

Mind's Eye Publishing
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Presents

Placidhaven™

A fantasy setting for use with the MEP Light RPG/Dice Game System.

This supplement is compatible with Hero 8™, Realmwalkers Light™, TekHL™, Soul Axis™, and Cychosis™.

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By: Grant Graves

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Placidhaven™ is MEP's official fantasy setting that also functions as its own game. Set in the realm from which the game is named, Placidhaven is full of swords and magic... and a dash of gunpowder.

This supplement contains tons of resource material for running a campaign in the setting. There are many templates, including some that were converted from the original Realmwalkers™ RPG. Also included are two new forms of magic, priest and druid. Haunted Steel, originally the name of the setting over a year ago, but was converted to Realmwalkers, has rejoined its home setting and is included in this book.

Pla

Placidhaven™ is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the character scores points. The character must score as many or more points than his opponent has before his opponent can score as many or more than he has.

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Everything is figured out using these rolls, from fighting to using special powers and talents.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

What can my character do in a round?

Anything he wants, he may use his powers, talents, or any equipment that he has. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time. This is also referred to as initiative.

Fighting

Fighting is big part of Placidhaven™. Your character has a statistic called points. Points act as an indicator of his power and toughness. His opponent must score that many or more points to beat him in a fight. Once he is beaten, he is out of the story.

To be played again, he must permanently subtract one point, before the next story, or must be discarded.

More than one?

On occasions, the character may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a character faces off against another individual. The individual may be a thug, a villain, or another character. If the character beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the character is able to rest for more than what would be considered three rounds, he gains all his points back. Otherwise, he gains only three per round.

Special Attack: Called Shot

Characters may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the character's points, he is automatically beaten.

Note on Confrontation Rolls

On occasions, characters may have the chance to roll an additional die to attempt to make a successful roll. The character is still only required to make a combination of three numbers for a success. The most dice a character may normally roll to attempt a success is 6.

The only exception to this is a power that allows the character to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the character always keeps the best combination.

Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules

that the opposing individuals have entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

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Your character in Placidhaven has only two primary statistics, Level and Points. Level indicates the power of the character. Points act as an indicator of the character's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

Creating Your Character

Level

Your character starts at first level. Depending on the number of battle points he has earned, he may increase in levels. The highest level possible is 8.

Points

Your character starts with 15 points. These points are used to purchase talents and gear. When a character desires to purchase a talent or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your character's points are the number your opponent has to score in a confrontation to beat you. If you spend to many points on talents or gear, you'll be easily defeated.**

More information on talents is provided in the Book of Talents. Gear can be acquired through any number of books in the MEP Light System.

Level	Points
1	15
2	20
3	25
4	30
5	35
6	40
7	45
8	50

*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart are how many points are added at that level. If the character is second level, he gains +5 points for a total of 20. The hero may purchase talents or gear at any time.

Battle Points

Whenever a character gets in a confrontation, he earns battle points. Normally, he earns one point per level of the opponent he defeats. The chart above defines the number of battle points required to reach any given level. When a hero reaches a new level, he gains more points with which he may purchase talents and gear.

Templates

Your character may choose a template, found in the template section. This template describes what the character's role is in the world of Placidhaven.

Some of the RPG elements that can be used to make Placidhaven more complex are the use of feats. A feat may be used in or outside a confrontation. The character may try any feat he desires, so long as it makes sense that he could do it. This requires a little common sense.

The referee may decide, if the feat is incredibly hard, to change the roll required, for instance, instead of any successful roll, the character would have to make a roll of all three numbers being the same.

Also, if there is a talent that the player wants his character to have that isn't listed, and most aren't, the referee must first approve it, then assign its cost. The same applies to gear and powers.

The referee may also add additional minor rules to handle situations, for instance how many points are scored if the character is hit with a car, or if he were to fall off a building. Although these points may not go to the opponent, unless he pushed the character off the building or ran over him, the points can be put in a **Garbage Pool**. A point pool for points that belong to no one. The character can be defeated by the garbage pool.

Following the above given examples, the normal rule is that if a character is pushed off a building, the garbage pool gains one of his points for every ten feet he falls. In the case of being run over, the garbage pool gains one point for every ten miles per hour.

The referee may decide to grant the character an additional battle point or two for difficult stories.

SWORDSMAN

A master with the blade, the swordsman is revered throughout countless ancient worlds. Often born with a natural aptitude for the blade, these men of legend spend their youthful years in studying the arts of fencing, and learning the ways of the sword from whoever can teach them.

They are those who have won wars with their blades and while individual strength and dexterity vary, they are a force who have shaped the histories of ancient worlds.

Weapon Expert: Receives weapon training: sword at no cost. In addition to this, they also score +1 point when using a sword.

Talents: Every swordsman must purchase a fighting style from those listed below. They are; Blind Fighting, One-handed Style, Two-handed Style, or Two Weapons.

THIEF

From the common brigand to the peasant hero, thieves play a detrimental role. Thieves are responsible for many a questionable manner of missions. More than a mere cutpurse, yet not as sophisticated as a spy, thieves use skill and cunning to achieve their goals, focusing their talents for crimes ranging from burglary and extortion, to kidnapping and murder.

Exclusive Talents

Gentleman's Charm (2) Thieves are renowned for having a sharp tongue. This talent allows the thief to enhance his ability to seduce and deceive, granting him +1 die when attempting to persuade.

Enhanced Reputation (2) The tales of the thief's deeds spread much quicker than normal. This talent acts as a double-edged sword. While the thief may be commissioned for jobs that grant bonus points, the authorities will definitely pay a higher bounty for him.

Improved Perception (1) Any decent thief can always spot a good score. With a talent for spotting valuables, the thief gains an additional +1 die to rolls for appraising.

PRIEST

The priest is an advocate of a mythos who seeks to use the powers bestowed upon him, by a deity of his mythos, to allow that mythos to prosper. They carry the word of their Faction to far reaches of the Cosmos, and all priests have the ability to use magic. This magic is bestowed in the form of prayers and gifts.

The powers that be select their priests based on many virtues; the primary being alignment. There are two classifications of priests within this focus; the priest of a good mythos and the priest of an evil mythos.

The selection of mythos is determined by the characters alignment. If the character has a good main alignment, he will be of an orderly mythos. If the character has an evil main alignment, he will be of a chaotic mythos. If the character has a neutral main alignment, he may select his mythos.

Prayers and Gifts

The powers of the priest manifest as prayers and gifts. Prayers and gifts are listed as **PR** and **PG** on the character sheet under type. They are listed in the Placidhaven magic section. Some have dual listing under the same power. The more positive version of that power is the effect of an order mythos priest performing that prayer or gift, while the negative aspect belongs to the chaos mythos priest.

Beginning Prayers and Gifts: The priest receives 3 one point prayers and any one gift at first level.

Free Skill: All priests get the talent Religion free of charge.

MAGE

By his ability to summon and control the raw energies of the Cosmos, the mage demands respect. Mages are characters, who through years of research and practice, have gained the ability to use common spell magic.

The learned mage prefers the study of arcane knowledge to physical studies, making him a weak fighter. While a mage is easily outmatched in hand to hand combat, his pursuit makes him a very dangerous foe; allowing him to strike safely, from a distance.

Ability to Use Magic

Spell Magic: The mage starts with 3 one point spells from Hero 8™: Magic, free of charge.

Spell Power Increases: as a mage becomes more experienced, and is exposed to more cosmic energy, he becomes a more efficient spell caster. At levels 3, 6, and 8 he gains +1 die when attempting to use a magic spell that requires a roll.

HEMIST

The alchemist is more than a mere medicine man. He is an ancient chemist. A scholar who's trade is both complex and demanding. The alchemist must spend hours a day maintaining his equipment, finding herbs, and mixing concoctions to create the powerful potions he requires. Alchemy is more than a skill. It requires years of training in biology, math, and chemistry. It is not a witch's art, but a science.

Talents: The alchemist must select the following talents; Biology, Math, Chemistry, Brewing, and Herbalism. The alchemist gains one of these talents at no cost.

Herbal Search: Knowing how and where to find the herbs of his trade is of the utmost importance to the alchemist. The alchemist may find any herb, if indigenous to the region in which he resides, on a successful roll.

Create Poisons: If the alchemist selects the talent of Toxicology, he may create poisons as the assassin.

Create Potions: The alchemist can create potions, magical and non-magical at 1/2 their normal cost (see **Magical Gear** supplement).

