may void this certificate to instead be released back into non-Elorii territory without further punishment. This requires the expenditure of 10 TU in order to locate Hanalathir so that he can speak on your behalf. This benefit may not be used when dealing with Malfelen Elorii or to avoid punishment for any crime other than trespassing.

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