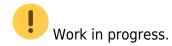
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Campaign Guide



Things you must decide

Early on, you will need to be able to have information on:

- 1. Deities and religion. (We have a pantheon of 17 core deities, one for each of the planes.)
- 2. A calendar.
- 3. 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.)
- 4. What alignment looks like, and what in-world effects it has.
- 5. Where silver and cold iron weapons can be obtained.

Later on, you will want to have information on:

- 1. The number and nature of the suns, moons, and and any other relevant planets.
- 2. The nature of magic. Especially how druidic, paladin, and ranger magic works in your milieu.
- 3. How magic item manufacture and recharging magic items will work.
- 4. How do class-related guilds and organizations work, such as the thieves guild, assassins guild, druidic circles, and paladin orders.

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