ARQUEBUSIER

The "new magic" gunpowder has been in existence in Placidhaven for only a short time. Its origins are based in the Kree Mountains in the western region of the realm. An area dominated by dwarves. Since its recent discovery, the Dwarven Nations have put this new tool to use in the field with the commissioning of the arquebusier.

Armed with his ancient firearm, the Arquebusier travels the dwarven domain distributing the justice of his king. A force to be reckoned with, the arquebusier is steadfast in his convictions, and the keeping of the secret that this new technology stay within the confines of the race, as the hierarchy sees fit.

As gunpowder is a very new technology in this realm, many do not know its proper use, or for that matter even of its existence. Currently dwarves are the only race with access to this remarkable technology. However, "thundersticks" have been spotted in the

possession of wealthy pirates and merchants in the Dragon's Spine region.

Select the Dwarf race template listed later in this section

Talent: All arquebusier receive **Weapon Training: Arquebus** at no cost and are required to select the Single-Handed Fighting talent.

Equipment: The arquebusier, is required to purchase the arquebus weapon.

ARARIAN

Mainly hailing from the Doomcrest region (the barbarian lands), barbarians live a simple life. Divided into clans, barbarians tend to stick to their own, not travelling far from the safe haven that is Doomcrest. Not many seek to pass through their lands, save the brave merchants travelling to and from Camshire, as barbarians shun strangers, keeping a vigil eye on travelers, often killing them over the slightest suspicion.

While the typical barbarian tends to stay within the comforts of his clan's domain, others are stricken with wanderlust and leave their homeland sojourning to the far reaches of Placidhaven.

Barbarians are natural survivalists. They live off of what the land can provide them and ask for nothing more than that. Their weapons are often crude, being made of rock and wood. Most barbarian clans do have the technology to create metal weapons, however, such is usually reserved for their leaders.

Their crude weapons are usually slings, or stone hammers, spears, axes, or knives. These weapons cause the same amount of damage as their metal counterparts, however, when used in combat, a roll of all sixes breaks the weapon, making it worthless.

Being natural survivalists, all barbarians receive the Survival talent at no cost. As barbarians have little need for anything nature can not provide for them, they are natural allies with druids.

Clans

If the player chooses, he may select to be a member of a Doomcrest clan. While there are nearly two dozen clans, most of them reside in a conglomerated region. The five largest clans are listed below.

Tyr Gngh (tear-nag): a small but powerful clan positioned near an ore mine, the Tyr Gngh is the only barbarian clan where all men have metal weapons. Upon reaching the age of manhood, sixteen, young men become clansmen, and are given a metal weapon, either sword, axe, or hammer to show their worth.

Odinblut: savage warriors, clan Odinblut's primary philosophies and teachings are war. Believed to be descendants of barbarian warrior stock as old as Placidhaven, Odinblut lives for combat and usually at the forefront of clan disputes. Powerful and merciless, strength is the main trait sought in young men in Odinblut's lands. Only the strong may join the ranks of this region's seat clan.

Upon reaching the age of sixteen, aspiring clansmen must vest their fathers or godfathers in a fistfight. Two moons from that day, the young man must kill a wolf with his barehands. Only then may he claim his right to be of true Odinblut blood. Characters from this clan have the Strong talent.

Ghorr (gore): the Ghorr clan is renowned for their innovative survival skills. Most young men, upon reaching the age of eight are dumped into the wild and forced to survive on their own for a week, with no prior training in survival. If the child lives, he taught the ways of the land. Upon reaching the age of sixteen, the rite of passage into

manhood is proven with the young man living in the wild on his own for a month. If he survives, he is considered a full-fledged clansman, with rights and a voice. Characters from this clan receive +1 die when using the survival skill.

R-thu (ra-tu): the R-thu clan is one of the oldest clans in the Doomcrest region. They claim heritage from the first barbarians that settled the region. They are also the most politically powerful barbarian clan.

While in the Doomcrest region, any member of the R-thu clan can demand food and shelter from any other clan village, except Tha Mhefh Bdh for up to three days. Also when dealing with other clans, members of R-thu gain +1 die to persuasion feat rolls.

Tha Mhefh Bdh (ta-ve-py, with the y as in yet): the way of the sword is the way of life for clansmen of the Tha Mhefh Bdh. All young men are taught the nature of steel and the wisdom of its use in combat. Upon reaching the age of sixteen, young men of this clan's shire must partake in and pass the ritual of the sword if they are to be deemed worthy of the clan's name. The rite is secretive, never spoken of between other men, but is just as much cognitive as physical. Some perish during the trial. Those with the wit and skill to pass, earn a powerful symbol in barbarian society, the trademark Tha Mhefh Bdh sword (a very finely crafted longsword, considered exceptional granting +1 point scored).

There are many other small clans, with limited land and scattered villages that dot Doomcrest. Most villages in the land have a population of less than one hundred. The small clans are constantly at war with one another. The five larger clans are secure enough as to not have to worry about being overpowered by one, two, or even three banded small clans. They do, however, have to keep an eye on the other larger barbarian clans.

Currently, Tha Mhefh Bdh is at war with the R-thu clan over slaughter of a noble convoy that was passing through the clan's territory. As no fugitives were ever brought to justice, responsibility fell on the entire clan.

Odinblut is at war with everyone but Tha Mhefh Bdh. They are considered the only other worthy barbarian clan. Tyr Gngh is considered poisoned by the steel the mine from the ground. They use it with such omission to its nature that it has tainted their strength, leaving them spoiled and weak. As for Ghorr, their absence of steel makes them weak. R-thu prefers to settle matters with a bribe or a meeting, always cowardly shying away from blessing their strength and steel with conflict.

Advice to travellers passing through the Doomcrest region:

Scattered Clans Province: not a suggested path, but better than passing through Odinblut's domain.

Odinblut: kills outsiders on sight, avoid if possible.

Tyr Gngh: stay away from their mines and they will usually leave you alone.

Ghorr: watchful of strangers, shuns those with a wealth of possession as defilers of nature and will usually kill them. The robbed ones of the great forest to the north are always welcome in their lands.

R-thu: usually friendly, at least upon paying them a small toll of possessions. They won't take anything of value, only odd trinkets, such as cookware and extra blankets, sometimes even shoes.

Tha Mhefh Bdh: very untrusting of strangers, however, they tend to welcome those in the company of swordsmen, only to test the mettle of combatants caught in their clan's lands. A fair contest, nothing lethal, unless you accidentally kill one of their clansmen.

R ID

Friend to the animals, protectorate of the wilderness, druids are steadfast in their convictions; to protect and serve nature at all costs. Bound by a covenant of naturalism, these powerful priests of the forest forsake all that defile nature.

Druids are very reclusive, keeping company only with those who are likeminded. They have a respect for rangers, but often consider themselves more loved by the forest. Druids despise those who harm nature in anyway, from the lumbering of trees, to the killing of wildlife. Those who do are dealt with mercilessly.

Special Abilities and Hindrances

Druids will not use any weapon or armor crafted of metal. They will not kill animals except in extreme conditions, such as a suffering animal that is beyond help. Every useful scrap of these unfortunate creatures goes for food and clothing. There is no other exception to kill animal.

As far as gear, druids start the game with a robe fashioned from the pelt of a dead animal, a small pouch, and a wooden staff. This comes at no cost.

Druids are not allowed to learn any talents that does not pertain to use in the wilderness. All other talents are considered blasphemies to nature, as they are the tools of her demise.

The Forest's Blessings

For such hard work, sacrifice, and moderation, druids receive a number of gifts from nature.

Total Sustainence: So long as the druid remains in the forest, he does not need to eat or drink, the essence of nature keeps his body nourished to peak physical health.

Forestmeld: In much the same manner as the veil hides the truth from the unaware, the essence of nature can hide the druid. Twice per day, the druid can request that the forest hide him. So long as he remains still, he is totally undetectable by any means, technological or magical.

Faer Magic: Druids have the ability to use faer magic. Faer magic should be listed on the character sheet as **FM** for **Faer Magic**. At first level, the druid may select three one point faers at no cost.

inHANDER

Fanatics for cause and race, the Einhandler serve as the protectorate of Elvin Culture. Skilled with both sword and magic, the Einhandler live only to serve elf-kind, and gladly risk life and limb in hopes of allowing elvin ideology to prosper.

Training for the Einhandler begins at a very early age. Students attend a special school where they remain for most of their pre-adventuring years. Taught only elvin culture, the students spend countless hours being drilled in subjects ranging from history and poetry, to magic and fighting tactics.

