

RPGA Living Campaigns



The RPGA

The RPGA network is a global association of roleplayers who get together at conventions, games days and even homes, to share the enjoyment of roleplaying. In Australia and New Zealand the primary focus of RPGA activity is the many d20 campaigns - bring your own character games with setting from D&D v3.5 to gothic horror to space opera.

Playing Living games at Arcanacon

This year there are a selection of living events available for the keen player. A number of the events will fit within Arcanacon's standard 3 hour slot and can be played along as per any other single session game. These include a number of the new Greyhawk Regional games for the Ratik region.

Some games will run too long for this option, and so we are offering a Living Arcanis, Living Greyhawk and Xendrik double - two events in three sessions. There's also the 3 session Living Interactive, running all Saturday. Specific details for games will be added as they become available.

Living Arcanis

Living Arcanis is the RPGA-enabled campaign run by Paradigm Concepts Inc. It is a high-intrigue, Roman-Empire type fantasy setting that uses the current edition D&D d20 rules set.

Living Arcanis is the "thinking gamers" campaign. A campaign where things are very much in the gray, intrigue is more common than oxygen, the world is always on the brink of world-shattering events and heroes are truly heroes. Pure brawn might get you somewhere, but not far enough - the big dimwitted fighter will have a hard time at anything more than mercenary work, but then again, for whom? What will his choice of employer be and how will that affect his future? His connections? It is a land of magic where payment is readily available but the cost of living is as ever-changing as the currents of air in the sky.

Intrigue, good stories, engaging history, challenges and hard won rewards

<http://www.onaraonline.org/>

Ebberon - Mark of Heroes

The world of Eberron is ravaged by centuries of war that have only recently ended. Enemy nations that fought each other to a standstill over countless, bloody battlefields now turn to subtler methods of conflict. The assassin's dagger replaces the warrior's sword, and the conspirator's whisper speaks more loudly than the general's bellow.

While nations scheme and merchants bicker, priceless secrets from the past lie buried and lost in the devastation, waiting to be tracked down by intrepid scholars and rediscovered by audacious adventurers.

Every character in the campaign is a member of an adventure society called 'The Diggers' Union. For over a century, this semi-independent organization has supplied treasure hunters and adventurers to Morgrave University and its affiliates for various special projects. With the end of the Last War, the organization has expanded to become a full-grown adventurers guild independent from, but still friendly with, the powerful dragonmark houses. It supplies veterans and bored youths with hospice and employment from a variety of patrons. Diggers' Union halls are scattered throughout Khovraire, and the organization even has outposts in far off Xen'drik and Aerenal. Get ready to make Eberron your new gaming home!

Living Greyhawk

Great adventure, exotic lands, ruthless politics, foreboding dungeons, and fantastic escapes. The Greyhawk campaign depicts a magical land at the crossroads of countless possibilities. The Greyhawk's world of Oerth is a place where powerful creatures contest with humanity and other races, where good folk struggle against evil, and Law wrestles with Chaos. Oerth is a world of magic, mystery and the imagination.

RTK7-I01 Powerplay

In winter months, travel ceases and indoor activities abound. One of the highlights of the calendar is the Needfast Ball, held in Mamer. The Ball is not a single event, but a series of parties and political manoeuvres over the week that shapes the financial and military goals of the noble houses over the short summer campaign season. As is usual for the festival week, a grand tourney is also sponsored. Can you influence the houses or maybe win the Tourney of the Alabaster Cup?

An interactive adventure for Character Levels 1-9 (APL 2-8)

RTK6-04 Those At Sea

By Mark Somers and David Adams for APLs 2-6

Over the years the relationship between Ratik and the Schmai has fluctuated between a chilly peace and open warfare. Lexnol originally brokered the peace, and the Schmai would only deal with him. Since he has been incapacitated no dialogue has been able to take place. But now one Schmai chieftain seems open to dealings with other Ratikans. The negotiations will

A one round nautical adventure set in the waters off the Archbarony of Ratik for characters levelled 1-7 (APLs 2-6).

RTK7-01 Thin Air

by Wes Nicholson

In the shadow of the Rakers strange events are afoot. A whole village has gone missing and no one knows how or why. Can someone get to the bottom of this mystery?

A one-round Regional adventure set in the Archbarony of Ratik for characters level 1-11 (APLs 2-8).

COR6-18 Storm Ebb

by David LoTempio

A natural disaster has struck the small fishing villages sprinkled along Woolly Bay. Refugees need heroes adept at building as well as battling or else something sinister may choose to nest in their submerged homes.

A one-round core adventure set in Hardy and its environs for characters level 1-11 (APLs 2-8).

COR6-19 Heir Aberrant

by Andrew Lloyd and Andrew Nuxoll

"Do not dabble with denizens of forbidden places, lest ye would become one." - Zashnichar

A bizarre creature needs help rescuing his master. Not all damsels in distress are as beautiful as the ones in the storybooks but this one may very well give you nightmares! The players of this adventure should be prepared for several unique challenges and puzzles in addition to more typical dangers.

A one-round Core adventure set in the Mistmarsh
for characters level 1-11 (APLs 2-8).

COR6-20 Shades of Grey

by Gary Milakovic

A chance encounter leads to a chance for adventure in a land held in the tight grip of a tyrant. Keep your eyes open; but no matter which way you're looking... it's the wrong way.

A one-round core adventure set in the domain of Greyhawk
and the Pomarj for characters level 1-15 (APLs 2-12).

Living Interactive

The Living Interactive event runs for 3 sessions on Saturday and is set in the Living Greyhawk universe.

The interactive is a mixture of in-character free-form and mini modules. No two characters will have exactly the same experience and you may get the chance to participate in a small part of this region's future. Limited numbers so book early.

Living Xen'drik

In the Eberron campaign setting for the Dungeons & Dragons role-playing game, Xen'drik is a continent to the south of Khorvaire. Xen'drik's coastline has been mapped but its interior remains largely unexplored, and the continent has a reputation as a land of secrets, danger, and mystery. Xen'drik and Khorvaire are separated by Shargon's Teeth and the Thunder Sea.

Xen'drik was once home to a civilization of giants which fell into ruin some forty thousand years ago. Primitive remnants of the giant civilization still exist within the land's jungles and mountains. Tribes of drow also live among the ruins of the giant civilization, possessing the most advanced society on Xen'drik. The elves of Aerenal, once enslaved by the ancient giants, originate from Xen'drik.

The trade city of Stormreach is located at the northernmost point of Xen'drik, and is the only modern city on the continent. Originally a pirate hideout built among the ruins of a giant city, it now serves as the first stop for travelers to the continent. All dragonmarked houses have agents in Stormreach. Some nearby giant tribes trade with Stormreach, but the inhabitants of Xen'drik become more hostile as one travels further inland. The economy of Stormreach is based primarily upon supporting expeditions to the interior, which are made in the interest of retrieving artifacts, magical items, and other treasures from the giants' ruined cities, temples, and other outposts.