

## Welcome to the Living Arcanis 5E Campaign

The Arcanis living campaign has been running non-stop since it premiered at Origins 2001, first using the D20/3.x ruleset, next with the ongoing Arcanis the RPG (Legends of Arcanis), and now using the new 5th Edition mechanics with Living Arcanis 5E, which runs parallel to the Legends of Arcanis campaign.

The adventures presented are part of a rich tapestry that tells the story of the people of Arcanis. While some of these adventures may be played independently of one another (Soft Points), they all weave a story and help unlock the multiple mysteries of the world. The world of Arcanis has a deep and detailed history where written records may contradict each other. Uncovering the truth of what actually happened is a source of additional enjoyment for players, who peel back the secrets like the layers of an onion.

The campaign adventures are designated either as Introductory, Soft Points, and Hard Points.

**Introductory** adventures are designed for beginning Heroes (and players) who are just starting adventuring in and learning about Arcanis. The eight adventures in this packet take your Heroes across the Known Lands, introducing them to many of the different cultures and peoples of the Shattered Empires.

**Hard Points** are adventures that form the backbone of the story arc and it is highly recommended that they be played in order. They tell a grand adventure with a beginning, middle, and end and is sometimes likened to the spine of the campaign. The campaigns available at this time is the *Coming of the Destroyer* (completed) and the *War of the Paragons*, the current story arc of the Living Arcanis 5E campaign.

**Soft Points** are adventures that may be played in any order, unless designated as being part of a multi-part story. The locales, peoples, and situations spotlighted in the Soft Points touch upon periphery story items that the Hard Points didn't focus upon. If the Hard Points is the spine of the story arc, then Soft Points are its ribs.

If you find that you have questions about the rules and/or the setting, there are several resources where you can pose questions and join the Arcanis community. Note: These forums and Facebook pages have a strict 'No-Flame Zones' policy.

**Paradigm Concepts Forums:** <http://forums.paradigmconcepts.com/index.php>

**Arcanis World of the Shattered Empires Facebook page:**

<https://www.facebook.com/groups/643169139185691/>

**Official Arcanis Organized Play Campaigns Facebook Page:**

<https://www.facebook.com/groups/1118837464832751/>

If you would like to learn more about Arcanis, there is a **FREE** Primer that can be downloaded here:

<https://www.rpgnow.com/product/194097/Arcanis-5E-Primer>

The Arcanis 5E Campaign Setting and the other products in the series can be found at your FLGS or can be ordered directly from Studio 2 Publishing, our fulfillment partner.

<https://studio2publishing.com/collections/all-products/arcanis>

This introductory packet contains the following:

This **READ ME FIRST** document

**Pre-Gens (8):** 1st level characters

**Campaign Rules (Living Arcanis 5E Campaign Guide)**

**Character Sheet**

The following Adventures and associated Character Records and Certs as appropriate:

LA-Intro-1-1 *Taboo*

LA-Intro-1-2 *A Thousand Words*

LA-Intro-1-3 *Unbated and Envenomed*

LA-Intro-1-4 *Whispers of the Gods*

LA-Intro-1-5 *To Die Alone*

LA-Intro-1-6 *In Plain Sight*

LA-Intro-1-7 *Espionage*

LA-Intro-1-8 *The Gleam of Fires, the Throb of Drums*

**Ad Sheet** with the current Arcanis product line as of 10-01-2018

Thank you for giving the Living Arcanis 5E campaign a try and get ready to **Leave Your Mark Upon the Shattered Empires!**