The selection process is constant and demanding; requiring the initiates to be both mentally apt and athletically inclined. It is rare to find an elf that possesses the skill, desire, and devotion to become a potential Einhandler. Even more so to find one that will succeed. Estimates concede one Einhandler per 15,000 elves. If an elf does manage to survive the rigors of the school, the end result is an unyielding fanatic masterly skilled in Elvin philosophy, magic, and fighting tactics.

Family life for the Einhandler is near non-existent. Usually detached from their blood families, Einhandler often prefer to consider themselves members of the Elvin family. Most eventually settle down with hopes of raising children and allowing the legacy of elves to continue.

Select the Elf race template listed later in this section.

Skilled Combatant (3) Required: A sword in the hand of an einhandler makes him one of the most formidable foes in Placidhaven; a powerful combination by which legends spawn. The einhandler begins learning the way of the sword at a very early age and continues training until graduation. During school all einhandler are taught to be one-handed fighters with swords; preferably a long sword. Upon reaching adventuring age, all einhandler have the **One-Handed Fighting Style** and **Weapon Proficient: Sword** talents.

The einhandler also receives a talent, special to them, known as **Breach Armor**. The talent teaches the einhandler how to expose and exploit the bends, breaks, and folds of worn armor, such as plate or chainmail. The skill costs no points.

After engaging in confrontation, if the einhandler spends one complete round, without using any turns, he may make a roll for Breach Armor. If he succeeds, the points provided by the armor is negated for the rest of the confrontation.

Magic Use (3) Optional: Selecting this talent allows the einhandler to use magic (Hero 8TM: Magic). The einhandler starts with no magic, but may purchase it by spending points. The character may only purchase magic that costs three points or less.

INTER

The supernatural hunter spends his years pursuing evil and destroying it. While not ordained as the paladin, hunters fight for the similar purposes and with the same conviction.

Just as the witch hunters of old, hunters are feared, yet held in awe by all who view them. Their presence literally emits an aura that attests any suspicions as to who approaches.

Each hunter fights for his own purpose, some feel it is their duty, but could not be ordained a paladin, others have deep seeded vendettas such as having lost loved ones to the creatures of the night. Whatever the reason, hunters, though many vary widely in technique and appearance, all fight for the same cause.

Talents: Each hunter must select Lore: Magic and Lore: Monsters. In addition, each hunter must also purchase Weapon Training: Blunt and Weapon Training: Sword by the time they reach second level.

Detect Evil: After spending much of their time hunting evil, hunters gain an instilled sense to detect evil. Hunters gain this talent at third level. The ability functions as the magic of the same name. The detection is constantly active and automatically successful.

Read Rhythm: the hunter receives the ability to read rhythm, as the skill listed in the Book of Talents. However, he may read any type of magic being used.

Specializing: Optional: Some hunters specialize in the type of creature they pursue. Specializing in a type of creature grants bonuses to the hunter, but only when hunting that creature. Furthermore, the hunter's ability to detect evil and read rhythm only works on that type of creature.

If a hunter chooses to specialize in hunting one particular type of creature, he will know every weakness of the creature, as well as all of its strengths. The hunter also gains a +1 die to roll when attempting to attack the creature or when using a talent against the creature, such as tracking. The hunter also scores +2 points when fighting creatures of that type. While any creature from dragons to orcs may be selected, most prefer to hunt vampires, lycanthropes, necromancers, general undead (skeletons and zombies), or any other creatures of the night.

Knight

Guardian of the king's laws, and protector of his domain, the knight is a figure forever immortalized by his deeds of bravery, honor, and forthright.

There are many career opportunities for knights. Some serve in the king's personal entourage, others seek careers in the military, commanding units. Still others travel the lands of the kingdom, distributing justice and upholding the ideas of the king. Others yet travel abroad, adventuring to other kingdoms in search of alliance or conquest. Knights may also take on personal quests, when on leave, or with permission from the king.

Just as paladins, knights have an obligation to uphold a code of honor, not to the church, but to their king. Knights are required to respect and uphold their code, for it is that which makes them more than the common soldier. Knights who break the code have a chance, on a successful roll, of losing their knighthood. This roll is made every time the knight breaks the Code of Honor.

Code of Honor

- Fight with both honor and mercy; never attack an unarmed enemy, fight with fairness, sparing the worthy.
- Show the greatness of your king by being an example for others to follow; have discipline, respect authority, be lawful, administer justice with fairness, don't be judge by anger, protect the innocent, respect women when in their presence, always be respectful of a host.
- Exhibit courage, if death is imminent, face it with bravery, dignity, and honor. Avenge wrong doings, never abandon those in need of your services, and always fight to uphold the crown.
- A knight's honor is bound by his word and deed. Always keep your word. Always show temperance and moderation. Carry the voice of your king with you, uphold his principles, and your own. Never betray the crown or those worthy to serve it, commoner and noble alike.

Talents: A knight must be as formidable a scholar as he is a combatant. When selecting skills, knights must select, Heraldry, law, and Pilot: Riding.

As far as combat, the knight must have at least one of the following fighting styles: One-handed Style, Two-handed Style, or Two Weapons. The knight must also obtain Weapon Training: Polearms (for lance use) and Weapon Training: Sword.

Abilities

Commission Others: Upon reaching third level, the knight may commission commoners, within his home kingdom, to fight for the sake of the crown. The knight will rally 1d6 commoners per level, who will fight with whatever weapons they have or are supplied and will serve for one week per level of the knight. The commoners are first level and have no talents, but will have swords.

Demand Shelter: While in his kingdom, or in an allied kingdom, the knight may demand shelter from any commoner for up to one day per level. The host will see to the knight's equipment and horse, run simple errands, and provide food and shelter.

Free Equipment: The character starts play with most of the equipment he'll need, without cost. The character has a horse, with saddle, bridle, and riding blanket, a lance, a sword of choice, and a suit of chain mail armor.

Gains a Keep: Upon reaching eighth level, a knight gains his own keep, with hereditary title as a gift from the king. The keep, while small, may support a small village. The actual details, including annual income supplied by the town, as well as annual duties paid to the king, are determined by the referee.

Paladin

The champion of light, the paladin is a holy warrior whose creed is matched by few. Ordained to the quest by God and the church, the paladin stands above all, journeying the lands, doing good deeds and distributing justice.

The paladin's code is designed to test the limits of his lawful nature. It holds justice and order above all, and ensures that purity prevails in all circumstance. Few have the discipline and moderation to uphold the values of the code. Paladin are constantly tested, in battle and in everyday life, by the code.

When a paladin breaks the code, he must repent. Repentance usually consists of seeking a temple of his mythos, where he may be purified or quested for purification. A paladin who does not attempt to purify himself after breaking the code, will lose his powers within one week. For the paladin to regain his powers, his repentance will be twice as difficult. If the paladin does not seek repentance after one month of breaking the code, his powers are lost forever.

The Paladin's Code

- Show respect to all, even honorable enemies in wartime.
- Always fight with honor, sparing those worthy of mercy.
- Uphold the laws of the land, regardless of where you journey.
- Always speak the truth, even if it costs you your life.
- Uphold the ideas of order, the church, and your deity; placing these first above all other things.
- Expose evil and face it head on, regardless of where it lurks. Never pander to its likes and never show it mercy.
- Show no fear before the enemy. If death is imminent, face it with bravery, dignity, and honor.
- Journey the land, never resting in one place for too long. Take the fight to those that oppose order, punish them justly, and move on. Distribute justice where there is none.
- When in the presence of a priest, or other righteous man, honor his deity if it is of order. Tithe half that as you would in your own church. If in the presence of a righteous man of your own deity, treat him with the respect due a man of his accord, for he is your brother. Travel with him to his destination, or as far as possible, protect him on his journey, for his work correlates your own.
- Give to the needy. Material possession weakens the soul and makes it susceptible to the taint of evil. Give everything except your required equipment to charity.

Paladin Abilities and Granted Powers

Priest-like Magic: The paladin may purchase one point prayers, as a priest of a good mythos. The paladin starts play with one prayer free of charge.

Gifts: At third level, the paladin may use the priest gift of Healing Touch as a priest of equal level. At fifth level, the paladin may use the gift of Turn Undead as a priest of equal level. At seventh level, the paladin may use the gift of Cure Disease as a priest of equal level. Each may only be used once per story, with the exception of Healing Touch, which may be used once per level, per story.

Combat Bonuses: Any time a paladin engages in combat against a creature of an evil alignment, in addition to his normal combat bonuses, he scores +2 points.

