

# Campaign Guide

## Things you must decide

1. Deities and religion. (We have a pantheon of 17 core deities, one for each of the planes.)
2. A calendar.
3. The number and nature of the suns, moons, and any other relevant planets.
4. Which multiclass and dual-class combinations are legal. (We allow all combinations as long as two classes of the same base class aren't mixed.)
5. The nature of magic. Especially how druidic, paladin, and ranger magic works in your milieu.
6. How magic item manufacture and [recharging](#) magic items will work.
7. What alignment looks like, and what in-world effects it has.
8. Where can silver and cold iron weapons be obtained?

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