

LIVING ARCANIS Rules Update

February, 2008 (v2)

This rules update is the final set of campaign-rule changes before the next update to the LARC (honest, this really is the last). It deals with incorporating the *Magic of Arcanis* errata and the replacement of the *Expanded Psionics Handbook* with *Psionics Unbound*. It also formalizes the removal of the *defending* enhancement from the campaign.

We apologize for posting a second version of this document. A number of people complained that the rebuild was too restrictive, and that certain matters were a little too unclear, so we have revised the Rules Update to address those concerns. Significant changes from the initial version are [highlighted](#) to make them easy to spot.

The following rulings are in effect as of 7 February 2008.

Adoption of the *Magic of Arcanis* Errata

The official errata for *Magic of Arcanis* are now official for the LIVING ARCANIS campaign. All characters must comply with the errata. There are no exceptions to this rule. No character may be played in any LIVING ARCANIS event until that character is compliant with the errata.

You may download the errata from any of the following locations:

- <http://www.paradigmconcepts.com> (the PCI website)
- <http://www.livingarcanis.com>

The *Magic of Arcanis* errata file is also available in the Files section of many of the campaign's mailing lists, including LA-Talk, LA-Rules-Discussion, and LA-Rulings.

Altherian Artificers have a number of significant changes to their clockwork companions. Because of this, they may receive a full refund of gold pieces and XP spent upgrading their previous clockwork companion and instead start with a new companion. The new companion may then be advanced as desired, including applying all of the normal free advancements, as determined by the artificer's class level.

To be clear: All of the restrictions and requirements that are placed on elements of *Magic of Arcanis* in the LARC are still in force (such as the additional requirements for Man-At-Arms and Master-Smith).

Adoption of *Psionics Unbound*

With the release of this Rules Update, the *Expanded Psionics Handbook*, and all of its enclosed materials, is no longer a valid sourcebook for the LIVING ARCANIS campaign. Instead, *Psionics Unbound* is now the official LIVING ARCANIS sourcebook for psionics. All current errata for the *Psionics Unbound* book are also required for the LIVING ARCANIS campaign, and players must make use of the published errata.

Val are not required to undergo an awakening ritual. For the purposes of the LIVING ARCANIS campaign, any Val who wishes to be psionically active is assumed to have been successfully awakened. Val families that are specifically detailed as having no awakening ceremony (such as the val'Vasik) are unaffected by this, and must develop psionic powers as normal.

Base Classes detailed in the *Psionics Unbound* book are largely open, and for this reason, any character who meets the listed LIVING ARCANIS requirements (these are detailed at the start of each section of classes) may take levels in those classes.

Val Family Prestige Classes are considered open; however, players are reminded of the restriction that LIVING ARCANIS PCs face when taking these classes. You may only have levels in one Val Family Training Regime.

Sansho Hunter is the replacement for the Slayer prestige class from the *Expanded Psionics Handbook*. In LIVING ARCANIS, a PC must have documented the slaying of a creature of their chosen favored enemy type before they can take levels in the Sansho Hunter prestige class. This is the same requirement that formerly existed for the Slayer prestige class.

To be clear: This documentation may come in two forms: either (1) a notation, signed by the GM, that you successfully killed a creature of your chosen type during an adventure or (2) a campaign-issued certificate that commemorates the slaying of a specific type of creature.

In case (1), you must have successfully identified the creature in question and the adventure must explicitly state that it is the creature in question (best guesses do not count here). Finally, the slain creature cannot be a half-breed of its race, or other oddity; it must be a full example of the creature in question.

For example, the entropic creatures during one of the early adventures in the campaign cannot be used to qualify for this prestige class as no PC can recognize their nature or identify them (at least at the time they potentially killed them). Another example would be half-human, half-Il'huan that may or may not be encountered. As they are half-breeds, slaying such creatures would not fulfill the entry requirement for this prestige class.

Voiceless One Prestige Classes are closed content to LIVING ARCANIS characters; these are solely the domain of the authors and campaign staff of the LIVING ARCANIS campaign. You may still, however, find them a useful read; if only to be prepared when you face these foes.

Restricted Powers do exist in *Psionics Unbound*. The following powers are restricted and are only available as detailed in the LARC.

- *Errant Strike*
- *Psionic Plane Shift*

- *Reality Revision*
- *Shred the Planes*

Equipment detailed in *Psionics Unbound* is considered to be restricted materials, although the *LIVING ARCANIS Marketplace and Item Creation Guide* provides access to a majority of the psionic items.