At third level, the paladin may call for a Retributive Strike that scores double points to any creature of an evil alignment. The Retributive Strike must be declared before the attack is made, and is executed on the next successful roll. This may only be used once per confrontation.

ANGER

The guardian of the forest, rangers are of close kinship to druids. Rangers live their lives surrounded by the forest, nestled by her beauty. When the wilderness cries for help, however, woe is he who seeks to harm her, for the ranger's wrath is unmatched.

Mostly hailing from Navanna Forest, rangers live a simple life. The love of nature provides them with everything they need. He lends her his hand in appreciation of her vast beauty, and she in return provides him with the essentials of life; food, shelter, water, clothing, and companionship.

Special Abilities of the Ranger

Forestmeld: in much the same manner as the veil hides the truth from the unaware, the essence of nature can hide the ranger. Twice per day, the ranger can request that the forest hide him. So long as he remains still, he is totally undetectable by any means, technological or magical.

Natural Survivalist: rangers gain the Survival skill at no cost with a +1 die to their rolls. They must also purchase Boyer-Fletcher, Hunting, Leatherworking, and Tracking.

Forest Libation: So long as they are in the forest, rangers never go hungry. If the ranger lacks the skill to hunt, whenever he becomes hungry, the forest offers him a variety of plant and insect life, from which he may obtain decent health. It is suggested that the ranger learn to hunt large game, however, for peak physical health. The forest only provides for the ranger.

Free Equipment: rangers start play with leather armor and one metal weapon.

Faer: perhaps the greatest gift granted by the forest is the ability to perform faers. Rangers have the ability to perform one point faers, however, they start play with none.

Rangers and their Forests

"Call her mother while in my presence poacher!"

- The Strider, Gaurdian of Navanna

While druids are priests of the forest Rangers can be considered to be its warriors. Ever vigil, rangers keep a watchful eye on Mother Nature, and are more than willing to sacrifice life and limb in order to protect her.

Those who seek to harm her by killing her children, burning her flesh, or profiting from her labors are damned. Defilers are often killed without remorse or mercy. All others are kept under a suspicious eye.

WARF

Racial Traits: Infravision (1), Natural Engineer/Craftsman (3), Longevity: 200 years (1).

Required Talent: Choose either Blacksmith (1), Weaponsmith: Ancient (2), or Mining (1).

Cost to Select: 6 or 7 points

May select another template.

Dwarves are fanatical, hard working demi-humans who stand about 4 to 4 1/2 ft in height. Their skin tones are often pale to light tan, with eyes that are usually dark colors. Dwarven hair is often coarse, tending toward shades of brown or white. Dwarves are also fond of beards. Few ever shave over the course of their lives, for the length of a dwarf's beard indicates stature in dwarven society.

Dwarves are well known for their stubborn, perfectionist ideologies. A dwarf would rather spend a year making a single hammer that would endure a century of work, than to create a thousand that would last ten years each.

Being very headstrong individuals, their opinions seldom waive from their inbred beliefs. They hate and mistrust magic, dislike humans and elves, thinking humans lazy and elvin craftsmanship poor. They often stick to their own, preferring a long, hard days work over relaxation.

Dwarven craftsmanship far exceeds that of any other race. Most dwarves spend about eighty years (from 5-85) in trade school learning the arts of their forefathers before desiring to adventure. Most specialize in one trade, usually smithing, soldiery, or mining. They contend to be the best in their fields, and settle for nothing short of that goal. To a dwarf, second place is the first loser.

F

Racial Traits: Infravision (1), Sense Magic (2), Longevity: 300 years (2), Natural Magic-user (3).

Cost to Select: 8 points

May select another template.

Slightly smaller than humans, elves tend to reach a height ranging between 5 to 5 1/2 feet. Their skin is often pale in color, their limbs and bodies thin and frail in appearance. Elves' faces are often sculpted works of beauty. Their cheeks are high and hollow, their ears pointed, their lips thin and eyes sunken. Eye color often ranges as humans, but also includes more extravagant variations such as emerald green and lavender. Their hair color ranges are also identical to humans. Elves tend to let their hair grow long. Often not cutting it for years.

Creatures of magic, elves commonly live deep within forests or high in the mountains, away from humans. Their existence is blissful. They prefer to frolic among the trees and live in peace. Elves are not unlike humans in most of their work ethics and mannerisms. Elves, however, hold their heritage, culture, and ancestry dearly, and go to great lengths to protect and preserve it.

Elves have a love for things of beauty. This can be noted in their arts and crafts. From weapons to buildings, beauty is regarded before quality. This is also noted in their practices in nature, never taking more than is needed to survive and prosper, and giving thanks to nature for its gifts.

GNOME

Longevity: 250 years

Racial Traits: Natural Engineer / Craftsman (3), Natural Scientist(3), Longevity: 200 years (1)

Cost to Select: 7 points

May select another template.

A distant cousin of the dwarf, gnomes are slightly smaller than their cousins, usually reaching only four feet in height. Other physical characteristics are identical to the dwarf, except gnome hair is often not as thick as dwarven.

Gnomes are renowned for their intuitiveness, intelligence, and grumpy dispositions. Preferring to be left to their research, gnomes take their work as seriously as their dwarven cousins. Many of Placidhaven's greatest inventors were gnomes. Gnomes are also known for their sacrificing of common sense for the sake of logic.

Most gnomish inventions are bulky and extravagant, making them either too complex or impractical to make life simple. Still though, gnomes are natural engineers and scientists.

AFIX

Racial Traits: Longevity: 200 years (1)

Cost to Select: 1 point

May select another template.

Short and plump, halflings only reach a height of about 3 1/2 feet. Their chubby, child-like, hairless faces and large, hairy feet are dead giveaways of their presence. Their hair and eye color fall into the same spectrum as humans.

Despite their chubby appearance, halflings are usually very fleet of foot. Despite their cheerful dispositions, many view halflings as annoying.

Halflings always prefer fun over work, and are shamed by dwarves for such philosophies. Befriended by elves for their playfulness, halflings are a curious bunch, always exploring and frolicking about the lands of Placidhaven in search of fun and something new to occupy their time.

PRIEST PRICERS

Aura of Righteousness (2) When a good priest performs this prayer, then all within the prayer's radius will feel a calming peace overwhelm them, and none will seek to harm him. If a priest of an evil mythos performs this prayer, all within the radius will be overwhelmed by fear, and none will seek to harm him. May only be used once per confrontation.

Blade of Vengeance (3) When this prayer is performed, any single non-magical blade that the priest touches is imbued with the essence of vengeance. For the duration of the prayer, the wielder of the blade rolls +1 die when using it and scores +2 points. May only be used once per confrontation.

Bless/Curse (1) Depending on whether performed by a good or evil priest, this prayer imbues the recipient with either hope or feelings of certain demise. Recipients of bless receive +1 to initiative and +1 point scored on attacks. Those who receive curse, however, receive the opposite of the bonuses. This prayer may only be performed on one person.

Blindness: Cause / Cure (4) The cause blindness prayer may be performed by an evil priest and is permanent, cursing the recipient, reducing turns per round to one and negating all bonuses. The priest of a good mythos may remove this condition, and restore sight fully by performing the prayer of cure blindness.

Call Lightning (4) This prayer summons a single bolt of searing electricity from the sky, striking a single target scoring 2 points per level of the priest.

Calm Storm (3) When this prayer is performed, any natural storm within the area of the prayer ceases for the duration of the prayer.

Counterstrike (2) When this prayer is performed, the recipient's combat abilities are heightened. During the round of combat preceding the completion of the prayer, every attack that hits the recipient and causes damage, the recipient may immediately "counterattack" the individual that attacked him without using any turns. When counterattacking, the recipient of the prayer does not gain extra dice to attack. May only be used once per confrontation.

Courage/Agony (3) When a priest of a good mythos performs this prayer, the recipient is overwhelmed by sense of duty and fearlessness negating the effects of fear and gaining +1 turn per round.

If this prayer is performed by a priest of an evil mythos, the recipient is overwhelmed by grief and guilt, plagued with images of

wrongful deeds done in life; with all talents taking twice as long to complete, and -1 turn per round.

Create Fire (1) When this prayer is performed, the priest may create a small fire in an area up to a 5ft radius. Any flammable material within the radius of the prayer will instantly ignite.

Deaden Pain (3) Identical to the magic of the same name.

Deafness: Cause / Cure (4) The cause deafness prayer may be performed by an evil priest and is permanent. The recipient can not defend attacks from the side or rear (+2 points scored), and can not receive orders orally. The priest of a good mythos may remove this condition, and restore hearing fully by performing the prayer of cure deafness.

Detect Good/Evil (1) Detect evil may be cast by priests of a good mythos. Detect good may be cast by a priest of an evil mythos. Both have the same effects as the same magic in Hero 8™: Magic.

Detect Spirits (1) This prayer allows the priest to detect any spirits within the area. While it does not pin point a spirit, it does effect the priest as other detection prayers and spells (see Detect Good/Evil). This prayer is mainly meant to be used in conjunction with Speak with Dead.

Endure Cold (2) Cold attacks score only half their normal points against the recipient.

Endure Heat (2) Cold attacks score only half their normal points against the recipient.

Feign Death (3) This prayer allows the recipient to appear, by all natural instrumentation, dead. Nothing short of magic will reveal that the recipient is alive. While completely helpless in this state, the recipient does heal at twice the normal rate. The effects last up to one day per level of the priest.

Forbid (3) The forbid prayer is a more powerful form of the rebuke prayer. The effects are the same, however, if the potentially threatening individuals manage to make a successful roll, and enter the area, they score -1 point when attacking the priest.

Heal/Wound (3) Priests of a good mythos may perform the Heal Prayer. When performing this prayer, the priest may restore, with a single touch, 1 point to an injured individual, per level of the priest. Wound is performed by evil mythos priests, allowing them to score 1 point per level. May only be used once per confrontation.

Immolation (3) This prayer allows the priest to set any one individual on fire scoring one roll of the six-sided die of points. Any individual set on fire by this prayer may take only one turn per round.

Light/Dark (1) Regardless of mythos, any priest may use the Light or Dark spell. These prayers' effects are respectively equal to that of the Light and Darkness magic.

Locate Object (1) This prayer allows the priest to locate any one specified non-magical item that the priest has seen or held within the area.

Message (2) This prayer is identical to that of the magic.

Pass through Stone (3) This prayer allows the recipient, and all of his gear, to pass harmlessly through any stone structure, taking on an ethereal form. However, if the prayer's duration expires in transit, the recipient regains complete corporeal form and dies.

Protection from Evil/Good (2) Priests of a good mythos may perform protection from evil, while priests of an evil mythos may perform protection from good. The effects of these prayers are identical to their respective magic.

Purify/Putrefy Food and Water (2) The prayer of purify food and water may be performed by a priest of a good mythos. When performed this prayer permanently negates any harmful bacteria or diseases from the food and water touched. The food can sustain without "spoiling" indefinitely, yet will still naturally breakdown if not consumed within a reasonable time. Up to an average sized table of food and water may be purified by the prayer.

If a priest of an evil mythos performs this prayer, it takes on the form of putrefy food and water. In this case, while the food will look and taste perfectly fresh, anyone consuming it will become

violently ill, receiving one turn every other round, with skills taking three times the regular amount of time to complete. The effects of this lasts for three days.

Rebuke (2) This prayer holds potential enemies of a priest at bay. During the duration of this prayer, any individuals that the priest views as potentially harmful, that are within the area, must make a successful roll or leave.

Sanctum (4) This prayer is an even more powerful form of the rebuke prayer. In this prayer, any potentially threatening individuals who manage to make a successful roll and enter the prayer's radius suffer -1 turn per round, score -2 points on an attack, suffer 1 point of per round that they are within the area. May only be used once per confrontation.

Sojourn (3) This prayer allows the priest to present any one individual with the task of a quest. This quest may have only one goal, however, that goal is up to the priest who performs the prayer. The individual that receives the quest will attempt, by any means necessary; to accomplish the task presented to it, so long as it does not conflict with the individual's nature. When this prayer is performed, the priest may not gain any additional levels until the sojourn is completed.

Speak with Dead (2) The speak with dead prayer allows the priest to question the spirit of any being, so long as he has an article of the being (corpse, bone, or any item kept personally on the being for more than ten years) or if the priest has access to the being's spirit. The priest may ask one question per even level of experience he has attained. Whether the being answers truthfully is up to the referee.

Sustenance (4) This prayer allows the recipient to temporarily go without food or water. While the recipient may go one day per level of the priest without feeling the pains of hunger or suffering any ill effects, when the prayer expires, any ill effects that may have come about from not eating are enforced. The character may even starve to death, suffering a cumulative 1 point per day (1 point on day one, 2 points on day two, 3 on three, 4 on four, etc.). One full meal will lessen the effects by one day.

Vision (3) This prayer is identical to the magic.

PRIEST GIFTS

Banish (5) This gift allows the priest to send any one individual within the radius of the gift to any realm that the priest has physically visited. The time required for using this gift is 2d6 rounds and requires a successful roll. This gift may only be used once per story.

Create and Control Undead/Turn Undead (5) Priests of an evil mythos may create and control undead. This gift allows the evil priest to create either two skeletons or one zombie per level.

Skeleton

Level: 1

Points: 4

-1 point scored from edged weapons (blades).

Zombie

Level: 1

Points: 6

Paralyzing Touch: successful roll or no turns for one round.

Any creature that the priest creates may be commanded by him with simple limited commands, such as, "stay here" and "attack", but nothing more complex than a few words. The creature remains under control of the priest until the priest either dies or it leaves the gift's area. Under these circumstances, the creature will roam the countryside wreaking havoc wherever it may. The creatures remain animate until they are destroyed. The time required for using this gift is 1d6 rounds. May only be used once per story.

Priests of a good mythos may use the turn undead gift (costs 4 points). This gift allows the priest to turn (makes them leave the area) the same amount of undead as the evil priest can create. May

only be used once per confrontation.

Disease: Cause/Cure (5)

Priests of an evil mythos may use the cause disease gift. Any creature touched by the priest must make a successful roll or it will be afflicted with a horribly devastating disease that eats its body away suffering a cumulative 1 point per day (1 point on day one, 2 points on day two, 3 on three, 4 on four, etc.) until it is beaten. May only be used once per story. Priests of a good mythos may use the gift of Cure Disease, fully reversing the conditions of Cause Disease. This gift requires 1d6 rounds to use.

Divine Intervention (5) This gift is by far the most powerful available to priests, for it allows them to call on their mythos to alter events. Priests may use this gift to alter certain situations, changing one past event or the end result of an event to come. May only be used once per story.

Exorcise/Possess (5) The exorcise gift may be used by priests of a good mythos. This gift allows a priest to "cast out" any spirit that may be possessing any one person. The spirit need only not originate within the body of that person for it to be exorcised. Any exorcised spirit may claim any "empty" body within 300ft or may return to its original body "see possess", if it is within 500ft; otherwise, the spirit is lost. The time required for using this gift is 1d6 rounds.

Priests of an evil mythos may use the gift of possess. This gift allows a priest to temporarily leave his body, and possess the body of another. While in the body of another, the priest will take on all physical talents of the creature possessed, but retains his own mental talents. The other person's soul merely hibernates while under the effects of the possession. The soul of the priest has complete control of the body of the individual possessed and may inhabit that body for one hour per level. The priest's body, however, is completely helpless and appears lifeless. When the gift expires, or the priest decides to return to his body, it will require 1d6 rounds to do so, and the priest must be within 500ft of his body or within 300ft of an "empty" body or his spirit is lost. If the body inhabited by the priest dies, so does the priest.

Healing Touch/Touch of Pain (5) Priests of a good mythos may use healing touch. When this gift is used, the priest may restore 1d6 points per level. Priests of an evil mythos may use touch of pain. When this gift is used, the priest may score 1d6 points per level.

Imbue Faith (5) The Imbue Faith gift has two separate uses. Only one effect may be used per activation of the gift.

- ◆ Mass Blessing: If performed on a group of people, all people within the radius of the gift are granted the effects of the bless/curse prayer for one hour per level of the priest.

- ◆ Increased Magic Abilities: If the priest performs the gift on himself, any prayer he performs during the confrontation will have its effects doubled.

This gift may only be used once per story. The time required to perform this gift is 1d6 rounds.

Congregate/Mass Charm (5) Priests of a good mythos may use the congregare gift. This gift allows the priest to give a blessing to a large amount of people. All people within the radius of the gift receive the effects of the Bless and Courage prayer for the duration of the gift.

Priests of an evil mythos may use the mass charm gift. Any within the radius of the gift are subjected to the effects of the magic, Charm. The time required to perform this gift is 1d6 rounds. This gift may be performed only once per story.

Resurrect (5) The resurrect gift is one of extraordinary power, for it allows a priest to bring a recently beaten character back into the game. This even applies to discarded characters. When the person is brought back, they will have only one point and will heal at only half the normal rate until the regain all their points. May only be used once per story.