Some characters may have psionic items, purchased at a marketplace, that no longer exist (such as a dorje of a power that doesn't exist anymore). Such items must be voided, with the current owner of the item receiving a full refund on the current market value of the item.

Spells detailed in *Psionics Unbound* are open content for the LIVING ARCANIS campaign. Any character may take these spells, or purchase consumable items based on these spells (subject to the normal purchasing rules of the campaign).

Rebuilding Characters

Because this is the final rules change for the LIVING ARCANIS campaign before the end of the first core story arc, and because of the number of changes that are being made to *Magic of Arcanis* via its errata file, the campaign staff has decided to open this rebuild to be an unlimited rebuild.

Thus, any and every LIVING ARCANIS character may undergo a full rebuild. This rebuild is optional for anyone who does not use psionics; however, any whose character makes use of psionics is required to rebuild into the new ruleset.

During this rebuild you may change any of the following as you desire:

- Race (including bloodline)
- Gender
- Ability Scores
- Classes
- Feats
- Skills

You cannot exchange equipment during this rebuild (except as noted below for specific types of refunds), nor does your XP total change. You do not receive a refund of any Time Units that you have ever spent for any purpose in conjunction with this rebuild; however, this rebuild also has no Time Unit cost associated with it.

Item Creation feats may be exchanged for other feats; however, all equipment you own that has been created or modified by an item creation feat you no longer possess must be refunded for its full value when the feat is lost. You regain any XP you spent to craft or upgrade the item as well as its current market value. If the item is a charged item with less than full charges, you do not regain any XP spent to craft the item, you only regain its current market value.

Mastersmiths who choose to rebuild into a different class must immediately refund any item of Legendary quality that they have crafted for its full market value. Other items they have crafted of lesser value may be retained or refunded as the player desires.

Prestige Classes that you choose to enter can only be taken at the point in your character progression where you would have met all requirements to enter the class. For example, you may only enter Slayer at the next character level after the level you were when you first killed a creature of your chosen type.

For example, Alearn was 13th level before he managed to find and kill an Il'Huan. Thus, when rebuilding he cannot enter the Slayer (Il'Huan) prestige class before 14th level, even if his rebuilt character meets the other requirements for the prestige class before then.

Character Names can change during the rebuild to reflect any change in race, such as the naming conventions followed by the Val race. Thus, a PC who was a Val, but is now no longer a Val, must cease to use the Val family surname. A PC who was not a Val but who becomes one must start to use the Val family surname. (It is also possible for a Val to simply change their chosen bloodline and associated powers, in which case no name change is necessary.)

To account for these potential name changes, you may create a logsheet entry that lists the event as "2008 Campaign Rebuild" and in the play notes record your original character name and the new character name. Have the judge at your next event sign this entry when they sign your logsheet.

Removal of the Annual Rebuilds

With this final update to the campaign rules, and the generous rebuild that is being offered, the campaign staff feels that this is an appropriate time to remove the annual rebuild rules from the campaign.

As of this Rules Update, there are no more annual rebuilds allowed in the LIVING ARCANIS campaign.

To be clear: Characters below 4th level may still be freely rebuilt using the existing "character recycling" rules; the recycle option is intended to be an enticement to new players, both to Arcanis and to the game as a whole, and it forms part of the core package that the campaign staff feels is important to encourage new players. Only the Annual Rebuild rules are affected by this change.

Removal of the *Defending* Enhancement

The campaign staff has previously detailed our intention to remove the *defending* weapon enhancement from the campaign. This Rules Update makes this change official and obligatory (since the previous Rules Update there has been a voluntary phase-out of the old rule). The latest release of the *Living Arcanis Marketplace and Item Creation Guide* (version 2008-02) contains the *guardian* enhancement (see page 24).

At this time, if you possess a weapon that currently has the *defending* enhancement, then you must make a choice from the following options:

1. Switch to the new *guardian* enhancement at no cost.
2. Replace *defending* with another enhancement of exactly equal value (+1 market price adjustment) that is available in the current *LIVING ARCANIS Marketplace and Item Creation Guide*,
3. Remove the *defending* enhancement entirely and receive a refund for the difference in market price.

You do not receive any cash refund unless you completely remove the enhancement, even if the option you choose somehow changes the market price of the affected item. You cannot receive a cash refund for an item whose certificate value is listed as priceless; you must select one of the other options listed above. You must select one of these options before you next play the affected character.

Special Note: Characters who have the certificate *A Smith's Gift* from the adventure *Hand of the Master* may only choose the *guardian* enhancement as their replacement for the *defending* property granted by that certificate. You may not choose a different +1 enhancement nor may you receive a refund. This is to maintain the story reason behind the certificate.

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