Virtuous Wrath (5) This gift allows the priest to call upon the powers of his mythos to destroy his enemies in combat. The priest scores 1d6 points per level against ALL enemies. May only be used once per story.

R İÖİ AERS

Faer	Cost
Aid Animal	1
Animal Growth	4
Animal Messenger	2
Aura of Silence*	2
Avoid*	3
Berry of Rejuvenation	1
Blend*	2
Borrow from Nature	4
Charm Animal	2
Clairaudience*	3
Clairvoyance*	3
Control Water	4
Create Path	3
Darkness*	1
Detect Evil*	1
Detect Good*	1
Entangle	4
Fear*	2
Find Path	1
Find Water	1
Forest Friend	3
Invisibility to Animals	1
Irontree Barkskin	3
Lightning Bolt*	3
Locate Animals and Plants	1
Magic Net*	2
Make Fearless	1
Marshlight	1
Nature Shield	2
Plant Growth	4
Produce Flame	1
Protection from Evil*	2
Protection from Flame	3
Protection from Good*	2
Read Aura*	2
Sleep*	3
Soothing Breeze	4
Speak with Animals	3
Starpath	1
Summon Lesser Forest Denizen	4
Tree Weapon	2
Way Find	4
Wrath of Nature	4

- Denotes magic found in Hero 8™: Magic.
- List under type as **F** for **Faer**.

Aid Animal: This faer allows the druid to help any forest animal in danger, such as trapped in a fire or snare, out of danger. The faer allows the druid to find a safe path away from danger, and conveys that path to the animal.

Animal Growth: This faer allows the druid to increase the normal size of any single common forest animal by 50% for every odd level achieved. Every time the animal's size is increased, it gains +3 points and scores +1 point.

Animal Messenger: This faer allows the druid to send a message to any single individual within a 10 mile radius per level of the druid.

The message will be carried by an ethereal animal persona of the druid's choosing. The message may contain twenty words plus five additional words per level of the druid.

Berry of Rejuvenation: When held by the druid, any single wild berry bestowed with this faer is enchanted with healing magic. The berry will restore one point to any individual that eats it. Only one berry may be enchanted per use of this faer.

Borrow from Nature: With this faer, any below request made by the druid of the forest will be granted. The forest will grant only one single request per use of the faer. The druid must be in the forest to use this faer.

- ◆ Protection: the forest alert him to danger, such waking him if another approaches, or sending an animal to protect him as he travels.
- ◆ Water: usually in the form of rain or allowing the druid to sense the nearest source.
- ◆ Food: granted as small game such as a rabbit or squirrel.
- ◆ Rejuvenation: the druid may also request that the forest use its essence to heal him or another. This will allow the druid or another individual to regain one point per level of the druid.
- ◆ Safe Travel: may request fair weather (trees to protect him from rain), no encounters with common animals.
- ◆ Shelter: to find him protection from the elements during the night, such as the nearest location of a cave or for the branches of a tree to create a canopy to cover him.

Charm Animal: This faer is identical to the magic Charm, except it only effects animals.

Control Water: This faer allows the druid minor control over water in the forest. This faer can be used for many purposes, such as drawing water from an underground spring or from the roots of a tree. The faer also allows the druid to temporarily alter small water sources, such as a spring or pool. The druid can reverse the flow of springs or lower or raise springs and pools of water. These alterations last only one hour per level of the druid, and the druid may only raise or lower water levels by six inches for every odd level of experience achieved.

Create Path: This faer allows the druid to create a path through thick vegetation only. The path will be in a straight line. The trees and thickets separate, twist, and bend to conform to the druid's will, allowing him safe passage, even stretching across small ravines if possible. After the duration of the faer has passed, the vegetation reverts back to normal, leaving no trace that the path ever existed.

Entangle: This faer allows the druid to entangle one victim per level in brush and undergrowth. The druid must be in the forest to use this faer. Victims of the faer must make a successful roll to move. A failed roll means that the victim can not move. A successful roll means that the victim may take one turn per round.

Find Path: This faer allows the druid to instinctively find the nearest path in a wooded area.

Find Water: This faer allows the druid to instinctively find the nearest body of drinkable water in a wooded area.

Forest Friend: This faer allows the druid to take minor control of any animal within the faer's range. The animal will come to the aid of the druid, and obey simple commands, but will not place itself in grave danger for the sake of the druid. The druid may summon up to one animal per level to aid him. If he chooses, one single animal will accompany him for one day per level. There is a chance, however, that upon spending one week with the druid, the animal will stay by his side, making it a follower. If the druid desires to command a following animal, he must still use this faer.

Invisibility to Animals: This faer allows the druid to become invisible to all normal animals with the same efficiency as the magic Invisibility.

Irontree Barkskin: This faer encompasses its recipient's torso in a thick grayish bark. The recipient receives +2 to points per level of the

druid. In addition, the barkskin remains until it is either dispelled by the druid or is destroyed.

Locate Animals and Plants: This faer allows the druid to locate any plant or animal of his choosing within the area. For the duration of the faer, the druid will know the exact location of the plant or animal he seeks. If the plant or animal desired is not within the faer's radius, the druid will instinctively know.

Make Fearless: This faer will negate the effects of magical and non-magical fear in any animal touched by the druid.

Marshlight: When used, this faer creates a small green-hued ball of light which has the same effects as the magic Light, however, the ball's luminescence has a 15ft range.

Nature Shield: This faer surrounds the recipient in ethereal vegetation that forms a protective shield. The shield grants the recipient +4 points and makes him immune to attacks from wooden weapons.

Plant Growth: This faer allows the druid to speed up the growth process of any forest plant or tree. He may grow a seed into a small plant, or small plant into a mature sized plant. He may also age a tree by 10 years with the use of this faer.

Produce Flame: The druid may use this faer to produce a small flame, which can be used to start fires. The flame will be about the size of a torch and will last for one round per level of the druid. How long various items set on fire by the flame will burn varies.

Protection from Flame: This faer may be used on animals and vegetation only. It allows the druid to protect the creatures of the forest from harmful flames in the event of a fire. Fire will not enter the area and flaming debris that might enter merely burns harmlessly.

Soothing Breeze: With this faer, the druid is allowed to create a gentle breeze that calms all within the area. Every individual will be calm and peaceful, desiring not to harm any living thing.

Speak with Animals: This faer allows the druid to speak with any normal animal in the forest. Communication is usually empathic, but some animal's responses may be conveyed in telepathic word.

Starpath: This faer is mainly intended to be used when travelling at night. This faer allows the druid to pick a destination. When a destination, such as a village or particular cave is selected, the star in the night sky that appears to be over that destination will become very bright and shift into another color. The star will appear to stay in that location until the faer is either cancelled or its duration ends. Only those selected by the druid to see the star's "transformation" will witness it.

Summon Lesser Forest Denizen: This faer allows the druid to summon one lesser dryad (tree spirit) at levels 3, 5, and 8. The dryad will aid the druid with one endeavor, remaining faithful and friendly until the task is complete or it is killed. The dryad may be asked to perform a simple task, answer questions (if it has any information), or to aid the druid in a fight. After it has performed its task, the dryad will leave. The statistics for the lesser dryad follows.

Lesser Dryad

Level: 2

Points: 8

- ◆ May use any one point faer.
- ◆ May use the following two point faers: Aura of Silence, Blend, Create Path, and Speak with Animals.

Tree Weapon: This faer allows the druid to request a simple staff, to be used as a weapon, from a tree. The tree will sacrifice a sufficient branch in order to fulfill the druid's request. Because of the magic involved in the creation of the weapon, its craftsmanship is worthy to become a magical staff.

Wayfind: This faer allows the druid to instinctively know his location, how far he is from home, where the nearest path lies, as well as the nearest water source.

Wrath of Nature: This faer summons the vengeance of the forest to be used against the druid's enemies. The faer scores one point, per level of the druid, against all enemies in the confrontation.

α HAUNTED STEEL

Haunted Steel is the term that is used to refer to powerful magical items that are considered blessed. Haunted Steel is more than a magic item; it is a thing of legends. There are multitudes of legends that speak of a man's armor pulling him from harm's way just as the enemy delivered what would have been a deadly blow, or of a blade that corrected its wielder's aim in situations where accuracy defined life or death. These legends are the essence of Haunted Steel.

Haunted Steel comes in many forms; nearly any armor or weapon that's core composition is metal. It is rare and unique; no two items share the exact same properties. It is estimated that one Haunted Steel item exists for every five regular magic items.

It is uncertain how Haunted Steel is created, as no mage or other magic user has ever been able to duplicate its properties successfully. Some speculate it is the souls of the dead trapped in the items, others believe it to be energy of a divine nature bestowed upon an item. The exact number of Haunted Steel items that exist is also unknown.

Creating Haunted Steel

This section provides the rules and options for creating Haunted Steel for use in a campaign. This section is for realmmasters only. Haunted Steel can not be created by any character, and must be created by the referee.

Haunted Steel has the normal statistics of the item in which it is contained. Depending on the type of item, the referee is allowed a number of points that he may use to purchase the properties of the item. Haunted Steel properties may only be purchased from the item's correlating section. In addition, all Haunted Steel items, of a corresponding type share certain properties without cost. Unless otherwise stated, only properties with a cost of one may be purchased twice.

Armor

Shared Properties

Self-Repair: Can not be broken or destroyed, nor can its magic be negated. If damaged, it repairs itself.

Gleam: Haunted Steel armor never loses its gleam. No matter how many times the armor is damaged, when it has repaired itself, it is completely free of blemishes, appearing as though it has never seen battle.

Additional Protection: Haunted Steel armor is sterner than normal, even magical armor, and provides an additional +3 points.

Armor receives 10 points to spend toward the purchasing of properties. Properties and their costs are listed below.

3 Perfect Balance: Regardless of the type of armor or the terrain involved, the wearer maintains perfect balance at all times, receiving a +1 die on rolls that involve agility. If a failed roll is made, the wearer receives a second roll immediately to attempt to regain balance.

3 Inhuman Stamina: While in the armor, the wearer may run or walk ten times his normal maximum distance without tiring. This does not exclude the wearer from requiring food or sleep, it merely prolongs his ability to sustain without rest.

Spending double the points on this property will allow the wearer to sustain indefinitely. The wearer will still require food, but can run or walk any distance without rest, so long as the armor remains on his body. If the armor is removed, and the wearer has not rested, all effects cumulate. This could potentially cause hysteria, or even kill the character if he has gone long periods without rest or sleep.

3 Detect Danger: The armor seems to be sentient, protecting its wearer from the blows of his enemy, pulling him from harm's way when attacked. In every engagement, the first strike that would normally score points against armor's wearer is negated.

1 Detect Evil / Good: Identical to the magic. The property is considered to be constantly active.

2 Protection from Evil / Good: Identical to the magic.

2 Invisibility: Identical to the magic.

2 Shapeshift: Allows the wearer to use the spell, Morph Self, three times per day.

1 Bonus to Resist: grants a +1 die when requiring a successful roll to negate an effect (such as Charm, Blindness, etc.).

1 Bonus Points: +5 points.

1 Strong: same as talent.

1 Blend: same as spell.

2 Phase: wearer may use the spell Etherealness up to three times per day.

2 Immune to Condition: makes the wearer immune to one particular type of condition, such as paralysis, lycanthropy, blindness, etc.

2 Immune to Effect: makes the wearer immune to one particular type of effect; magic, psychic magic, energy attacks, normal weapons, etc.

Weapons

Shared Properties

Bonus to Hit: gains +1 die when using the weapon in a confrontation.

Bonus Points: scores +1 point.

Gleam: A Haunted Steel weapon never loses its gleam. It is completely free of blemishes, appearing as though it has never seen battle.

Indestructible: Can not be broken or destroyed, nor can its magic be negated.

Weapons receive 10 points to spend toward the purchasing of properties. Properties and their costs are listed below.

3 Corrective Aim: three times per story, the wielder may reverse a missed attack resulting in a hit. This must be stated directly after the missed attack roll is made. The hit scores normal points only. No other special effects or called shots may be the result of Corrective Aim.

3 Spirit of the Warrior: +1 die when using this weapon to attack.

3 Vampiric Recovery: scores +1 point. This point is transferred to the wielder of the weapon.

2 Extra Turn: the wielder gains +1 turn per round.

1 Strong: same as talent.

1 Bonus Points: +1 point scored

2 Return when Thrown: weapon returns to the wielder when thrown; takes one turn.

2 Disarm: wielder may disarm an opponent's weapon on a successful roll. The wielder must state that he is attempting a disarm. The roll causes no damage.

2 Automatic Initiative: wielder automatically wins initiative.

2 Double Points: once per story, the weapon will score double points on a successful roll.

2 Heighten Pain: same as spell.

3 Sever: On a roll of three sixes, a random limb is severed from the victim's body. If it is the head, the opponent is automatically beaten. If it is a limb, the opponent is -1 turn per round.

2 Cause Condition: a strike from this weapon causes a condition, such as blindness or paralysis.

Shields

Shared Properties

Gleam: Haunted Steel shields never lose their gleam. They are always completely free of blemishes, appearing as though they have never seen battle.

Indestructible: Can not be broken or destroyed, nor can its magic be negated.

Shields receive 10 points to spend toward the purchasing of properties. Properties and their costs are listed below.

3 Turn Undead: wielder may turn undead as the Priest gift.

3 Deflect Attack: allows the wielder to automatically deflect an attack, negating the points scored once per confrontation.

3 Reflect Magic: this power reflects any magic back at its caster, with its effects affecting him. The wielder must declare the use of this power beforehand; its effects are instant. This power may only be used three times per story.

2 Absorb Spell: this power harmlessly absorbs the effects of any single spell. The wielder must declare the use of this power beforehand; its effects are instant. This power may only be used three times per story.

3 Protection: this power encompasses the wielder with an aura of protection from either good, evil, or magic. The effects are the same as the magic.

2 Resist Bonus: grants a +1 die when requiring a successful roll to negate an effect (such as Charm, Blindness, etc.).

Gauntlets

Shared Properties

Gleam: Haunted Steel gauntlets never lose their gleam. They are always completely free of blemishes, appearing as though they have never seen battle.

Indestructible: Can not be broken or destroyed, nor can its magic be negated.

Gauntlets receive 10 points to spend toward the purchasing of properties. Properties and their costs are listed below.

3 Healing Touch: same as the priest gift.

3 Touch of Pain: same as the priest gift.

1 Bonus to Hit: +1 die when using with a weapon to attack.

2 Extra Turn: the wielder gains +1 turn per round.

1 Strong: same as talent.

3 Mega-Strong: same as talent.

1 Bonus Points: +1 point scored.

1 Remove Condition: has the ability to remove one single condition, such as paralysis, or blindness. May only be used once per story.

3 Dispelling Touch: has the ability to negate any magic with which it comes in contact. Not potent enough to destroy Magic Gear.

3 One Point Magic: when this property is bestowed upon a gauntlet, it is instilled with the somatic gestures involved in using one

point magic. The referee may select three one point magic that may be used once per confrontation each.

2 Snatch: this property allows the wearer of the gauntlet to snatch projectiles fired at him from mid-air. This requires a successful roll and uses one of the character's turns per attempt. Only one attempt may be made per projectile. Snatched projectiles score no points.

Helms

Shared Properties

Gleam: The helm never loses its gleam. It is always completely free of blemishes, appearing as though it has never seen battle.

Indestructible: Can not be broken or destroyed, nor can its magic be negated.

Helms receive 10 points to spend toward the purchasing of properties. Properties and their costs are listed below.

2 See Invisible: allows the wearer to see any invisible creature within the area.

2 Genius: same as talent.

2 Clairvoyance: same as magic.

2 Clairaudience: same as magic.

2 Telepathy: same as psychic power.

2 ESP: same as the spell, Vision.

2 Telekinesis: same as the psychic power.

1 Infravision: same as the magic.

2 Resist Mind Control: grants a +1 die when requiring a successful roll to negate a mind controlling effect such as Charm.

3 Sense Magic: same as the magic, Detect Magic.

2 Danger Sense: same as the psychic power.

DIENT EAONS

- ◆ The number in parenthesis is the cost of the item.
- ◆ Should be listed on character sheet as **G** for **Gear**. List item by name; i.e. Bow, Spear, Longsword.
- ◆ Those with asterisks (*) require two hands to use.

** - The bastard sword may be used with either one or two hands.

*** - Lances must be used on horseback.

Axes (2): scores +2 points; Bipennis*, Battle.

Polearms (2): scores +2 points; Bardiche*, Glaive*, Halberd*, Pike*, Scythe*, Spear*, Lance***.

Polearms (1): scores +1 point; Javelin, Trident.

Knives(0): Dagger, Hunting Knife, Stiletto.

Ranged(1): Bow, Sling

Ranged (2): scores +1 point; crossbow.

Throwing: (0) may be thrown, counts as a ranged attack; Dagger, Ax, Warhammer.

Swords(0): Cutlass, Bastard**, Falchion, Flameberge*, Greatsword*, Longsword, Sabre, Scimitar, Shortsword.

Blunt (0): Club, Warhammer, Woodenstaff*.

Blunt (1): scores +1 point with strong talent; Cudgel, Flail, Mace, Morning Star, Quarterstaff*

Blunt (2): scores +2 points; Maul*.

Miscellaneous (0): Whip

DIENT RMOR

Padded (1): Light and inexpensive quilted chest piece; +3 points.

Hide (1): Light and inexpensive layered animal hide; +3 points.

Leather (1): hardened leather armor (more civilized version of hide); +3 points.

Studded Leather (1): Soft leather armor with metal rivets fixed into the armor; +3 points.

Scale Mail (2): Scale-shaped pieces of metal fit onto a leather backing; +5 points.

Chain Mail (2): Small interlocking rings of metal worn over a padded backing; +5 points.

Banded/Splint Mail (2): Banded is composed of horizontal strips of metal fixed against chain and leather backing. Splint is the same, but with the strips fixed vertically; +5 points.

Plate (3): Metal plates covering the torso, shins, and upper arm regions; includes a chain and leather backing; +7 points.

*Unless otherwise stated, all armors cover the torso region.

Miscellaneous:

Helm (open or closed) (1): When not wearing a helm, the character can be defeated with called shots to the head that scores more than 20% of his points. Wearing a helm gives the character +3 points to his head only.

Gauntlets (1): Metal gloves used to protect the hands and increase damage from weaponless attacks; scores +1 point when using no weapon.

Shields (1): +3 points.

Miscellaneous

Adventurer Survival Gear (1): blanket, bedroll, 50 ft of rope, 5 torches, flint and steel, one week of rations, backpack, and eating utensils.

Horse (1): includes bridle, reins, saddle, and saddle blanket. Horse: Level: 1, Points: 8

EW TAENTS

Weapon Engineer: Arquebus (2) Characters with this talent have the ability to construct, repair, and maintain ancient arms such as the arquebus, as well as, their ammunition. Constructing an arquebus requires scoring 10 points and costs one point.

Boyer-Fletcher (1) Characters with the boyer-fletcher talent have the ability to construct bows and arrows. The character can create bows and arrows at no cost. Constructing a bow requires scoring 10 points.

Leatherworking (1) Characters with this talent have the ability to craft items constructed from leather, such as light armor, clothing, straps, and whips.

Lore: Haunted Steel (1) The character is educated in the assumed methods of creation and use of Haunted Steel. The character is also familiar with legendary items considered to be Haunted Steel; those items' appearances, properties, and legends.

Weapon Training: Arquebus (2) This skill allows the character to understand the basic functions of the arquebus, mainly how to operate and maintain the weapon. The character may load it in one turn instead of one round and gains +1 die when attempting to make a successful roll while using it.

PLACIDHAVEN

The land of Placidhaven, like any other typical fantasy setting, is filled with knights, dragons, and magic. The following section gives a general overview of the more important regions and cities of Placidhaven. Future sourcebooks will elaborate on these areas and many more.

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The Kree Mountains is the largest mountain range in Placidhaven. It stems in the southeastern border of Placidhaven and runs north to the edge of the realm. The following are key areas within the mountain range.

Glorium

The legendary dwarven city carved from the very mountain on which it sets, Glorium is the set to the dwarven kingdom. The mountain's core from which Glorium was carved is completely gold. Here is where the dwarven council sits and controls the kingdom under the rule of their king Belwar Stainstone.

Glorium is also the only city in which gunpowder may be purchased, as the only known reservoir lies in the mountain south of her gates.

Mount Icewind

A much second and much smaller dwarven nation lies far north of Glorium in the arctic areas. The Frostbeard Nation is a nation of dwarves who have left the comforts of Glorium to seek their own rule in the north. There is very little contact between the two nations, as Glorium does not recognize their succession.

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Galantri

Galantri is the largest human city in Placidhaven. It is the industrial mecca of the realm. The humans in Galantri are known for their human supremacist ideologies, and all other races are never welcome inside her walls.

For the past several years a vicious war of attrition has been waged against the city and lands of Alinia, as Alinia, while mostly human, opens her doors to all.

Alinia

"The Welcoming City", as it is known, is a large city/kingdom positioned near the center of Placidhaven, and borders Galantri. For the past several years, Alinia, while never buckling to the power of Galantri, has grown weak from the war.

Orderhold

In the eastern part of the plains, near the Navanna Forest lies Orderhold Keep. Since ancient times the paladin order of Orderhold has protected the plains and the surrounding regions from the forces of evil. Its is here that the paladins of Placidhaven call home.

"The blood of the holiest in the realm flows from these sacred halls, the spirits of their progenitors never too far from council. They guide the paladins in their mission to rid the realm of the abominations of evil. Here is the home of the righteous. Here is the hearth of justice. Here is the temple of prudence."

- Charlemagne the Wise to his page upon viewing Orderhold for the first time

Halfling Wood

Halfling Wood is a small region fixed near the center of Navanna forest. It is here that the only halfling kingdom flourishes.

Navanna Forest

Named by the elves who protect it, the "ancient forest", the Navanna is considered the oldest forest in Placidhaven and is by far the largest. Navanna is also home to the druids.

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Doomcrest

Doomcrest is home to the savage lands. The people who live in this region are barbarians. Few from the south desire to cross through the Doomcrest province for trade in the northlands.

Portsend

Nestled south of Doomcrest lies the province of Portsend. Portsend is home to the largest port in Placidhaven.

The Dragon's Head

The dragon's head, an anomaly of nature, is a peninsula located at the southern most tip of Placidhaven. It is better known as the Camshire Province.

The Canin Archipelago

Just off the Placidhaven mainland lies the Canin Archipelago, a crescent-shaped collection of hundreds of small islands that are home to group of humans of Celtic tradition.

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A mountain range famed for its position, just behind the dragon's head, is home to the elvin kingdom's council city, as well as the gnomish city of Lil'bito'disndat.

Lil'bito'disndat

The only gnomish city known to exist is fixed in the southern tip of the Dragon's Spine. Lil'bito'disndat, while open to strangers, is rarely visited by anyone other than desperate merchants, as most do not enjoy the company of the gnomes in their home city. Many who visit, never grace her walls again, for it is far to dangerous to risk a second visit.

The Wyrms Crown

At the northern tip of the Dragon's Spine lies a small ring of mountains known as the Wyrms Crown. The area was named so because of the it being the northern most area of the Dragon's Spine. Gaurded by the mountains and nestled in their deep valley lies Key's Loch.

Cloudtouch

The home of the elvin high council, all the elves of Placidhaven that consider themselves of kinsblood are ruled from atop the vast mountain that is home to the city of Cloudtouch. One of the most beautiful spectacles in all of Placidhaven, Cloudtouch is sacred to all elves. No other race has ever been beyond her walls, but all elves not deemed traitors or outcasts are welcome to come and stay, nestled in her protection for as long as they desire.

"As for the city of Cloudtouch, our forefathers' decision to leave Navanna for the serenity of the Dragon's Spine was a risky one indeed. The courage of our ancestors has forged for elfkind a vast city of which no other in the realm beholds such beauty.

From her you can look across the whole of elvindom and bask in the glory of our fathers' labors. Largely, I think the move was the greatest decision of the elders. There the culture can be refined without influence from others and we can be confident that the lineage of our race will have a haven safe from the contempt of other races; a place where they can go and learn and practice the ways of our ancestry in peace. It is a place where they may live among their brethern in friendship and harmony.

Sacred is the city of Cloudbottom, the bastion of the elves. Love her beauty, promise, and function that those who have fallen before us for the sake of elfdom, would not have died in vain."

- Thalamius Czmentla, Legendary Einhander

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"Behold, yonder rides harbingers of destruction. Carried on the winds of death, they come to feed on the souls of the righteous, and harbor unto them the blasphemies of the pure."

The tenangi (Originally Realmwalkers Main Book, now part of The Great Plains Sourcebook) are a major threat to Placidhaven. Appearing as the first configuration, the armored warrior, they travel the land, seeking to destroy the pure, so as to fuel the essence.

At this time, the tenangi stay near and around the city of Galantri. It has been noted that roaming patrols have been seen as far south and west as Alinia.

